

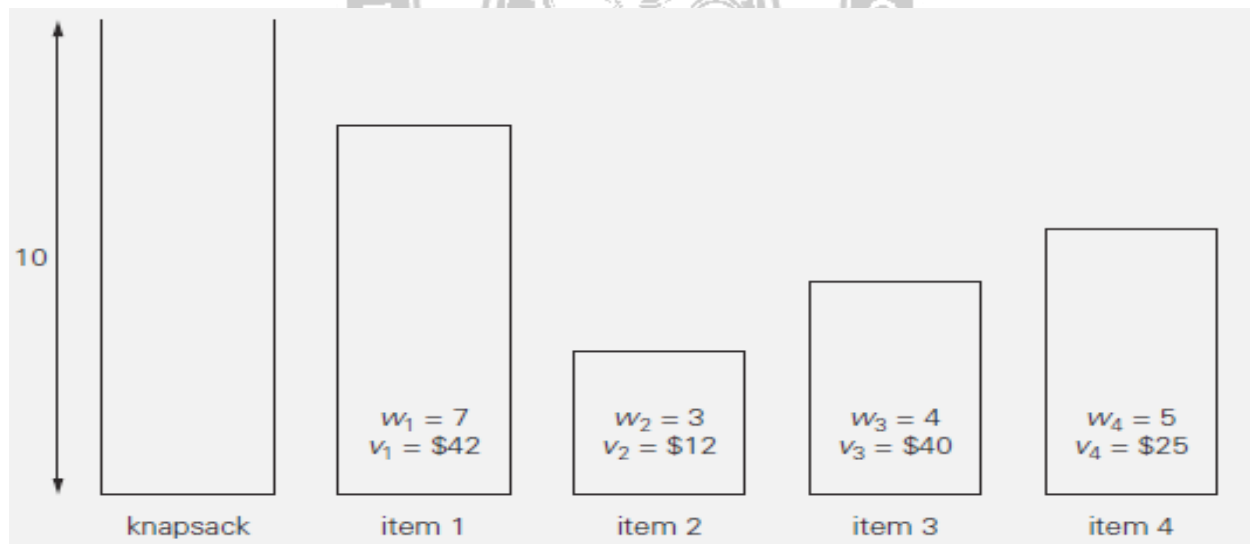
## 5. KNAPSACK PROBLEM

Given  $n$  items of known weights  $w_1, w_2, \dots, w_n$  and values  $v_1, v_2, \dots, v_n$  and a knapsack of capacity  $W$ , find the most valuable subset of the items that fit into the knapsack.

Real time examples:

- A Thief who wants to steal the most valuable loot that fits into his knapsack,
- A transport plane that has to deliver the most valuable set of items to a remote location without exceeding the plane's capacity.

The exhaustive-search approach to this problem leads to generating all the subsets of the set of  $n$  items given, computing the total weight of each subset in order to identify feasible subsets (i.e., the ones with the total weight not exceeding the knapsack capacity), and finding a subset of the largest value among them.



**FIGURE 2.5** Instance of the knapsack problem

Subset	Total weight	Total value
$\Phi$	0	\$0
{1}	7	\$42
{2}	3	\$12

{3}	4	\$40
{4}	5	\$25
{1, 2}	10	\$54
{1, 3}	11	not feasible
{1, 4}	12	not feasible
{2, 3}	7	\$52
{2, 4}	8	\$37
<b>{3, 4}</b>	<b>9</b>	<b>\$65 (Maximum-Optimum)</b>
{1, 2, 3}	14	not feasible
{1, 2, 4}	15	not feasible
{1, 3, 4}	16	not feasible
{2, 3, 4}	12	not feasible
{1, 2, 3, 4}	19	not feasible

**FIGURE 2.6** knapsack problem's solution by exhaustive search. The information about the optimal selection is in bold.

**Time efficiency:** As given in the example, the solution to the instance of Figure 2.5 is given in Figure 2.6. Since the *number of subsets of an  $n$ -element set is  $2^n$* , the exhaustive search leads to a  $\Omega(2^n)$  algorithm, no matter how efficiently individual subsets are generated.

**Note:** Exhaustive search of both the traveling salesman and knapsack problems leads to extremely inefficient algorithms on every input. In fact, these two problems are the best-known examples of *NP-hard problems*. No polynomial-time algorithm is known for any NP-hard problem. Moreover, most computer scientists believe that such algorithms do not exist. Some sophisticated approaches like **backtracking** and **branch-and-bound** enable us to solve some instances but not all instances of these in less than exponential time. Alternatively, we can use one of many **approximation algorithms**.