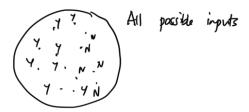


Definition: Decision Problemo: A problem is called a decision problem if for every input, Un anoma is either YES a to.



9: (TA x2A x3)v (FA 3, A2).

PRIMPLITY

PRIMPLITY

Given a number n, is n frime?

FLOW

Q': $x_1 = T \approx Q$.

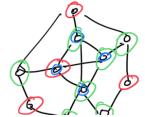
(II)

Given a graph G with edge capacities u_1 , does it have a max-flow g value T ? VP: Boolean farmula

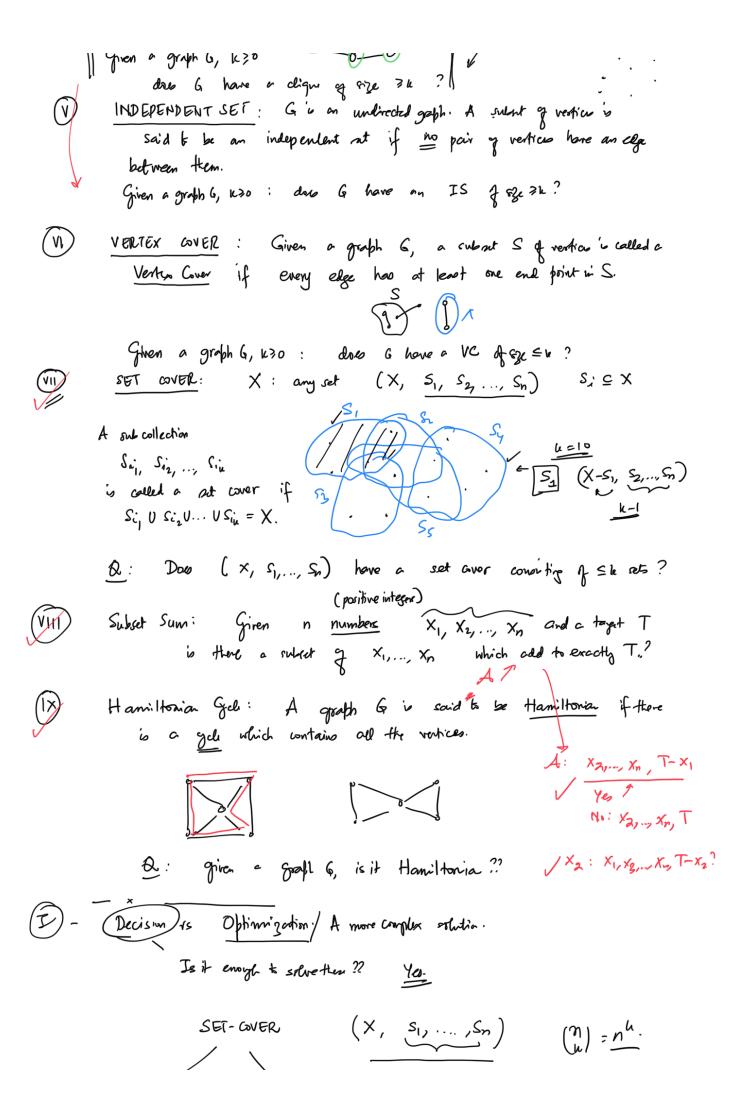
P: Boolean variably $\rightarrow T/F$ $x_1, \dots, x_n \rightarrow T/F$ $x_1, \dots, x_n \rightarrow T/F$ $x_1 = T$ $x_2 = F$ $x_3 = T$ $x_4 = T$ $x_4 = T$ $x_5 = T$

