



# COS 116: The Computational Universe

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COS116: 2/5/08



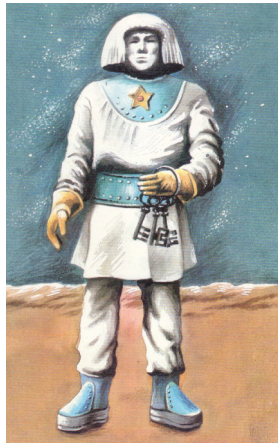
# COS 116:

## The Computational Universe

- Instructor: Sanjeev Arora
- Preceptors:
  - Ming-Tang Chen (mingchen@princeton)
  - Soner Sevinc (ssevinc@princeton)
  - Harlan Yu (harlanyu@princeton)
- Labs (room could still change)
  - Tues 7:30-10:30pm (Friend 007)
  - Wed 7:30-10:30pm (Friend 005)
- This week: Take-home lab (see handout)
- FILL OUT QUESTIONNAIRE

# Ancient dream of man: “Breathe life into matter”

Golem (Jewish mythology)



“Automata”, (South Germany or Spain, c. 1560)

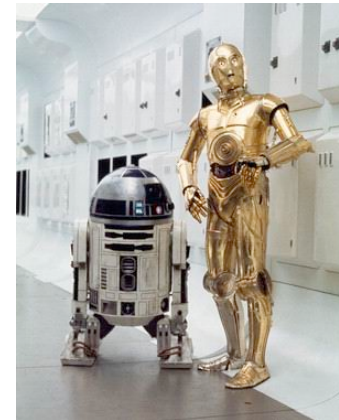
Also, chess automata



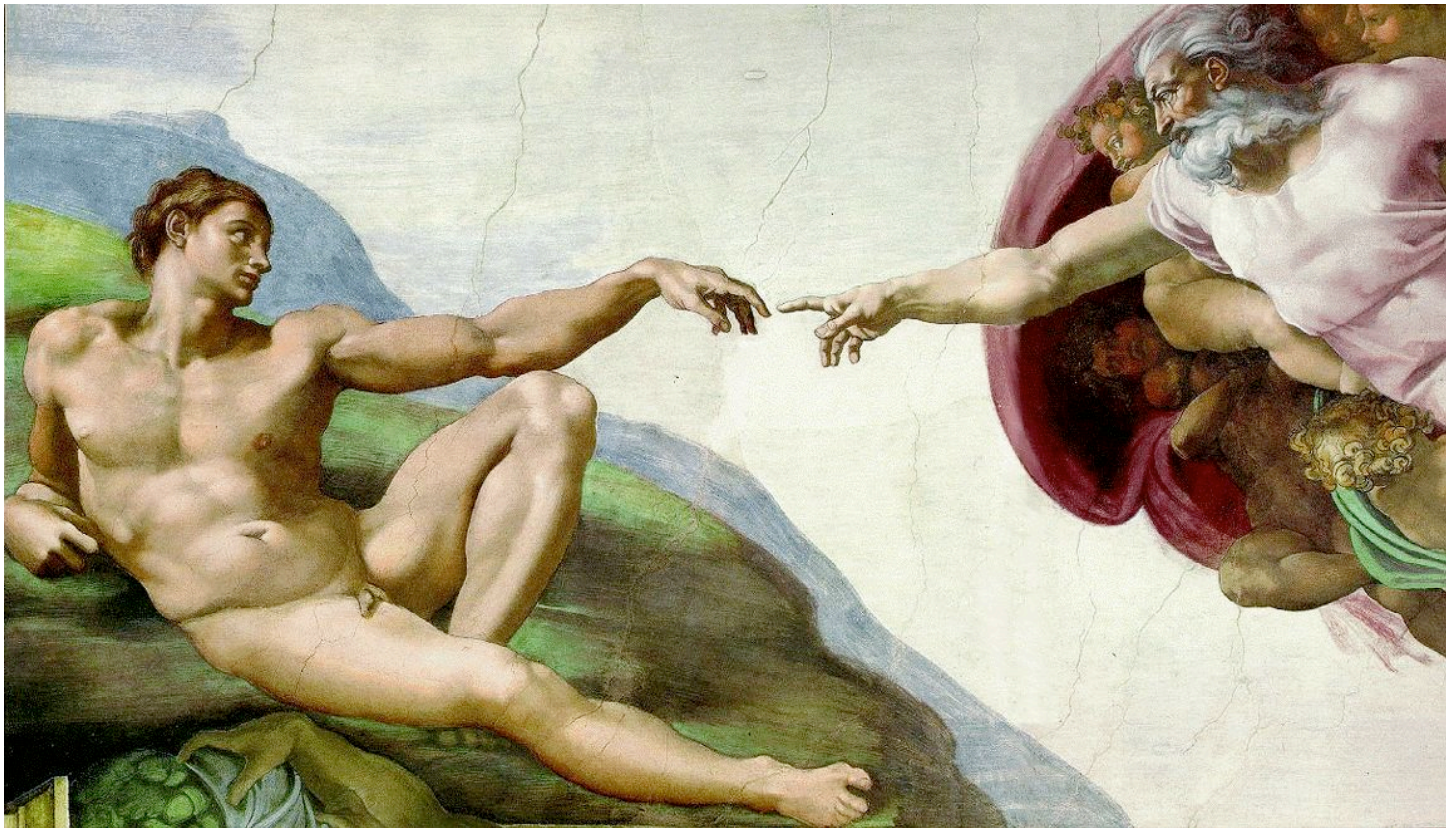
Frankenstein (Mary Shelley, 1818)



