

0 1 2 3 4 5 6 7 8 9

1  
2  
3  
4  
5  
6

1  
2  
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4  
5  
6

[illegible]

Diagram illustrating the 100 Prisoners Problem setup. Two 10x10 grids are shown, representing the possible locations of prisoners. The top grid has columns labeled 0 through 9 and rows labeled 1 through 6. The bottom grid has columns labeled 1 through 6 and rows labeled 1 through 6, with an ellipsis (...) below the column labels, indicating the continuation of the grid.

[illegible]

Diagram illustrating the 100 Prisoners Problem setup. Two 10x10 grids are shown, representing the possible locations of the keys. The top grid has columns labeled 0 through 9 and rows labeled 1 through 6. The bottom grid has columns labeled 1 through 9 and rows labeled 1 through 6, with an ellipsis below the column labels.

0 1 2 3 4 5 6 7 8 9

1  
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1  
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