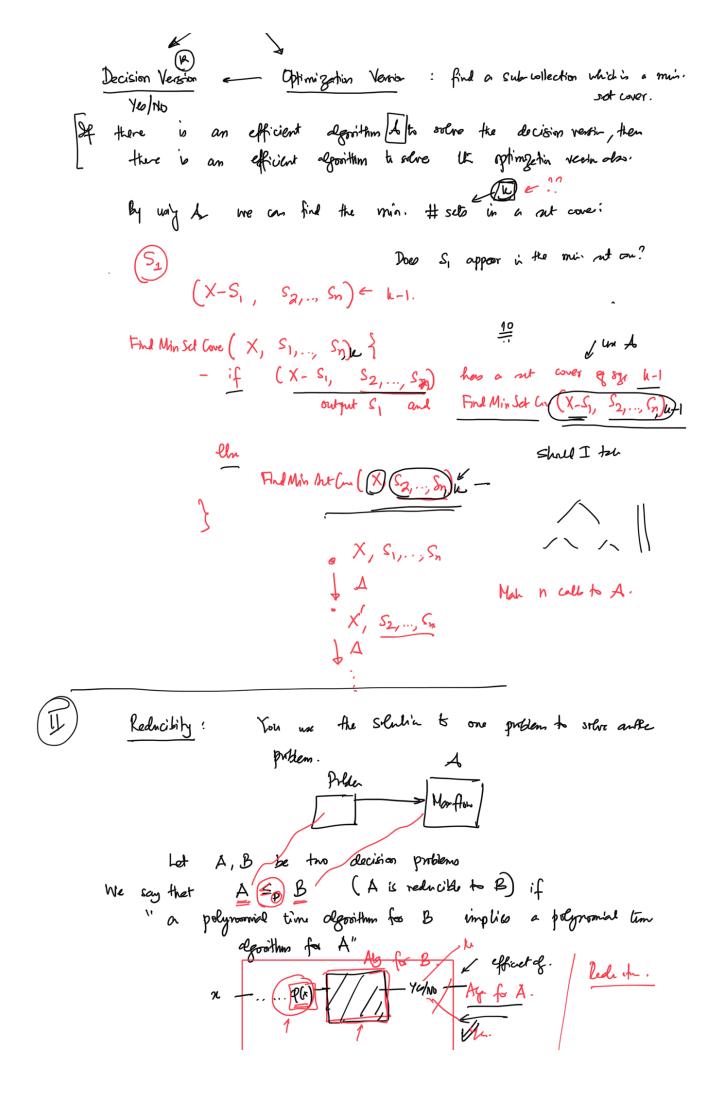
Q: Is there a setting of T/F value to the variable $x_1,...,x_n$ such that q is $T_n u$.

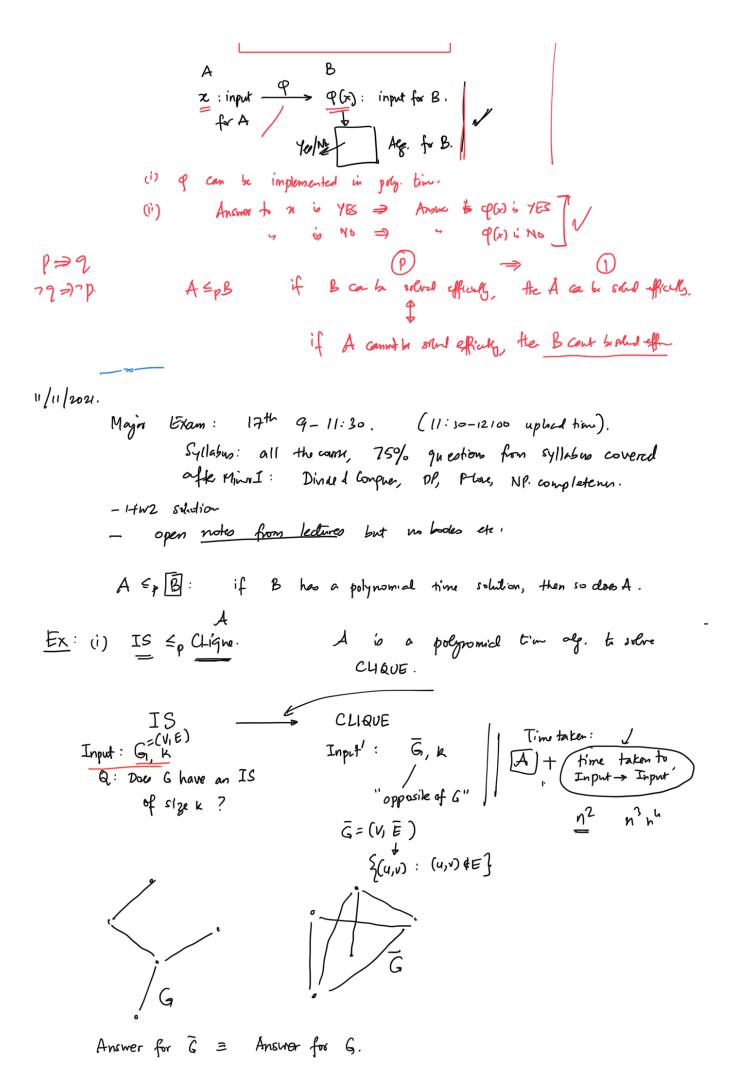
(IV) CLIQUE: G is an undirected graph. A subset of vection is said to form a clique if there is an edge between every pair of them.