Robot (Karel Capek, 1921)

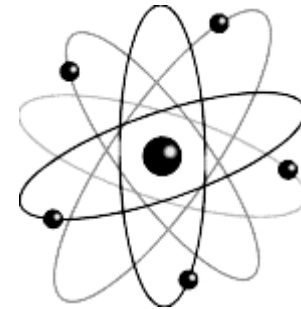


# “Breathe life into matter” – Another perspective

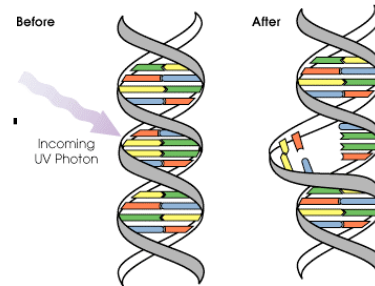


# “Breathe life into matter” – A 20<sup>th</sup> century perspective

- “Matter”: Atoms, molecules, quantum mechanics, relativity ...



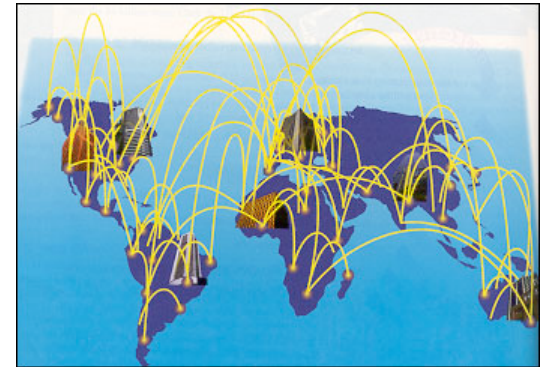
- “Life”: Cells, nucleus, DNA, RNA, ...



- “Breath life into matter”: Computation



**One interpretation: Make matter do useful,  
interesting things on its own**



# Computational Universe





# Some important distinctions

Computer Science                      vs. Computer  
Programming  
(Java, C++, etc.)

Notion of computation                vs. Concrete  
Implementations of  
Computation (Silicon chips,  
robots, Xbox, etc.)



# No programming in this course!

- Not necessary for conceptual understanding
- Gives us more time for a broader coverage of computer science (broader than COS126!)
- No significant advantage to those who have prior programming experience

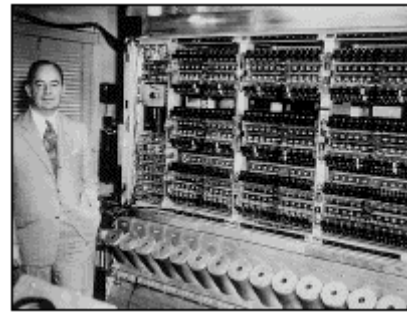
Some labs/lectures use “pseudocode”




# Brief history of computers / computation

- Technological:

- Clocks
- Clockwork “Automata”
- Mechanized looms, steam engines (18th century)
- Vacuum tubes, electronic calculators (1910-1930’s)
- ENIAC (1945)
- von Neumann Computer (1949, Princeton)

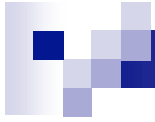




# Brief history of computers / computation (cont'd)

## ■ Intellectual

- Ancient Greeks, philosophers  
("How to formalize thought?")
  - Boolean logic (G. Boole, 1815-1864)
  - Crisis in math
    - Hilbert: Call to axiomatize math
    - Gödel: Incompleteness theorem
  - Lambda calculus (A. Church, 1936)
  - Turing machines (A. Turing, 1937)
- } Both at Princeton;  
First clear notion of  
"What is  
computation?"



# Computer Science: A new way of looking at the world



Example 1:

