

Dynamic Programming III: Knapsack Problem

Admin

- Next Monday will be an activity day
 - Practice dynamic programming w.r.t. graphs
 - Use any extra time in activity period to work on problem set & ask questions

Knapsack Problem

Further Reading: [Chapter 6.4, KT](#)

Knapsack Problem

Problem. Pack a knapsack to maximize the total item value

- There are n items, each with weight w_i and value v_i :

$$I = \{(v_1, w_1), \dots, (v_n, w_n)\}$$

- Knapsack has total capacity C
- For any set of items T they fit in the Knapsack iff

$$\sum_{i \in T} w_i \leq C$$

- **Goal:** Find subset S of items that fit in the knapsack (satisfy the capacity constraint) **and maximize** the total value:

$$\sum_{i \in S} v_i$$

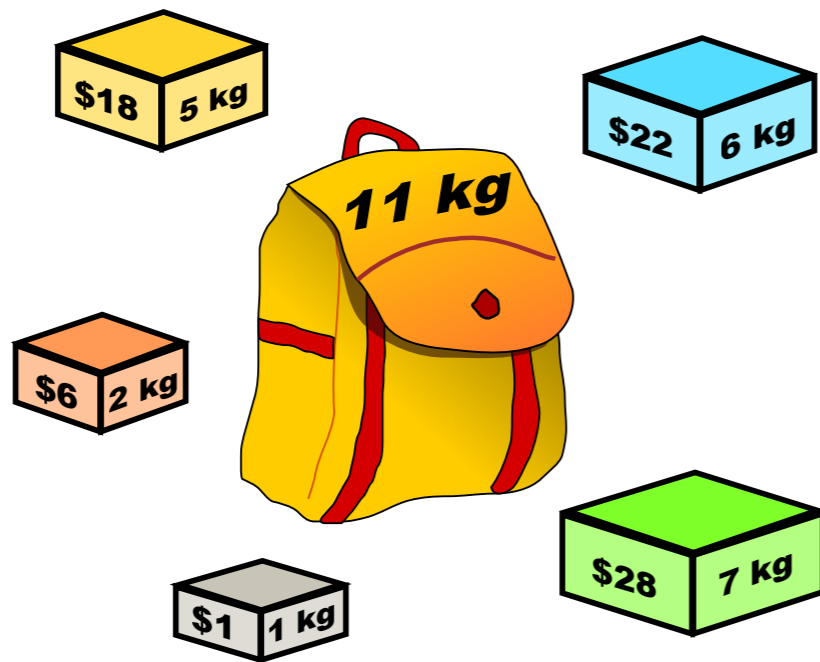
- **Assumption.** All weights and values are non-negative integers

Knapsack Problem

Let's first explore **greedy** solutions to the problem.

Consider the following problem instance:

- Ideas for what to be greedy about?



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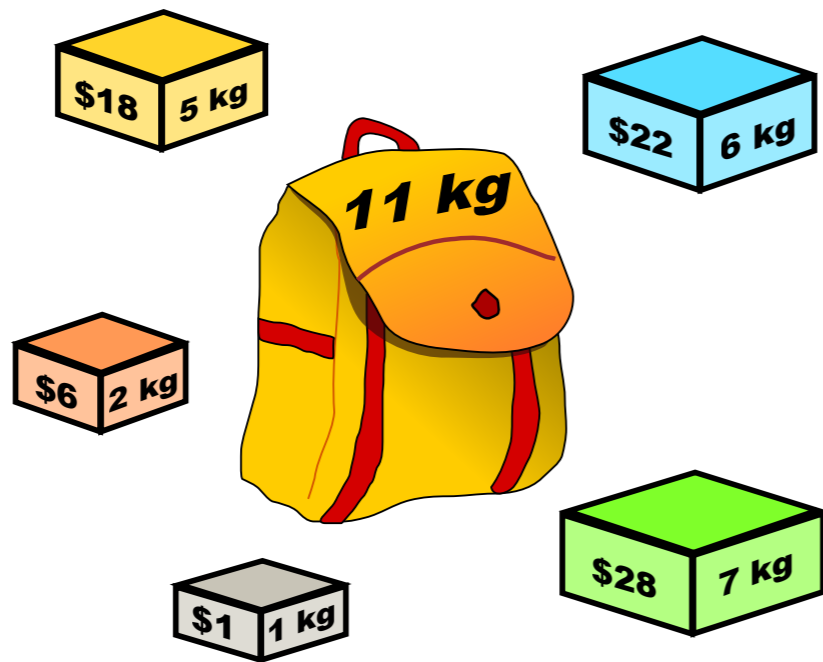
i	v_i	w_i
1	\$1	1 kg
2	\$6	2 kg
3	\$18	5 kg
4	\$22	6 kg
5	\$28	7 kg