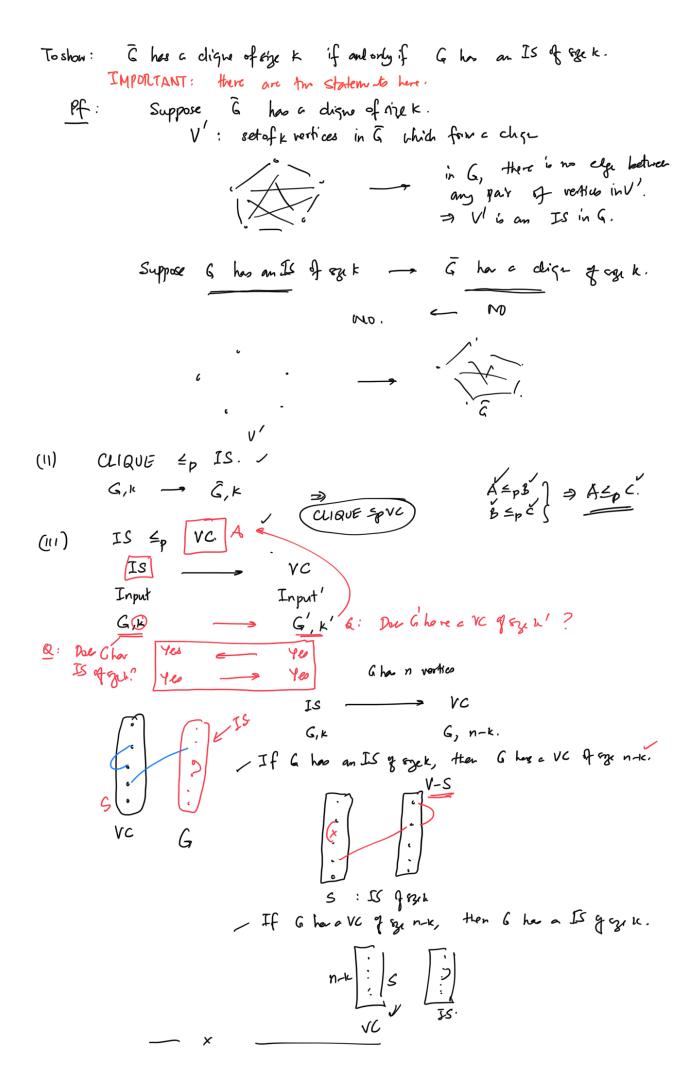


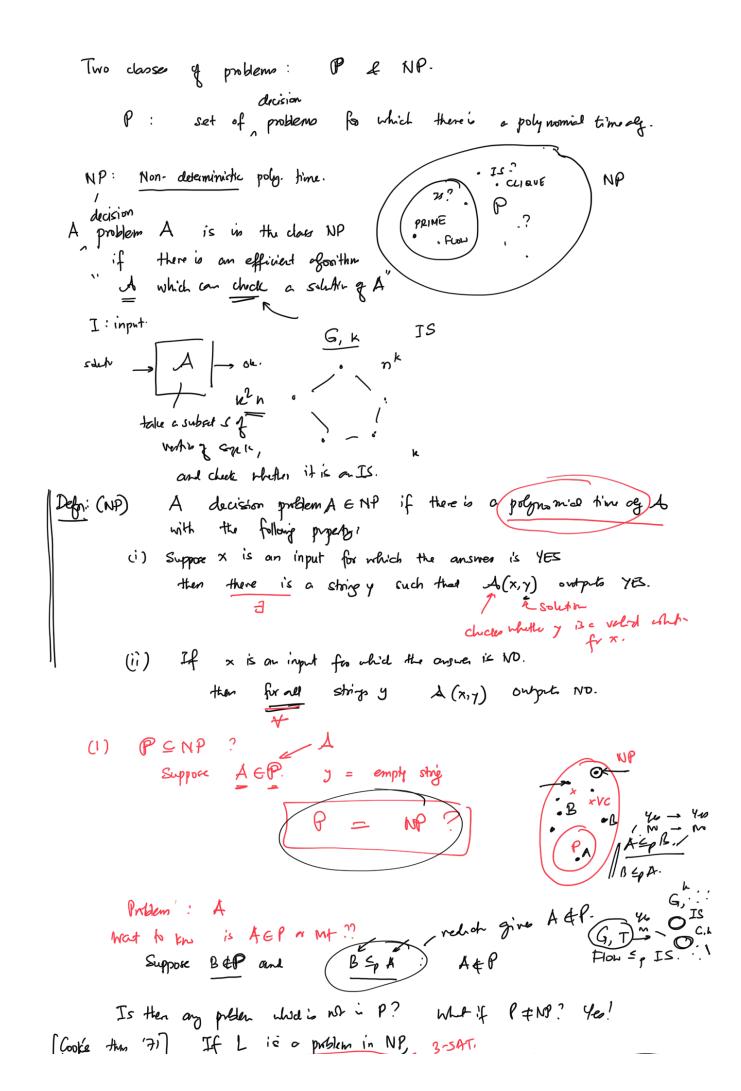
Find the byest clips
i G.

