

# CS3000: Algorithms & Data

## Paul Hand

### Lecture 10:

- Dynamic Programming: Knapsack Problems

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# Dynamic Programming

# Dynamic Programming Recap

- Express the optimal solution as a **recurrence**
  - Identify a small number of **subproblems**
  - Relate the optimal solution on subproblems
- Efficiently solve for the **value** of the optimum
  - Simple implementation is exponential time
  - **Top-Down**: store solution to subproblems
  - **Bottom-Up**: iterate through subproblems in order
- Find the **solution** using the table of **values**

# Dynamic Programming: Knapsack Problems

# Tug-of-War

- We have  $n$  students with weights  $w_1, \dots, w_n \in \mathbb{N}$ , need to split as evenly as possible into two teams
  - e.g. {21,42,33,52}

# The Knapsack Problem

- **Input:**  $n$  items for your knapsack
  - value  $v_i$  and a weight  $w_i \in \mathbb{N}$  for  $n$  items
  - capacity of your knapsack  $T \in \mathbb{N}$
- **Output:** the most valuable subset of items that fits in the knapsack
  - Subset  $S \subseteq \{1, \dots, n\}$
  - Value  $V_S = \sum_{i \in S} v_i$  as large as possible
  - Weight  $W_S = \sum_{i \in S} w_i$  at most  $T$
- **SubsetSum:**  $v_i = w_i$

## Solve this Knapsack by hand

- Total Weight  $T = 10$   
What collection of items maximizes value with total weight of at most  $T$ ?

$i$	1	2	3	4
$v_i$	10	40	30	50
$w_i$	5	4	6	3

# Is Dynamic Programming Necessary?

- Want to maximize **bang-for-buck**, right?
  - Items with large  $\frac{v_i}{w_i}$  seem like good choices
  - Design a Knapsack problem where selecting items in decreasing order of bang-for-buck (subject to the weight constraint) gives the incorrect result.

# Dynamic Programming

- Let  $O \subseteq \{1, \dots, n\}$  be the **optimal** subset of items for a knapsack of size  $T$
- **Case 1:**  $n \notin O$
- **Case 2:**  $n \in O$

# Dynamic Programming

- Let **OPT**( $j, S$ ) be the **value** of the optimal subset of items  $\{1, \dots, j\}$  in a knapsack of size  $S$
- **Case 1:**  $j \notin O_{j,S}$
  
- **Case 2:**  $j \in O_{j,S}$

# Dynamic Programming

- Let  $\mathbf{OPT}(j, S)$  be the **value** of the optimal subset of items  $\{1, \dots, j\}$  in a knapsack of size  $S$
- **Case 1:**  $j \notin O_{j,S}$ 
  - Use opt. solution for items 1 to  $j-1$  and size  $S$
- **Case 2:**  $j \in O_{j,S}$ 
  - Use  $i +$  opt. solution for items 1 to  $j-1$  and size  $S - w_j$

# Dynamic Programming

- Let **OPT**( $j, S$ ) be the **value** of the optimal subset of items  $\{1, \dots, j\}$  in a knapsack of size  $S$
- **Case 1:**  $i \notin O_{j,S}$ 
  - Use opt. solution for items 1 to  $j-1$  and size  $S$
- **Case 2:**  $i \in O_{j,S}$ 
  - Use  $i$  + opt. solution for items 1 to  $j-1$  and size  $S - w_j$

**Recurrence:**

$$\text{OPT}(j, S) = \begin{cases} \max\{\text{OPT}(j-1, S), v_j + \text{OPT}(j-1, S - w_j)\} & \text{if } w_j \leq S \\ \text{OPT}(j-1, S) & \text{if } w_j > S \end{cases}$$

**Base Cases:**

$$\text{OPT}(j, 0) = \text{OPT}(0, S) = 0$$

# Activity

$$OPT(j, S) = \begin{cases} \max\{OPT(j-1, S), v_j + OPT(j-1, S - w_j)\} & \text{if } w_j \leq S \\ OPT(j-1, S) & \text{if } w_j > S \end{cases}$$

- Input:  $T = 8, n = 3$ 
  - $w_1 = 1, v_1 = 4$
  - $w_2 = 3, v_2 = 5$
  - $w_3 = 5, v_3 = 8$

3									
2									
1									
0									
-	0	1	2	3	4	5	6	7	8

items

capacities

# Knapsack (“Bottom-Up”)

```
// All inputs are global vars
FindOPT(n,T):
  M[0,S] ← 0, M[j,0] ← 0

  for (j = 1,...,n):
    for (s = 1,...,T):
      if (wj > S): M[j,S] ← M[j-1,S]
      else: M[j] ← max{M[j-1,S], vj + M[j-1,S-wj]}

  return M[n,T]
```

Activity: What is the runtime of this algorithm?

How much memory does it take?

# Dynamic Programming

- Let  $O_{j,S}$  be the **optimal subset of items**  $\{1, \dots, j\}$  in a knapsack of size  $S$
- **Case 1:**  $j \notin O_{j,S}$ 
  - Use opt. solution for items 1 to  $j-1$  and size  $S$
- **Case 2:**  $j \in O_{j,S}$ 
  - Use  $i +$  opt. solution for items 1 to  $j-1$  and size  $S - w_j$

# Filling the Knapsack

```
// All inputs are global vars
// M[0:n,0:T] contains solutions to subproblems
FindSol(M,n,T):
  if (n = 0 or T = 0): return  $\emptyset$ 
  else:
    if ( $w_n > T$ ): return FindSol(M,n-1,T)
    else:
      if ( $M[n-1,T] > v_n + M[n-1,T-w_n]$ ):
        return FindSol(M,n-1,T)
      else:
        return {n} + FindSol(M,n-1,T- $w_n$ )
```

# Knapsack Wrapup

- Can solve knapsack problems in time/space  $O(\quad)$ 
  - Brute force algorithms run in time  $O(2^n)$
- Dynamic Programming:
  - Decide whether the  $n^{\text{th}}$  item goes in the knapsack
- Can solve subset-sum and tug-of-war