

COS 126

General Computer Science
Spring 2010

Larry Peterson

Overview

What is COS/EGR 126? Broad, but technical, intro to CS.

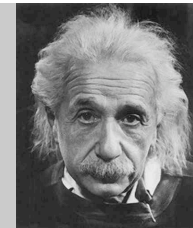
Goals.

- Demystify computer systems.
- Empower you to exploit available technology.
- Build awareness of substantial intellectual underpinnings.

Topics.

- **Programming** in Java.
- Machine architecture.
- Theory of computation.
- **Applications** to science, engineering, and commercial computing.

“ Computers are incredibly fast, accurate, and stupid; humans are incredibly slow, inaccurate, and brilliant; together they are powerful beyond imagination. ” – Albert Einstein



The Basics

Lectures. [Larry Peterson]

- Tuesdays and Thursdays, Friend 101.
- Same lecture at 10am and 11am.
- Office hours: Tues & Wed 2-3pm in CS 208.

Precepts. [Aleksey Boyko · Doug Clark · Donna Gabai (co-lead) · Casey Greene · Timothy Lee · Chris Miller · Sonya Nikolova · Astrid Prajogo · Jen Rexford · Xin Tong · Mehmet Vural · Kevin Wayne (co-lead)]

- Tue+Thu or Wed+Fri.
- Tips on assignments, worked examples, clarify lecture material.

Friend 016/017 lab. [Undergrad lab assistants]

- Sun-Fri 7-11pm, Sat 2-6pm.
- Help with debugging.

Full details and office hours. See www.princeton.edu/~cos126

Grades

Course grades. No preset curve or quota.

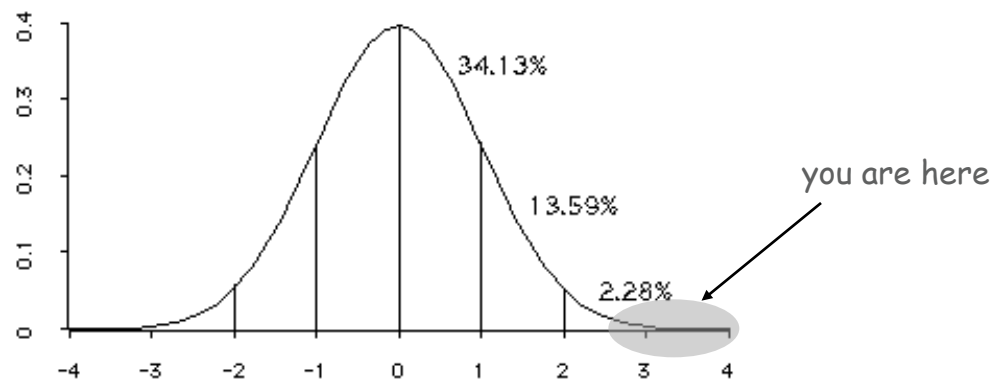
9 programming assignments. 40%.

2 exams. 50%.

Final programming project. 10%.

Extra credit and staff discretion. Adjust borderline cases.

↙ participation helps, frequent absences hurts



Course Materials

Course website. [www.princeton.edu/~cos126]

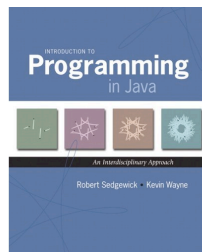
- Submit assignments, check grades.
- Programming assignments.
- Lecture slides.

print before lecture;
annotate during lecture

skim before lecture;
read thoroughly afterwards

Required readings. Sedgewick and Wayne. **Intro to Programming in Java: An Interdisciplinary Approach.** [Labyrinth]

Princeton royalties
donated to ACM-W
this semester

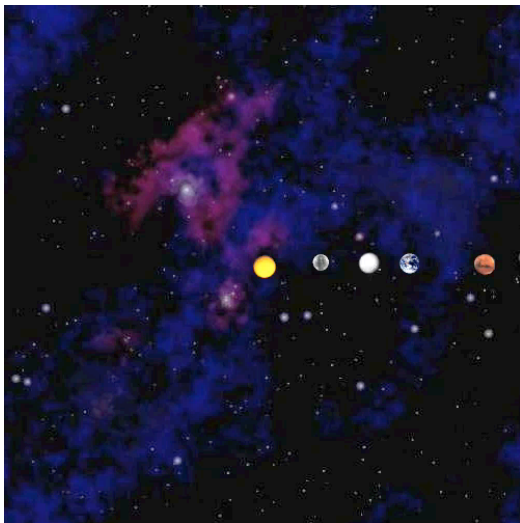


Recommended readings. Harel. **What computers can't do.**
[Labyrinth]