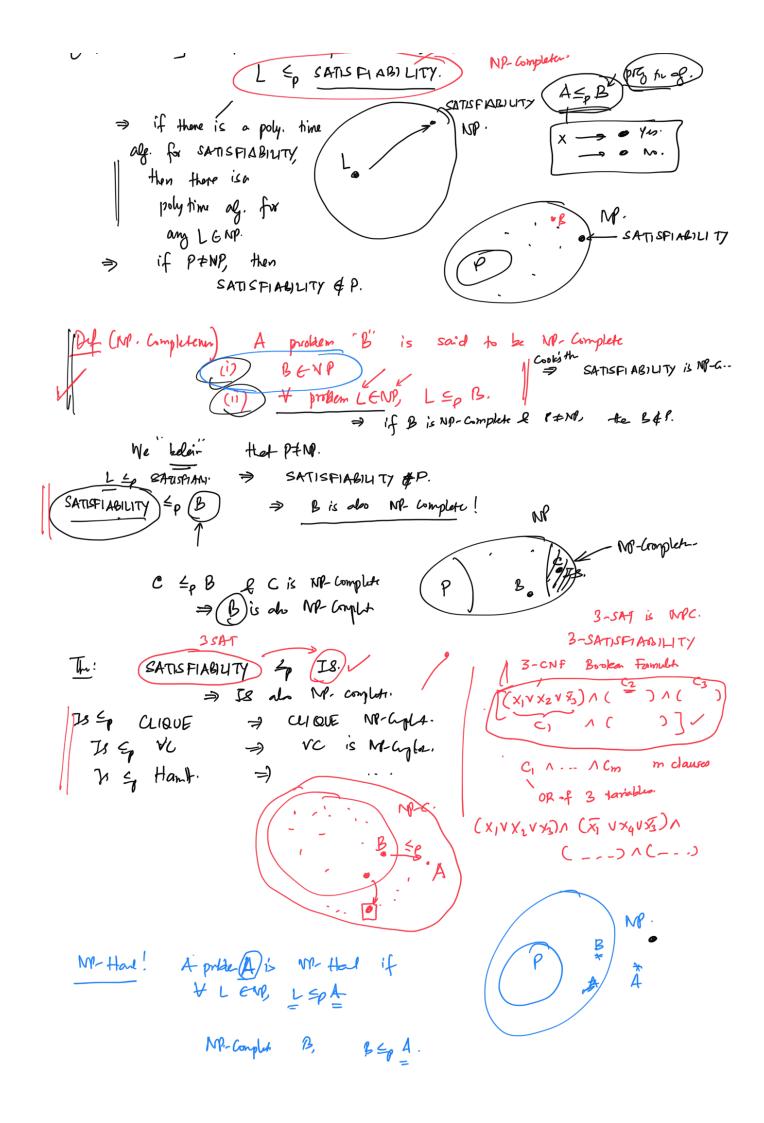












(G, K): G does not there ve ofen E.: Beleine to Le Not in NP.

->16th: 4 pm?!
Sayl plue: