## Fractional Knapsack

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## **1** Statement of Problem

In the Fractional Knapsack problem, you are given n objects  $O = \{o_1, o_2, \ldots, o_n\}$  with respective weights  $W = \{w_1, w_2, \ldots, w_n\}$  and respective profits  $P = \{p_1, p_2, \ldots, p_n\}$ . The goal is to pack these objects into a knapsack of capacity M, such that the profit of the objects in the knapsack is maximized, while the weight constraint is not violated. You may choose a fraction of an object, if you so decide; if  $\alpha_i$ ,  $0 \le \alpha_i \le 1$  of object  $o_i$  is chosen, then the profit contribution of this object is  $\alpha_i \cdot o_i$  and its weight contribution is  $\alpha_i \cdot w_i$ . Design a greedy algorithm for this problem and argue its correctness.

## 2 Solution

The solution technique consists of the following steps:

- (i) Order the objects by profit per unit weight, so that  $\frac{p_1}{w_1} \ge \frac{p_2}{w_2} \ge \dots \frac{p_n}{w_n}$ .
- (ii) Process the objects from  $o_1$  to  $o_n$ . Pack as much as possible of  $o_1$  in the knapsack. If the knapsack is full stop; otherwise,  $o_1$  is included as a whole and there is weight capacity left over. Then pack as much as possible of  $o_2$  in the knapsack and so on.

Let  $X = \langle x_1, x_2, \ldots, x_n \rangle$  denote the greedy solution vector, where  $x_i$ ,  $0 \leq x_i \leq 1$  is the fraction of  $o_i$  that is included in the knapsack. As per the description of the greedy algorithm, 0 or more of the  $x_i s$  will be 1, followed by a fractional quantity, followed by 0s. Let j be the first index such that  $x_j \neq 1$ . Then  $x_i = 1$ ,  $i = 1, 2, \ldots, j - 1$  and  $x_i = 0$ ,  $i = j + 1, j + 2, \ldots, n$ . Let  $Y = \langle y_1, y_2, \ldots, y_n \rangle$  denote an arbitrary optimal solution vector. We will show that Y can be gradually transformed into X, without decreasing profitability, while maintaining feasibility.

We assume that  $\sum_{i=1}^{n} w_i \cdot y_i = M$ , since otherwise, we could pack more (of) objects into the knapsack, thereby proving that Y is sub-optimal. From the mechanics of the greedy algorithm, either  $\sum_{i=1}^{n} w_i \cdot x_i = M$  or X = < 1, 1, ..., 1 >. In the latter case, X must be optimal, so there is nothing to be proved.

Let k be the first index, where  $x_k \neq y_k$ . It must be the case that  $x_k > y_k$ . If k < j, then  $x_k = 1$  and  $x_k \neq y_k$  implies that  $y_k < x_k$ . If  $k \ge j$  and  $y_k > x_k$ , then  $\sum_{i=1}^n w_i \cdot y_i > M$ , and knapsack feasibility is violated.

Now increase  $y_k$  till it becomes  $x_k$ , while decreasing some or all of the  $y_i s, i = k + 1, ..., n$ , so that the total weight in the knapsack stays the same. Let  $Z = \langle z_1, z_2, ..., z_n \rangle$  denote the new solution. Observe that  $w_k \cdot (z_k - y_k) = \sum_{i=k+1}^n w_i \cdot (y_i - z_i)$ , in order to maintain feasibility.

Now,

$$\sum_{i=1}^{n} p_i \cdot z_i = \sum_{i=1}^{n} p_i \cdot y_i + p_k \cdot (z_k - y_k) - \sum_{i=k+1}^{n} p_i \cdot (y_i - z_i)$$
$$= \sum_{i=1}^{n} p_i \cdot y_i + p_k \cdot (z_k - y_k) \cdot \frac{w_k}{w_k} - \sum_{i=k+1}^{n} p_i \cdot (y_i - z_i) \cdot \frac{w_i}{w_i}$$

$$\geq \sum_{i=1}^{n} p_{i} \cdot y_{i} + \frac{p_{k}}{w_{k}} \cdot (z_{k} - y_{k}) \cdot w_{k} - \sum_{i=k+1}^{n} \frac{p_{k}}{w_{k}} \cdot (y_{i} - z_{i}) \cdot w_{i}$$

$$= \sum_{i=1}^{n} p_{i} \cdot y_{i} + \frac{p_{k}}{w_{k}} \cdot [(z_{k} - y_{k}) \cdot w_{k} - \sum_{i=k+1}^{n} w_{i} \cdot (z_{i} - y_{i})]$$

$$= \sum_{i=1}^{n} p_{i} \cdot y_{i}$$

Thus, Z is one step closer to X than Y is; arguing in this fashion, we can gradually transform Y into X, while maintaining feasibility and not decreasing profitability. This proves that the greedy solution is optimal.