Knapsack instance
(weight limit $C = 11$ kg)

Knapsack Problem

Idea 1: Pick the most expensive stuff we can!

- **Algorithm:** greedily pick the highest value item that fits.



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Total value: \$35
Utilized capacity: 10 kg

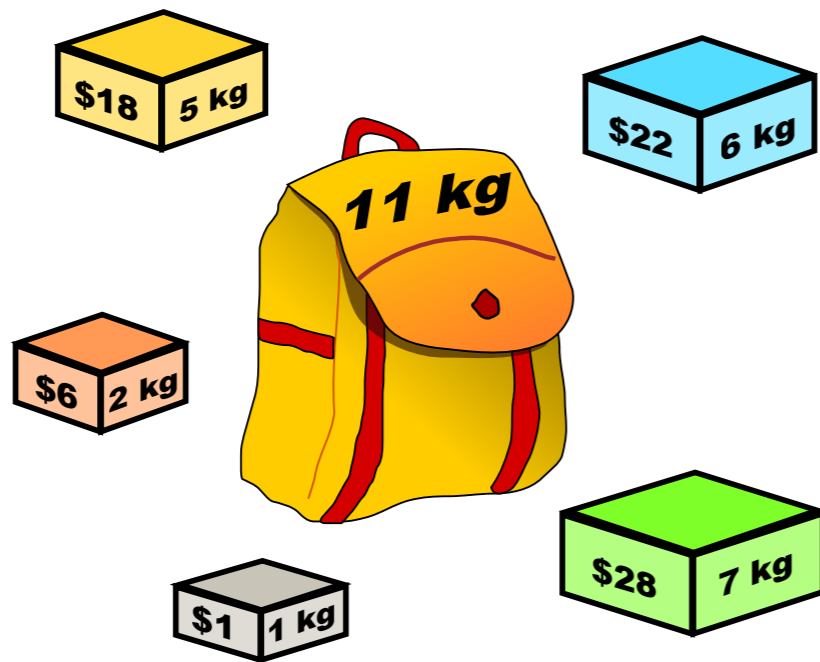
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Knapsack instance
(weight limit $C = 11$ kg)

Knapsack Problem

Idea 2: Pick the lightest stuff we can!

- **Algorithm:** greedily pick the lowest weight item that fits.



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Total value: \$25
Utilized capacity: 9 kg

i	v_i	w_i
1	\$1	1 kg
2	\$6	2 kg
3	\$18	5 kg
4	\$22	6 kg
5	\$28	7 kg

Knapsack instance
(weight limit $C = 11$ kg)