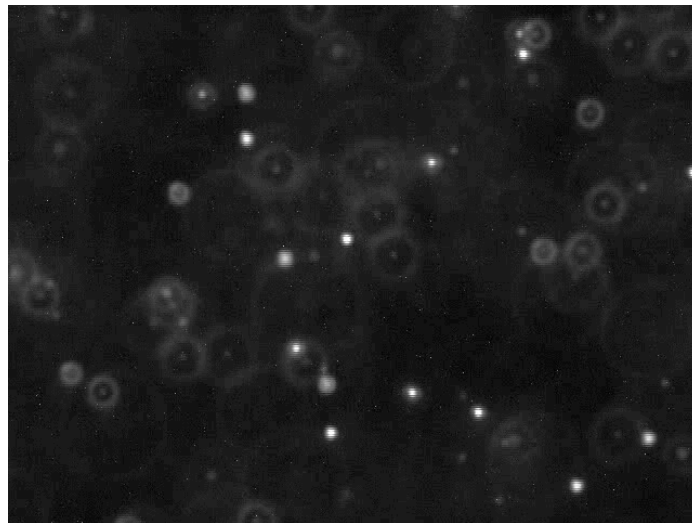
Programming Assignments

Desiderata.

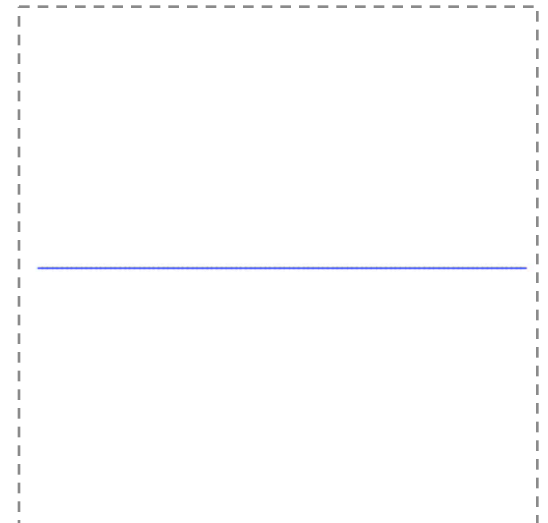
- Address an important scientific or commercial problem.
- Illustrate the importance of a fundamental CS concept.
- You solve problem from scratch!



N-body simulation



estimate Avogadro's number



pluck a guitar string

Programming Assignments

Desiderata.

- Address an important scientific or commercial problem.
- Illustrate the importance of a fundamental CS concept.
- You solve problem from scratch!

Due. Mondays 11pm via Web submission.

Computing equipment.

- Your laptop. [OS X, Windows, Linux, iPhone, ...]
- OIT desktop. [Friend 016 and 017 labs]

What's Ahead?

Lecture 2. Intro to Java.

Precept 1. Meets today/tomorrow.

Precept 2. Meets Thu/Fri.

Not registered? Go to any precept now; officially register ASAP.

Change precepts? Use SCORE.

see Donna O'Leary in CS 210
if the only precept you can attend is closed

Assignment 0. Due Monday, 11pm.

- Read Sections 1.1 and 1.2 in textbook.
- Install Java programming environment + a few exercises.
- Lots of help available, don't be bashful.

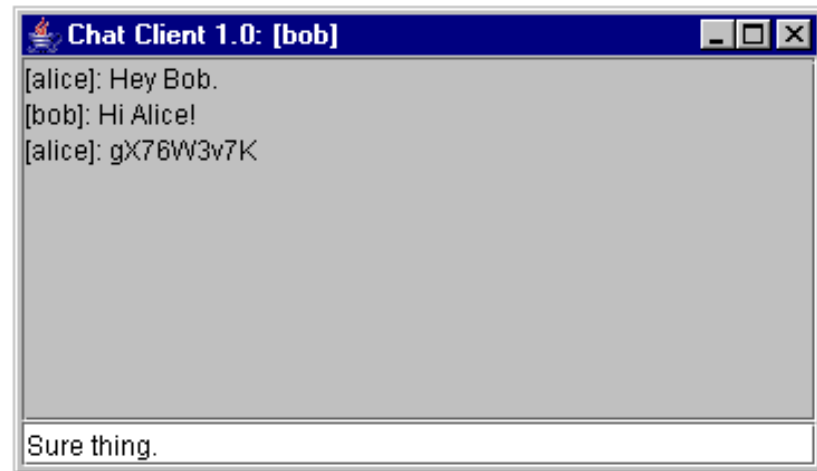
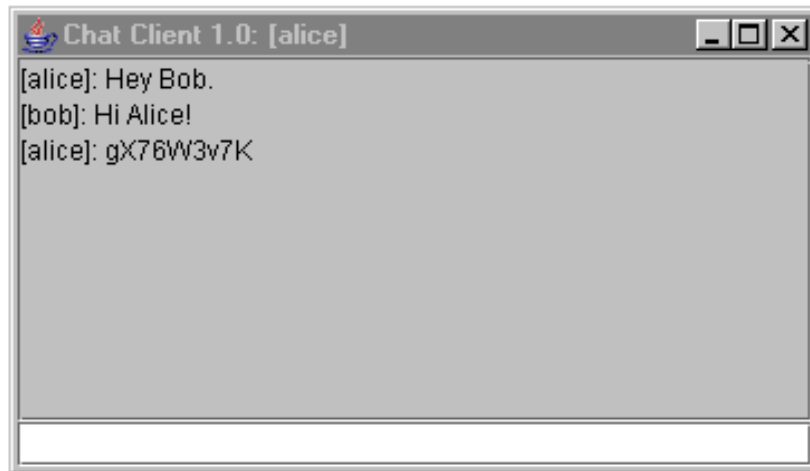
END OF ADMINISTRATIVE STUFF

