

## Knapsack

Items	$i_1$	$i_2$	...	$i_n$
Value	$v_1$	$v_2$	---	$v_n$
Weight	$w_1$	$w_2$	---	$w_n$

Bag of fixed weight capacity  $W$

Choose a set of items that fits in your bag

to maximize value

- unlimited copies of each item
- one copy of each item

Unlimited copies

Suggestion

Order items, say by  $\frac{v_j}{w_j}$

Optimal solution has  $n_j$  copies of item  $i_j$

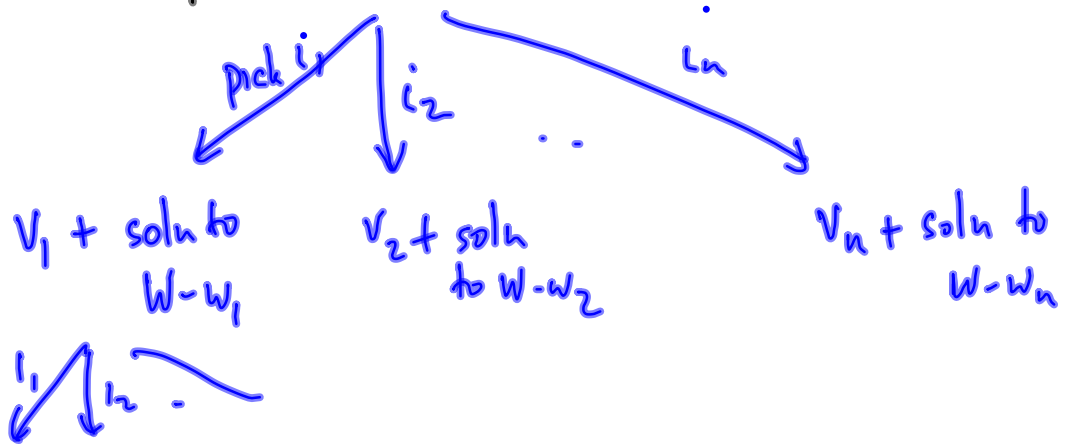
⋮

OR

Just pick items one at a time

Picking  $i_j$  reduces capacity by  $w_j$ , adds value  $v_j$

Start with capacity  $W$



$$\text{MaxValue}(w) = \max_j (v_j + \text{MaxValue}(w - w_j))$$

↑  
 current capacity  
 s.t.  $w_j \leq w$

Final solution is  $\text{MaxValue}(W)$

— need  $\text{MaxValue}(0), \text{MaxValue}(1), \dots, \text{MaxValue}(W-1)$

DP of order  $O(n \cdot W)$

Depends on  $W$ , and the "fractions" of  $W$  generated by the  $w_j$ 's

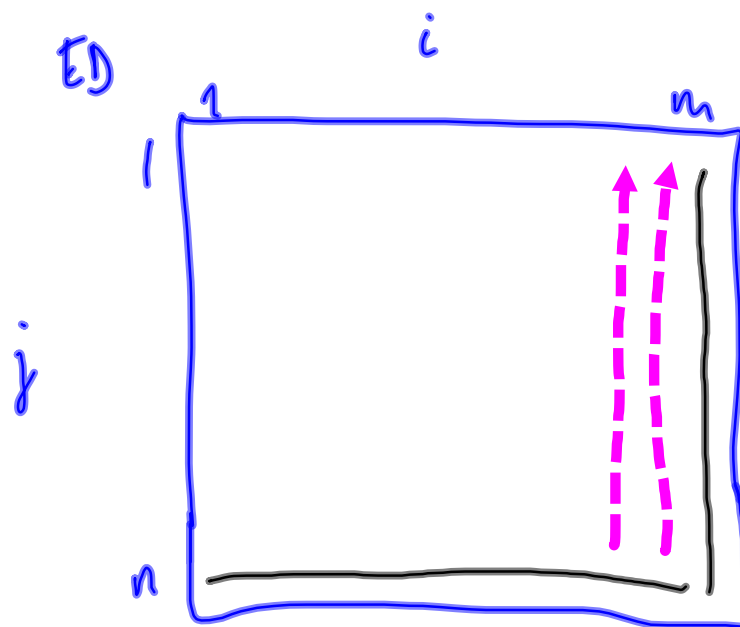
Input size of value  $W$  is  $\log W$  (no. of bits to write  $W$ )  
Not poly time

Space: Do we need space proportional to  $W$  to compute  $\text{MaxValue}(W)$ ?

