Exercise 1
Give an example of a query graph, a rule set and a start solution where Iterative Improvement does not find the optimal solution.

Exercise 2
1. Using the program from the previous exercises as basis, implement the Quick-Pick algorithm. Try to make it really "quick"!

2. Choose your own three example queries for the TPC-H dataset (clearly, they should have at least four joins)

3. Generate a number (say, 100) of random trees for these queries, and pick the best one. Output the cost distribution