O. Prologue: A Simple Machine

Secure Chat

Alice wants to send a secret message to Bob?

- Can you read the secret message gX76W3v7K ?
- But Bob can. How?



Encryption Machine

Goal. Design a machine to encrypt and decrypt data.

S	E	N	D	M	O	N	E	Y
---	---	---	---	---	---	---	---	---



encrypt

g	x	7	6	w	3	v	7	k
---	---	---	---	---	---	---	---	---

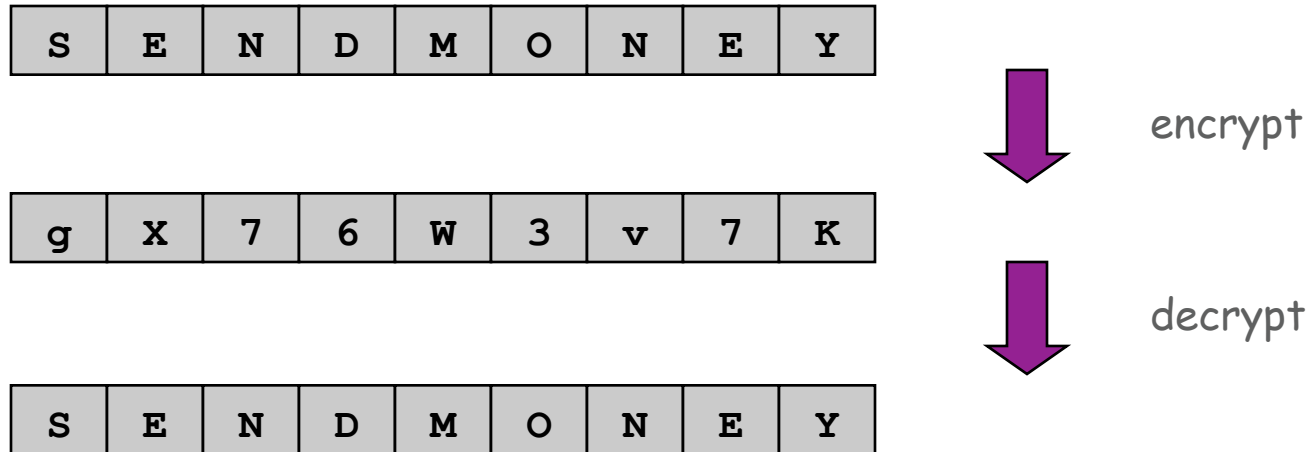


decrypt

S	E	N	D	M	O	N	E	Y
---	---	---	---	---	---	---	---	---

Encryption Machine

Goal. Design a machine to encrypt and decrypt data.



Enigma encryption machine.

- "Unbreakable" German code during WWII.
- Broken by Turing bombe.
- One of first uses of computers.
- Helped win Battle of Atlantic by locating U-boats.



A Digital World

Data is a sequence of bits. [bit = 0 or 1]

- **Text.**
- Programs, executables.
- Documents, pictures, sounds, movies, ...

File formats. txt, pdf, java, exe, docx, ppt, jpeg, mp3, divx, ...



computer with
a lens



computer with
earbuds



computer with
a radio

A Digital World

Data is a sequence of bits. [bit = 0 or 1]

- Text.
- Programs, executables.
- Documents, pictures, sounds, movies, ...

File formats. txt, pdf, java, exe, docx, ppt, jpeg, mp3, divx, ...



