

# Theoretical Computer Science

## The Mathematics of Problem Solving

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- Today we'll be focused again on speed

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- $\mathcal{NP}$  stands for *Nondeterministic Polynomial Time*, not *Not Polynomial*

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  - A lot of *cryptography* depend on verification being easy but solving being hard

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- An efficient reduction says that problem  $A$  is “harder” than  $B$

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- Let’s try showing a real problem is “hard”



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- If they made a Super Mario Maker 3, could Nintendo write an efficient program to check whether a level is beatable?

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- Beating the Mario level will be equivalent to finding an assignment of the variables that

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- Representing  $\wedge$  is easy: we just chain rooms together

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Let's load up Mario Maker and find out!

## Temporary page!

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