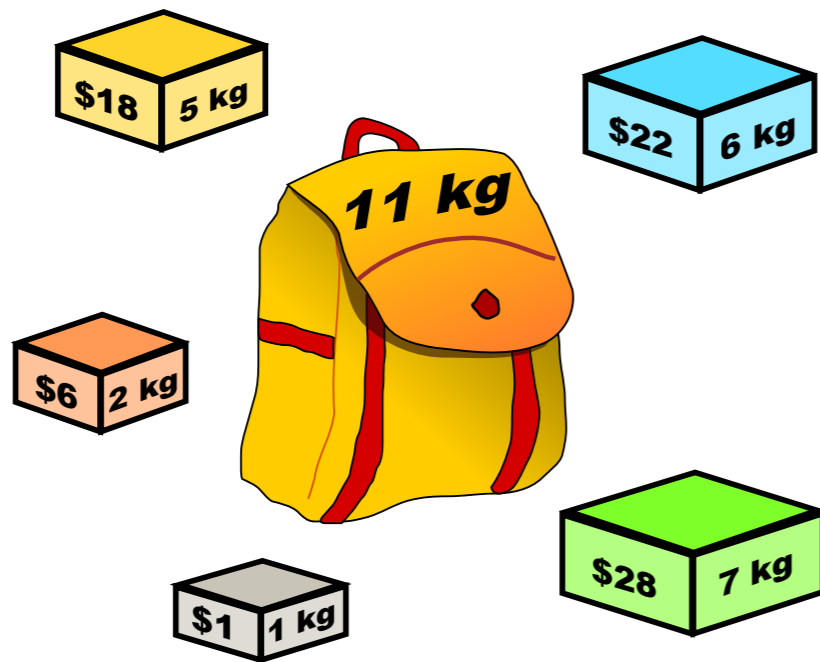
Knapsack Problem

Idea 3: Pick the heaviest stuff we can!

- **Algorithm:** greedily pick the highest weight item that fits.

Total value: \$35
Utilized capacity: 10 kg

i	v_i	w_i
1	\$1	1 kg
2	\$6	2 kg
3	\$18	5 kg
4	\$22	6 kg
5	\$28	7 kg



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Knapsack instance
(weight limit $C = 11$ kg)

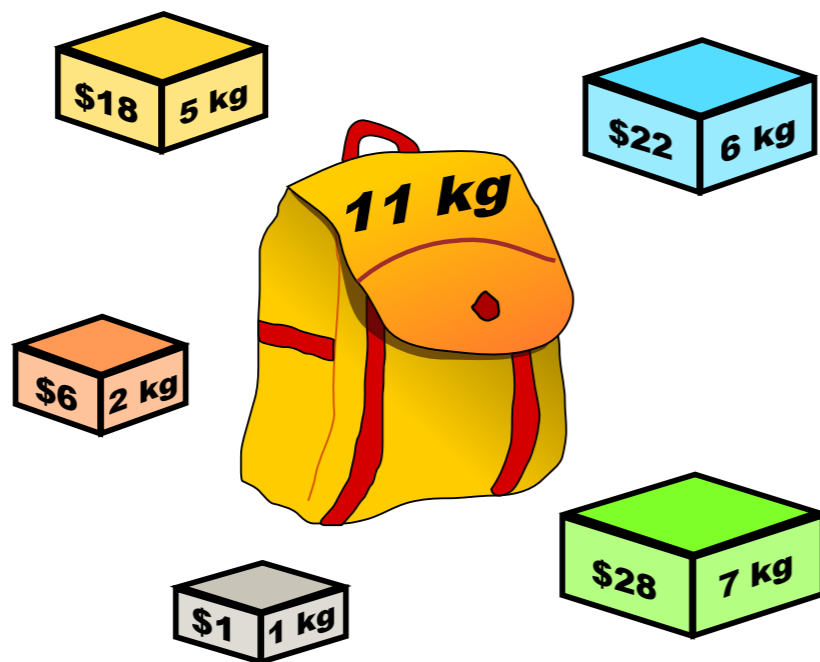
Knapsack Problem

Other ideas?

Spoiler: Greedy doesn't work! What is optimal in this instance?

- Optimal packing is $\{i_3, i_4\}$: value \$40 (and weight 11)

How many packings must we consider in an **exhaustive** search?