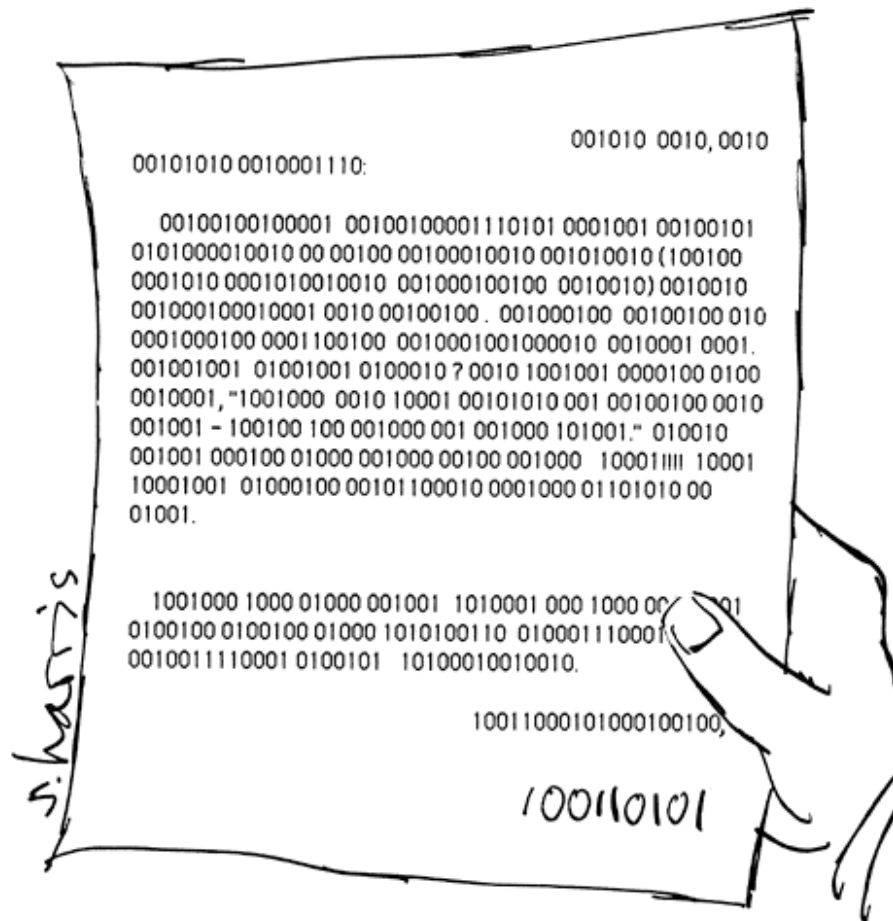
computer with
a cash dispenser



computer with
a ballot box



computer with
a heating element



00101010 0010001110: 001010 0010,0010

00100100100001 00100100001110101 0001001 00100101
0101000010010 00 00100 00100010010 001010010 (100100
0001010 0001010010010 001000100100 0010010)0010010
001000100010001 0010 00100100 . 001000100 00100100 010
0001000100 0001100100 0010001001000010 0010001 0001.
001001001 01001001 0100010 ? 0010 1001001 0000100 0100
0010001, "1001000 0010 10001 00101010 001 00100100 0010
001001 - 100100 100 001000 001 001000 101001." 010010
001001 000100 01000 001000 00100 001000 10001111 10001
10001001 01000100 00101100010 0001000 01101010 00
01001.

S. Harris

1001000 1000 01000 001001 1010001 000 1000 001 001
0100100 0100100 01000 1010100110 010001110001
0010011110001 0100101 10100010010010.

10011000101000100100,

100110101

BINARY LETTER FROM GRANDMA

A Digital World

Data is a sequence of bits. [bit = 0 or 1]

- **Text.**
- Programs, executables.
- Documents, pictures, sounds, movies, ...

Base64 encoding. Use 6 bits to represent each alphanumeric symbol.

Binary	Char	Binary	Char	Binary	Char	Binary	Char	Binary	Char	Binary	Char
000000	A	001011	L	010110	W	100001	h	101100	s	110111	3
000001	B	001100	M	010111	X	100010	i	101101	t	111000	4
000010	C	001101	N	011000	Y	100011	j	101110	u	111001	5
000011	D	001110	O	011001	Z	100100	k	101111	v	111010	6
000100	E	001111	P	011010	a	100101	l	110000	w	111011	7
000101	F	010000	Q	011011	b	100110	m	110001	x	111100	8
000110	G	010001	R	011100	c	100111	n	110010	y	111101	9
000111	H	010010	S	011101	d	101000	o	110011	z	111110	+
001000	I	010011	T	011110	e	101001	p	110100	0	111111	/
001001	J	010100	U	011111	f	101010	q	110101	1		
001010	K	010101	V	100000	g	101011	r	110110	2		

One-Time Pad Encryption

Encryption.

- Convert text message to N **bits**.

Base64 Encoding

char	dec	binary
A	0	000000
B	1	000001
...
M	12	001100
...

S	E	N	D	M	O	N	E	Y	message
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64

One-Time Pad Encryption

Encryption.

- Convert text message to N bits.
- Generate N random bits (one-time pad).

S	E	N	D	M	O	N	E	Y	message
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	random bits

One-Time Pad Encryption

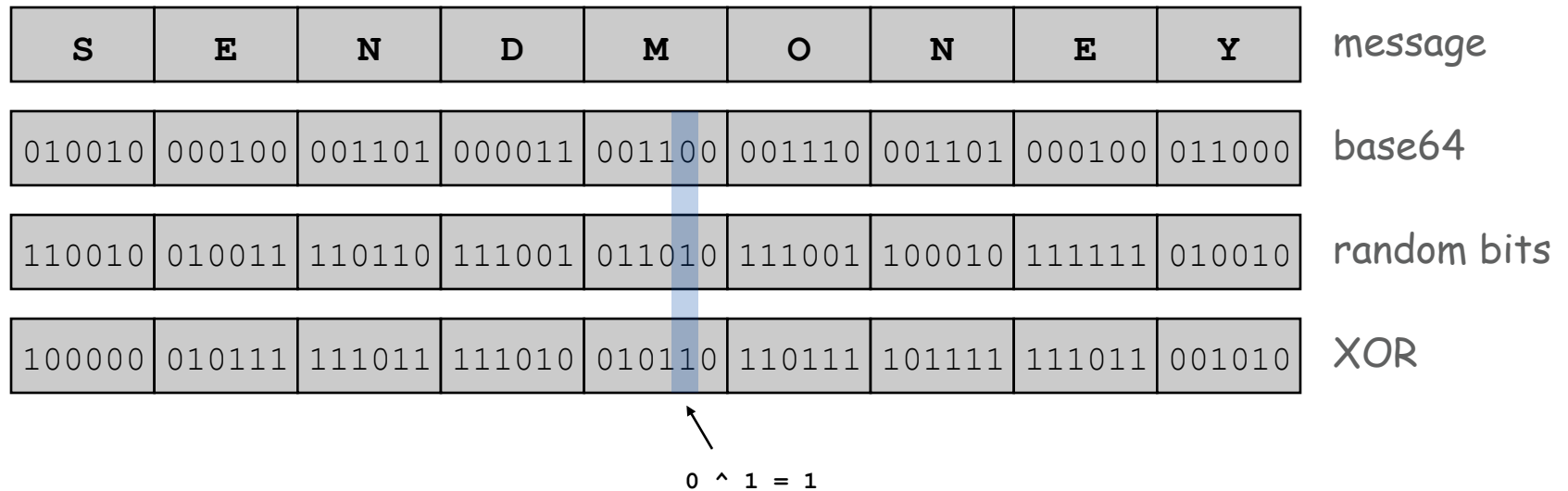
Encryption.

- Convert text message to N bits.
- Generate N random bits (one-time pad).
- Take bitwise XOR of two bitstrings.

sum corresponding pair of bits: 1 if sum is odd, 0 if even

XOR Truth Table

x	y	$x \wedge y$
0	0	0
0	1	1
1	0	1
1	1	0



One-Time Pad Encryption

Encryption.

- Convert text message to N bits.
- Generate N random bits (one-time pad).
- Take bitwise XOR of two bitstrings.
- Convert binary back into text.

Base64 Encoding

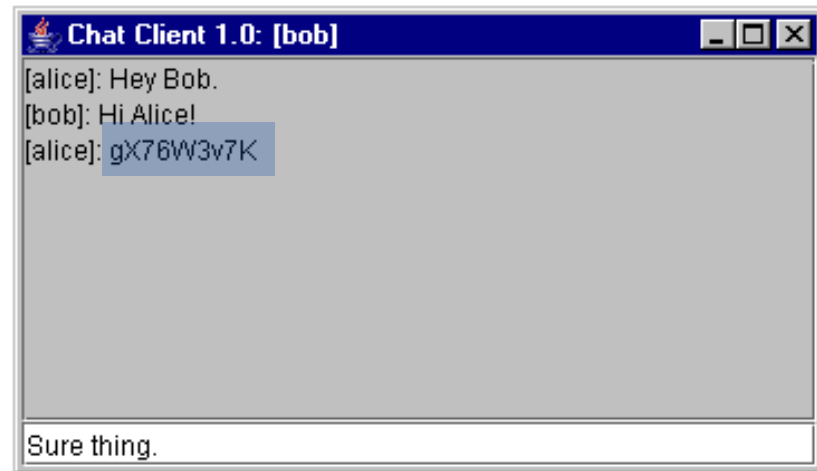
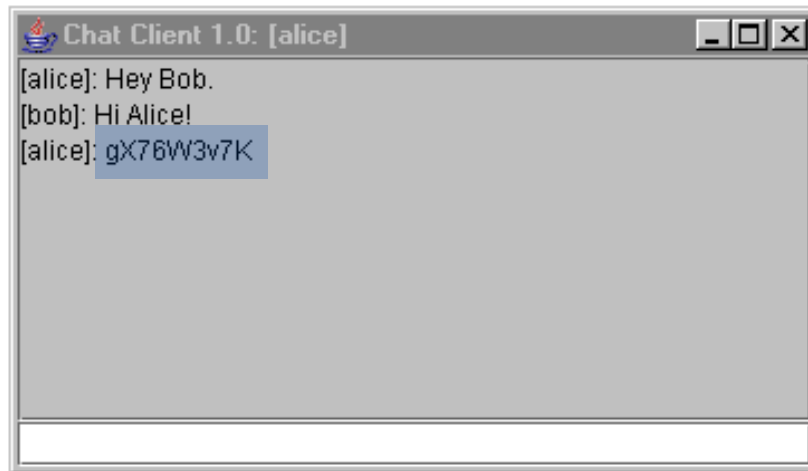
char	dec	binary
A	0	000000
B	1	000001
...
w	22	010110
...

S	E	N	D	M	O	N	E	Y	message
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	random bits
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR
g	x	7	6	w	3	v	7	K	encrypted

Secure Chat

Alice wants to send a secret message to Bob?

- Can you read the secret message gX76W3v7K ?
- But Bob can. How?



One-Time Pad Decryption

Decryption.

- Convert encrypted message to binary.

g	x	7	6	w	3	v	7	k	encrypted
---	---	---	---	---	---	---	---	---	-----------

One-Time Pad Decryption

Decryption.

- Convert encrypted message to binary.

Base64 Encoding

char	dec	binary
A	0	000000
B	1	000001
...
W	22	010110
...

g	x	7	6	W	3	v	7	K
100000	010111	111011	111010	010110	110111	101111	111011	001010

encrypted

base64

One-Time Pad Decryption

Decryption.

- Convert encrypted message to binary.
- Use **same** N random bits (one-time pad).

g	x	7	6	w	3	v	7	K	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	random bits

