

- a. The greedy algorithm taught in class with weight limit still set to W , but only run the sort by density option instead of both sort by density and sort by value; and instead of excluding the first item j that makes current weight exceed maximum allowed weight W , include that item.

Proof of correctness: including the first item j that makes our weight exceed W does not make our weight exceed $\frac{3}{2}W$ because no item is too big (i.e. $w_i \leq \frac{W}{2} \forall i$). Before including j , the current weight is $\leq W$, adding $w_j \leq \frac{W}{2}$ makes total weight $\leq \frac{3}{2}W$. This new algorithm also makes our total value $\geq V^*$ because as proved in lecture, including a fraction of item j such that the total weight is equal to W when running by sorted density makes our value equal to the optimal value V^* , including the entirety of j thus makes our total value $\geq V^*$.

Runtime Analysis: We learned that the greedy algorithm is $O(n \log n)$. The only modification to the algorithm is not running the sort by value option, which actually makes the runtime smaller. It's still $O(n \log n)$.

- b. Our algorithm:

- 1) Set weight limit to $\frac{3}{2}W$. Run the greedy algorithm on small items only (i.e. items with weight $w_i \leq \frac{1}{2}W$).
- 2) Start over. Set weight limit to $\frac{3}{2}W$ again. Put a big item in front, then run the greedy algorithm with small items only; run this for all big items.
- 3) Return the best run from the above two steps.

Proof of correctness: Observe that the optimal solution when the weight limit is W has 0 or 1 big items, as a big item's weight $w_b > \frac{W}{2}$. If the optimal solution has 0 big items, then step 1 has a satisfying solution because it's part a's algorithm. If the optimal solution has 1 big item, then there exists a satisfying solution from step 2 because we exhaust all options of big items in the beginning. The big item's weight $\frac{W}{2} < w_b \leq W$, so running the greedy algorithm on small items only after putting a big item in the front (step 2) is basically part a but with weight limit $\frac{3}{2}W - w_b$.

Runtime Analysis: step 1 is $O(n \log n)$ because it's the algorithm taught in class. Step 2 is $O(n) * O(n \log n)$ because the number of big items is $O(n)$. Overall, this algorithm is $O(n^2 \log n)$.