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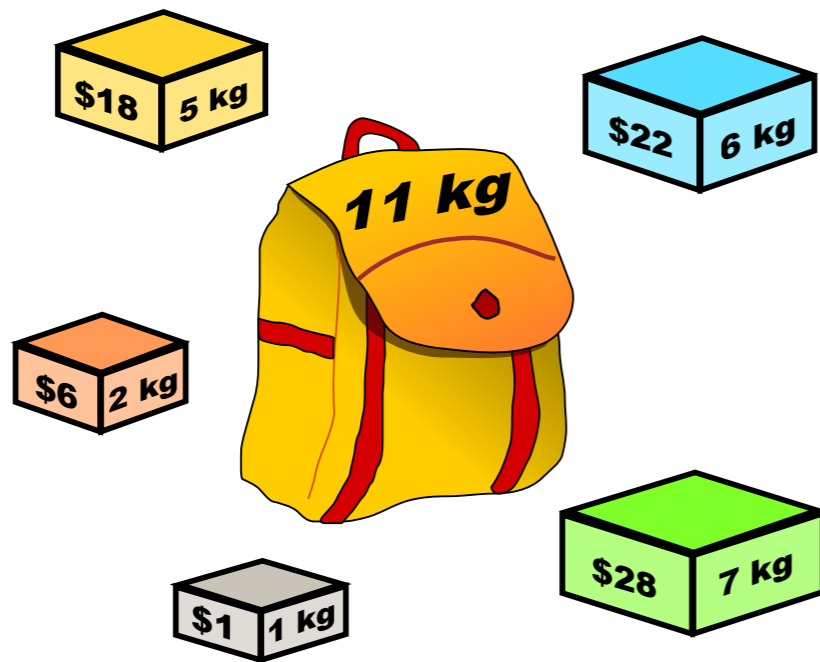
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1	\$1	1 kg
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5	\$28	7 kg

knapsack instance
(weight limit $W = 11$)

Exponential Possibilities

Given S items, how many subsets of items are there in total?

- 2^S : there are an exponential number of possibilities
- Dynamic programming trades off space for time, and through memoization, we get an (interestingly) efficient solution!



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i	v_i	w_i
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5	\$28	7 kg

knapsack instance
(weight limit $W = 11$)

Recipe for a Dynamic Program

- **Formulate the right subproblem.** The subproblem must have an optimal substructure
- **Formulate the recurrence.** Identify how the result of the smaller subproblems can lead to that of a larger subproblem
- **State the base case(s).** The subproblem that's so small we know the answer to it immediately!
- **State the final answer.** (In terms of the subproblem)
- **Choose a memoization data structure.** Where are you going to store already computed results? (Usually a table)
- **Identify evaluation order.** Identify the dependencies: which subproblems depend on which ones? Using these dependencies, identify an evaluation order
- **Analyze space and running time.** As always!

Towards a Subproblem

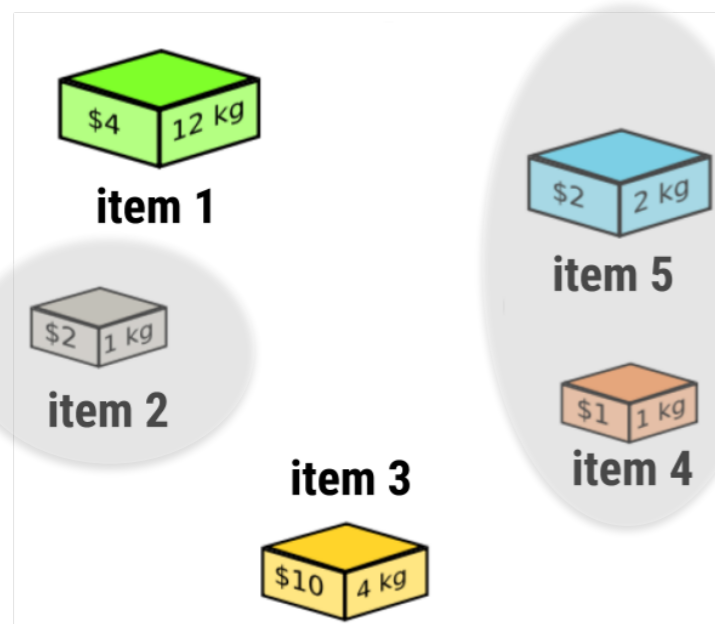
Previously, our DP has tracked a **value** instead of a **set**.

- **Idea 1**: Keep track of **current capacity** c , where $0 \leq c \leq C$
- **Subproblem**. Let $T[c]$ denote the **value** of the optimal solution that uses capacity $\leq c$.
- **Optimal solution**: $T[C]$
- **Recurrence**: Not obvious with just capacities.
 - Why is this a challenge?