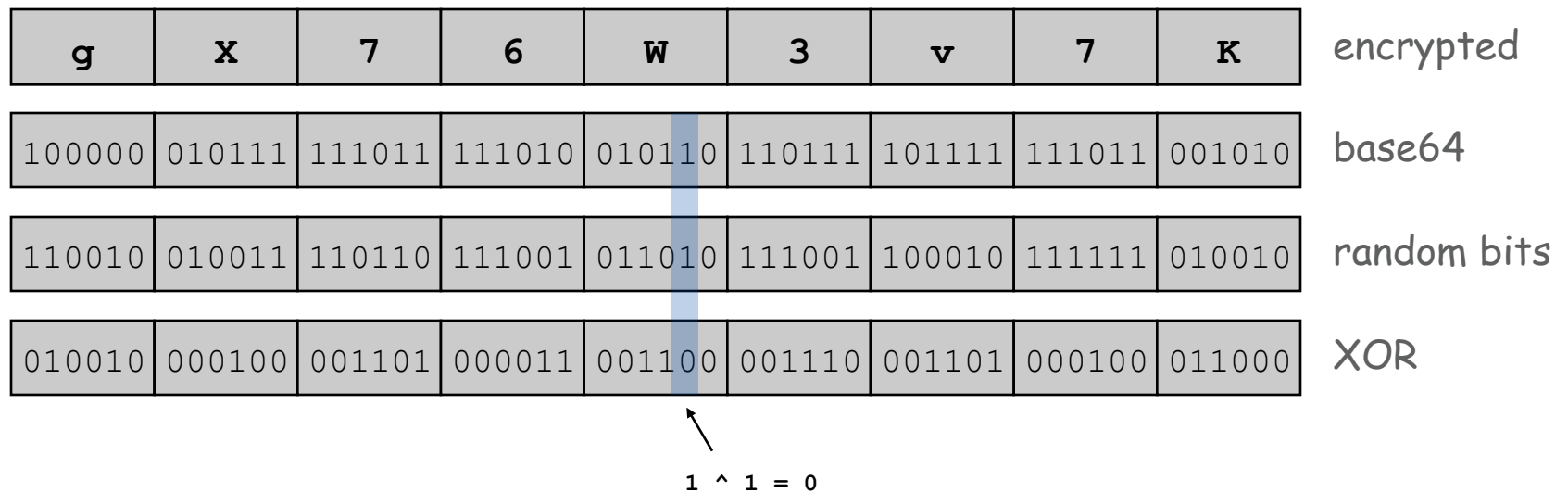
One-Time Pad Decryption

Decryption.

- Convert encrypted message to binary.
- Use same N random bits (one-time pad).
- Take bitwise XOR of two bitstrings.

XOR Truth Table

x	y	$x \wedge y$
0	0	0
0	1	1
1	0	1
1	1	0



One-Time Pad Decryption

Decryption.

- Convert encrypted message to binary.
- Use same N random bits (one-time pad).
- Take bitwise XOR of two bitstrings.
- Convert back into text.

Base64 Encoding

char	dec	binary
A	0	000000
B	1	000001
...
M	12	001100
...

g	x	7	6	w	3	v	7	k	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	random bits
010010	000100	001101	000011	001100	001110	001101	000100	011000	XOR
S	E	N	D	M	O	N	E	Y	message

Why Does It Work?

Crucial property. Decrypted message = original message.

Notation	Meaning
a	original message bit
b	one-time pad bit
\wedge	XOR operator
$a \wedge b$	encrypted message bit
$(a \wedge b) \wedge b$	decrypted message bit

Why is crucial property true?

- Use properties of XOR.
- $(a \wedge b) \wedge b = a \wedge (b \wedge b) = a \wedge 0 = a$
associativity of \wedge always 0 identity

XOR Truth Table

x	y	$x \wedge y$
0	0	0
0	1	1
1	0	1
1	1	0

One-Time Pad Decryption (with the wrong pad)

Decryption.

- Convert encrypted message to binary.

g	x	7	6	w	3	v	7	k
---	---	---	---	---	---	---	---	---

encrypted

One-Time Pad Decryption (with the wrong pad)

Decryption.

- Convert encrypted message to binary.

g	x	7	6	w	3	v	7	K	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64

One-Time Pad Decryption (with the wrong pad)

Decryption.

- Convert encrypted message to binary.
- Use **wrong** N bits (bogus one-time pad).

g	x	7	6	w	3	v	7	K	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
101000	011100	110101	101111	010010	111001	100101	101010	001010	wrong bits

One-Time Pad Decryption (with the wrong pad)

Decryption.

- Convert encrypted message to binary.
- Use **wrong** N bits (bogus one-time pad).
- Take bitwise XOR of two bitstrings.

g	x	7	6	w	3	v	7	K	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
101000	011100	110101	101111	010010	111001	100101	101010	001010	wrong bits
001000	001011	001110	010101	000100	001110	001010	010001	000000	XOR

One-Time Pad Decryption (with the wrong pad)

Decryption.

- Convert encrypted message to binary.
- Use **wrong** N bits (bogus one-time pad).
- Take bitwise XOR of two bitstrings.
- Convert back into text: **Oops**.

g	x	7	6	w	3	v	7	k	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
101000	011100	110101	101111	010010	111001	100101	101010	001010	wrong bits
001000	001011	001110	010101	000100	001110	001010	010001	000000	XOR
I	L	O	V	E	O	K	R	A	wrong message



Goods and Bads of One-Time Pads

Good.

- Easily computed by hand.
- Very simple encryption/decryption processes.
- Provably unbreakable if bits are truly random. [Shannon, 1940s]

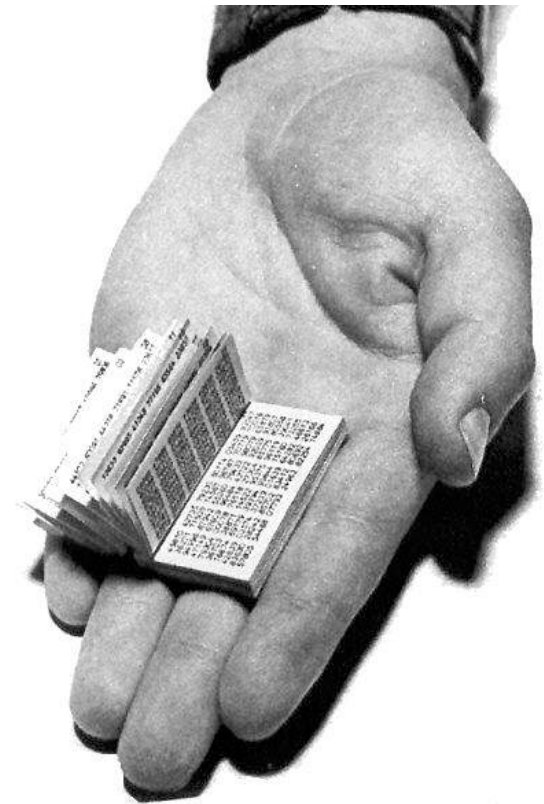
← eavesdropper Eve sees only random bits

"one time" means one time only

Bad.