Naively we need such an array to store subproblem values

Subproblems reachable from  $\text{MaxValue}(w)$  are bounded by  $\max w_j$

What about edit distance



$O(\min(m, n))$  space suffices — row wise or column wise  
only need current & previous row/column

Knapsack, limited (=1) copy of each item

MaxValue( $w$ )  $\xrightarrow{\text{choose } i_j}$  MaxValue( $w - w_j$ )

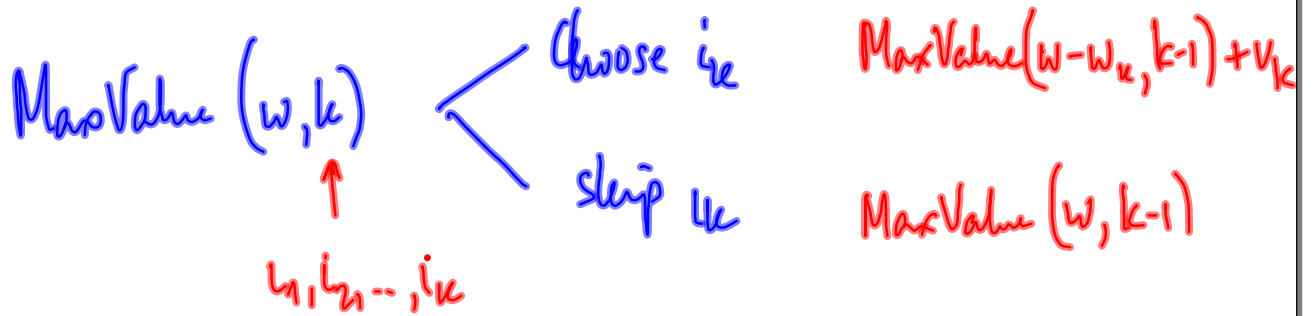
cannot choose  $i_j$  again

Need to incorporate list of available items as a parameter

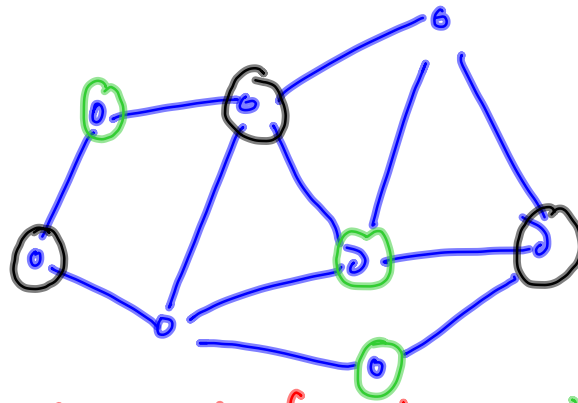
Fix some order of items  $i_1, i_2, \dots, i_n$

MaxValue( $w, k$ )

Optimum solution for capacity  $w$   
and items available are  $i_1, i_2, \dots, i_k$   
(or  $i_{k_1}, i_{k_2}, \dots, i_{k_n}$ )



