Lecture Outline (CS 303, Dong Xu, 4/30/04)

• Things to start…
  – Questions?
  – Arrangement before final exam
    • 5/3: quiz on chapter 16.1, 16.2
    • 5/5: summary
    • 5/7: stop day, no class
    • 5/10: final exam
• After the final: TA’s office hour for students to see the exam and check the grading
• **Activity selection**
  – Problem formulation
  – Optimal substructure of activity selection
  – Recursive solution
  – Convert a dynamic-programming solution to greedy solution
  – Recursive/iterative greedy algorithm

• **Elements of greedy strategy**
  – Greedy-choice property
  – Optimal substructure
  – Greedy versus dynamic programming
• Reading
  – Chapter 16.1, 16.2

• Homework
  – Ex. 16.1-1, 16.1-2, 16.1-3, 16.1-4
  – Ex. 16.2-2, 16.2-3, 16.2-4, 16.2-5