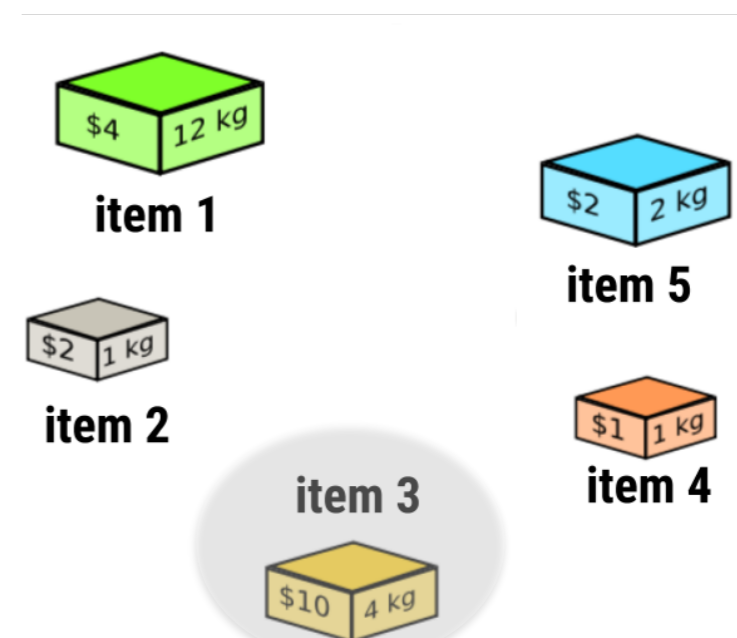
Subproblems and Optimality

When items are selected, we need to fill the remaining capacity optimally

- **Challenge:** the subproblem associated with a given remaining capacity can be solved in different ways



Partial Selection #1



Partial Selection #2

- In both cases, remaining capacity: 11 kg, but items left are different
 - Using just capacity might not be enough. Perhaps a 2D table can capture capacity *AND* items?

**Subproblem:
Optimal Substructure**

Subproblem

Subproblem

$\text{OPT}(i, c)$: value of optimal solution using items $\{1, 2, \dots, i\}$ with total capacity $\leq c$, for $1 \leq i \leq n, 0 \leq c \leq C$

Final answer

$\text{OPT}(n, C)$

**Consider all n items,
consider full capacity C**

Base Cases

$n \times C$: Are there any rows/columns can we fill immediately?

- What about the first **column** corresponding to item 1?

$\text{OPT}(1, c)$: Value of optimal solution that uses item 1 and has total capacity at most c

- For $i = 1; c \in \{1, 2, \dots, C\}$ we can fill out the first column as:

$$\text{OPT}(1, c) = v_1 \text{ if } c \geq w_1$$

Item 1 fits, add its value v_1

$$\text{OPT}(1, c) = 0 \text{ if } c < w_1$$

Item 1 does not fit, value of empty knapsack is 0

Base Cases

Are there any rows/columns can we fill immediately?

- What about the first **row** corresponding to capacity **0**?
- $\text{OPT}(i, 0)$: Value of optimal solution that uses first i items and has total capacity at most **0**
- For $i = 1, 2, \dots, n$ we can fill out the first row as:

$$\text{OPT}(i, 0) = 0$$

Items $1 \dots i$ do not fit, value of empty knapsack is 0

Optimal Substructure

- $\text{OPT}(i, c)$: Let us try to construct the optimal solution that uses items $\{1, 2, \dots, i\}$ and capacity at most c
- What are the possibilities for the last i^{th} item:
 - Either item i is in the optimal solution or not
 - We must consider both cases
- **Case 1.** Suppose item i is **not** in the optimal solution, what is the optimal way to solve the remaining problem?
 - $\text{OPT}(i, c) = \text{OPT}(i - 1, c)$

Item i is left out, use best solution that considers items $1 \dots (i - 1)$ for the same capacity

Optimal Substructure

- $\text{OPT}(i, c)$: Let us try to construct the optimal solution that uses items $\{1, 2, \dots, i\}$ and capacity at most c
- What are the possibilities for the last i^{th} item:
 - Either item i is in the optimal solution or not
 - We must consider both cases
- **Case 2.** Suppose item i **is** in the optimal solution, what is the recurrence of the optimal solution?
 - $\text{OPT}(i, c) = v_i + \text{OPT}(i - 1, c - w_i)$
 - This case only possible if $c \geq w_i$

