

Dynamic Programming and Greedy: Summary

Examples (in lectures, labs and homeworks)

Dynamic programming:

- Fibonacci
- Playing a board game
- Rod cutting
- Robbing a house
- Knapsack
- Pharmacist
- Taking a quiz
- Skis and skiers
- String shuffling
- Subset sum
- Unbounded knapsack
- Longest increasing subsequence
- (LCS: longest common subsequence)

Greedy:

- Activity selection
- Fractional knapsack
- A different pharmacist problem (all bottles have same cost)
- Skis and skiers (when $n = m$)
- Guarding a museum

Wow!