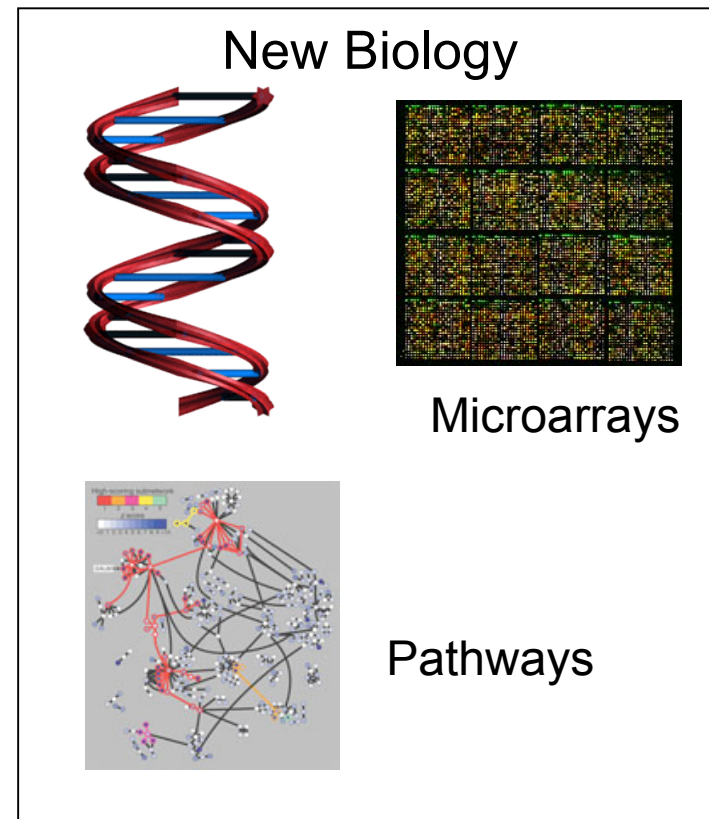
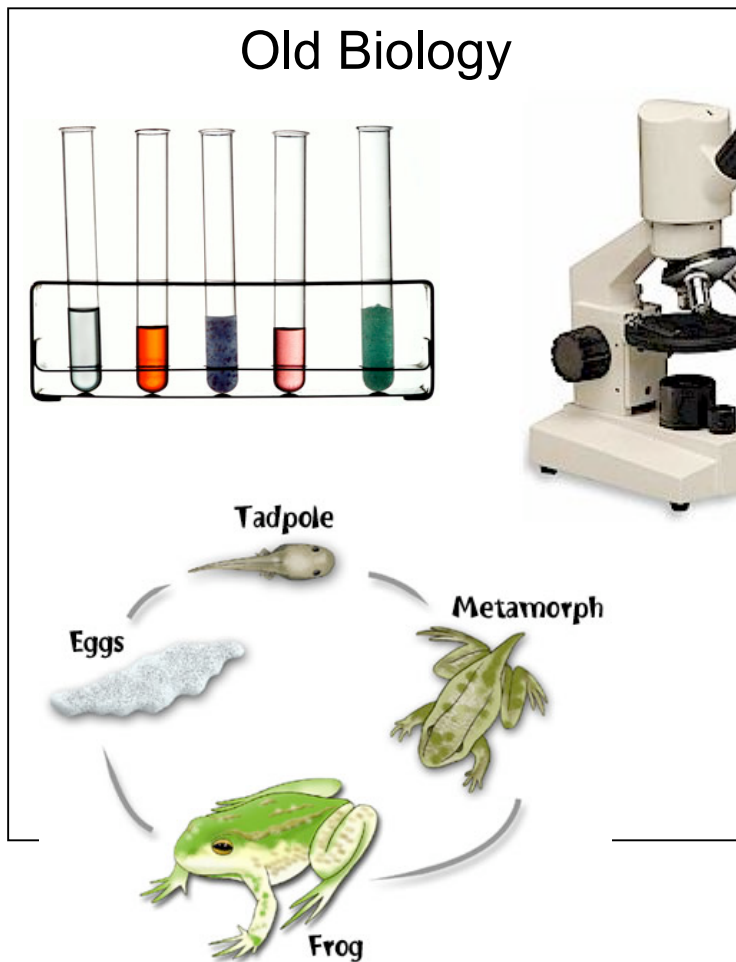
Google™

## Example 2: Public closed-ballot elections

- Hold an election in this room
  - Everyone can speak publicly (i.e. no computers, email, etc.)
  - At the end everyone must agree on who won and by what margin
  - No one should know which way anyone else voted
- Is this possible?
  - Yes! (A. Yao, Princeton)



# Example 3: Computational Biology





# COS 116 : Course structure

- First 10 lectures:
  - Cool things computers do and how
- Next 8 lectures:
  - What's inside computers, Internet, silicon chips
- Last 6 lectures:
  - Complexity, cryptography, viruses, search engines, artificial intelligence

# Text



This week:  
Read pp 3-31  
(handout)

## This week's lab: Web 2.0

(Take-home Lab; pick up "manual" today)



# Lab in Weeks 2 and 3: Scribbler. What determines its behavior?

(Each student gets  
one robot)





# Some details

- 3 hour lab sessions; attendance compulsory:
  - Tue 7:30-10:30p, Wed 7:30-10:30pm
- Precepts will be (as needed) at start of labs.  
Arrive on time!
- This week's lab is take-home: Web 2.0

Not enrolled yet? Got questions? See instructor.



# Grading

- Final (in-class): 35%
- Lab reports (including questions): 35%
- Participation (in class, on blog): 15%
- Midterm (in class): 15 %
  
- Attendance at lectures is expected:
  - Homeworks / lab assignments are handed out and due in lecture
  - Will experiment with clickers