New additional tutoring: 9-10 on Tuesdays (today! In 206) Due Today: Pset 2 Self-Assessment, Reflection 1

Goals

- Understand NP Definition
- Prove a problem is in NP
- Place NP in our map

Discuss relationship between creativity and NP

Let L = 20,13*. Then L & NP if I a polynomial p:N > N and a polytime TM M s.t. Y X & 20,13*

[XEL iff] UE & 0,13 P(IXI) s.t. M(X, W)=1. (5) If XEL, then I UE 20,13 P(n) s.t. M(x,u) = 1>) If XAL, then I UE 20,13 P(n), M(x,u) = 0

Terminology:

Nerifier mxm grid O(m²) ex: L= \$ (x): x is a solvable sudoku grid } u? fill of the rest of the grid

M? Checks each row + col

Proof Let M be the TM that on input (x, n) checks if

Then if XEL, x is solvable, so there exists a solution u that satisfies M's checks.

If XEL, X is not solvable, so no matter what u is given, (x, u) will fail one of M's cheeks.

Note In is polynomial in IXI. M can check u in polynomial time in IXI. Mus LENP.

Goal: NP tries to capture creativity

Not Creative Creative Discuss: 15 NP a good way to capture creativity?

(Q's about definition.)

