

Foundations of Computer Science

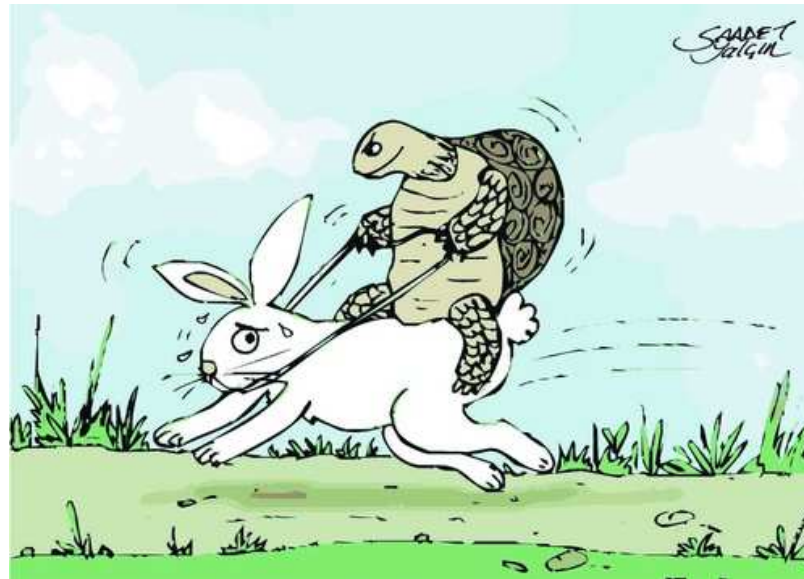
Lecture 28

Efficiency: The Class P

Running Time

Efficiently Solvable Problems

Boundary Between Efficient and Inefficient



Last Time

- 1 Computer: Universal Turing Machine U_{TM}
- 2 Program and Input: $\langle M \rangle \# w$.

Today: Efficiency: The Class P