GRAPHS



Independent set of vertices - no edges between them



Ann: Find an independent set of max size  
MIS

Interval scheduling problem

requests  $r_1, \dots, r_n$  each  $r_i = (s_i, f_i)$

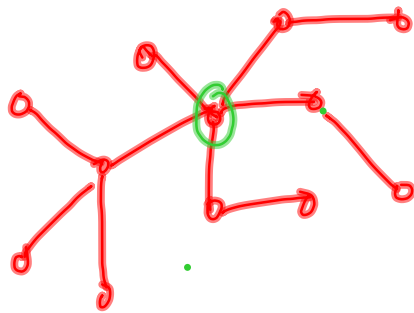
graph  $V = \{r_1, \dots, r_n\}$

$E = \{(r_i, r_j) \mid (s_i, f_i) \& (s_j, f_j) \text{ overlap}\}$

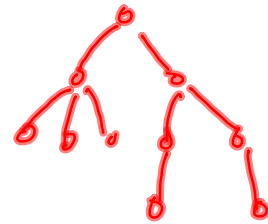
Solution is an MIS in this graph

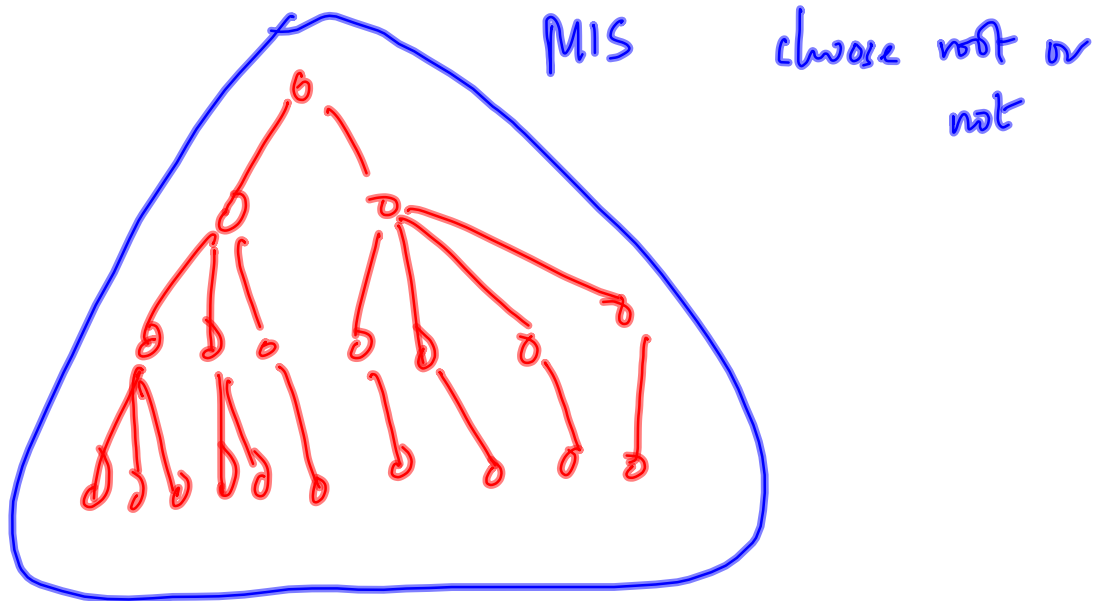
In general MIS is hard

But, it has a nice solution over trees



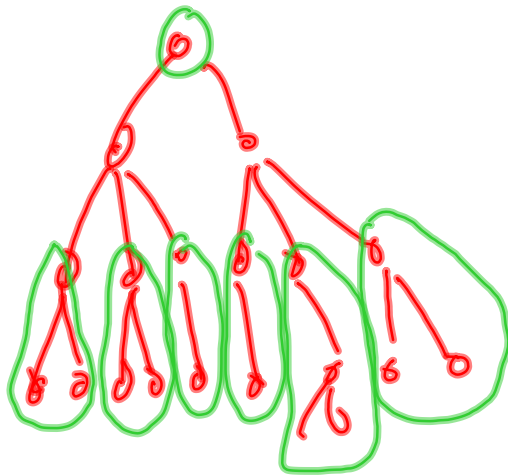
Pick a root and "hang" up the tree



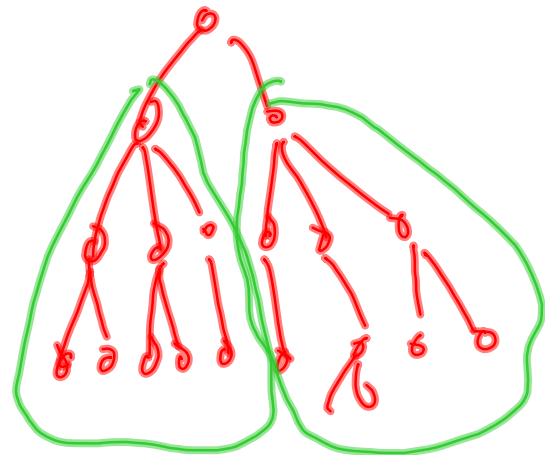


choose root — add MIS for grandchildren  
 exclude root — add MIS for children

Choose root



Exclude root



Also bottom up?

Tree structure controls/limits  
no. of subproblems