Final Recurrence

For $1 \leq i \leq n$ and $1 \leq c \leq C$, we have:

$$\text{OPT}(i, c) = \max \{ \text{OPT}(i - 1, c), v_i + \text{OPT}(i - 1, c - w_i) \}$$

- **Memoization structure:** We store $\text{OPT}[i, c]$ values in a 2-D array or table using space $O(nC)$
- **Evaluation order:** In what order should we fill in the table?
 - Row-major order (row-by-row)

Working Through An Example

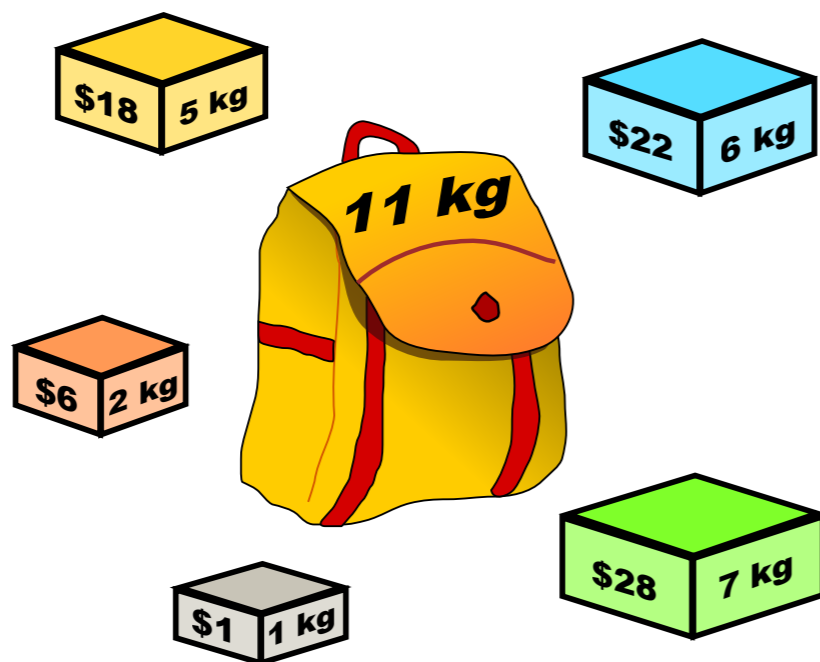
$$\text{OPT}(1, c) = v_1 \text{ if } c \geq w_1$$

$$\text{OPT}(1, c) = 0 \text{ if } c < w_1$$

$$\text{OPT}(i, 0) = 0$$

$$\text{OPT}(i, c) =$$

$$\max \{ \text{OPT}(i - 1, c), v_i + \text{OPT}(i - 1, c - w_i) \}$$



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knapsack instance
(weight limit $W = 11$)

c=0 c=1 c=2 c=3 c=4 c=5 c=6 c=7 c=8 c=9 c=10 c=11

i=1	0	1	1	1	1	1	1	1	1	1	1	1
i=2	0	1	6	7	7	7	7	7	7	7	7	7
i=3	0	1	6	7	7	18	19	24	25	25	25	25
i=4	0	1	6	6	6	18	22	24	28	28	28	40
i=5	0	1	6	6	6	18	22	28	29	34	34	40

Running Time

- Time to fill out a single table cell? $O(1)$
- How many cells are there in our table? $O(nC)$
- Total cost? $O(nC)$

Running Time

- Is $O(nC)$ polynomial? By which I mean polynomial in the *size of the input*
- What is the *input*? n items, plus the integer C
 - We need $O(n)$ size to store n items
 - How much space to store integer C ? $\log_2 C$ bits
- So, is $O(nC)$ polynomial in the input size?
 - No! One table dimension depends on value of input, not size needed to represent it: $C = 2^{\log_2 C}$
 - “Pseudopolynomial” - polynomial in the *value* of the input

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Acknowledgments

- Some of the material in these slides are taken from
 - Kleinberg Tardos Slides by Kevin Wayne (<https://www.cs.princeton.edu/~wayne/kleinberg-tardos/pdf/04GreedyAlgorithmsI.pdf>)
 - Jeff Erickson's Algorithms Book (<http://jeffe.cs.illinois.edu/teaching/algorithms/book/Algorithms-JeffE.pdf>)
 - Shikha Singh