- Easily breakable if pad is re-used.
- Pad must be as long as the message.
- Truly random bits are very hard to come by.
- **Pad must be distributed securely.**

← impractical for Web commerce



a Russian one-time pad

Pseudo-Random Bit Generator

Practical middle-ground.

- Let's make a **pseudo**-random bit generator gadget.
- Alice and Bob each get identical small gadgets.

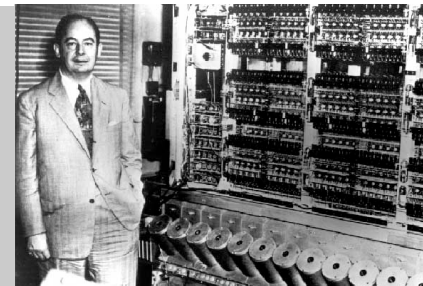
← instead of identical large one-time pads

How to make small gadget that produces pseudo-random numbers.

- **Linear feedback shift register.**
- Linear congruential generator.
- Blum-Blum-Shub generator.
- ...

“ Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin. ”

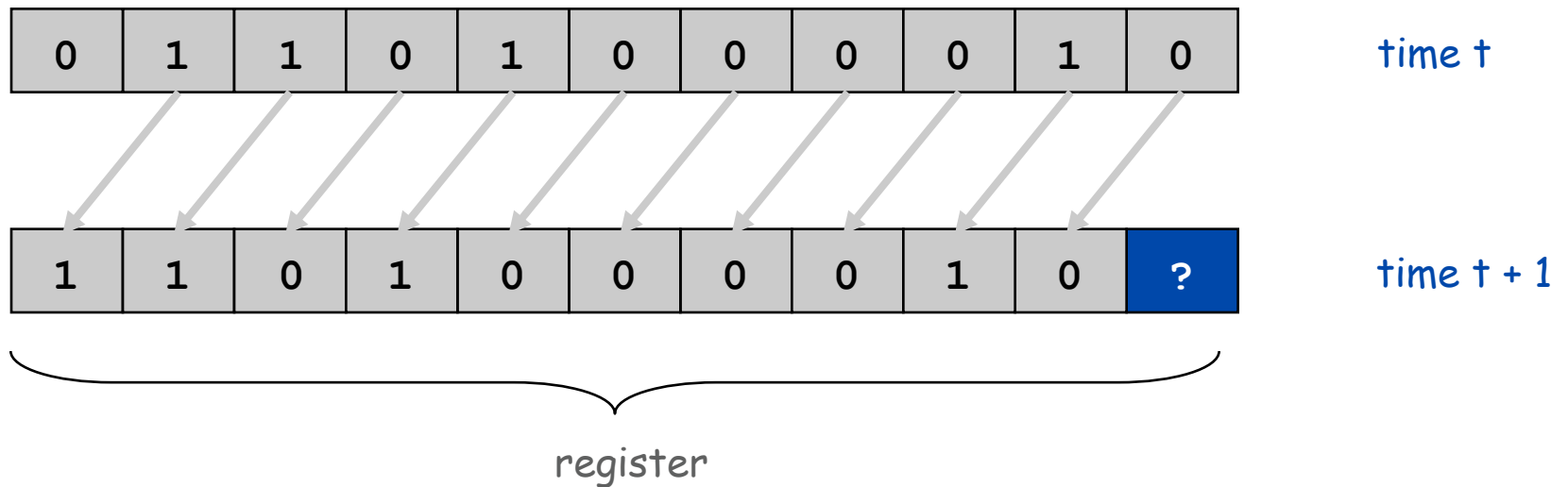
- *Jon von Neumann (left)*
- *ENIAC (right)*



Shift Register

Shift register terminology.

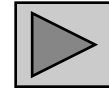
- Bit: 0 or 1.
- Cell: storage element that holds one bit.
- Register: sequence of cells.
- Seed: initial sequence of bits.
- Shift register: when clock ticks, bits propagate one position to left.



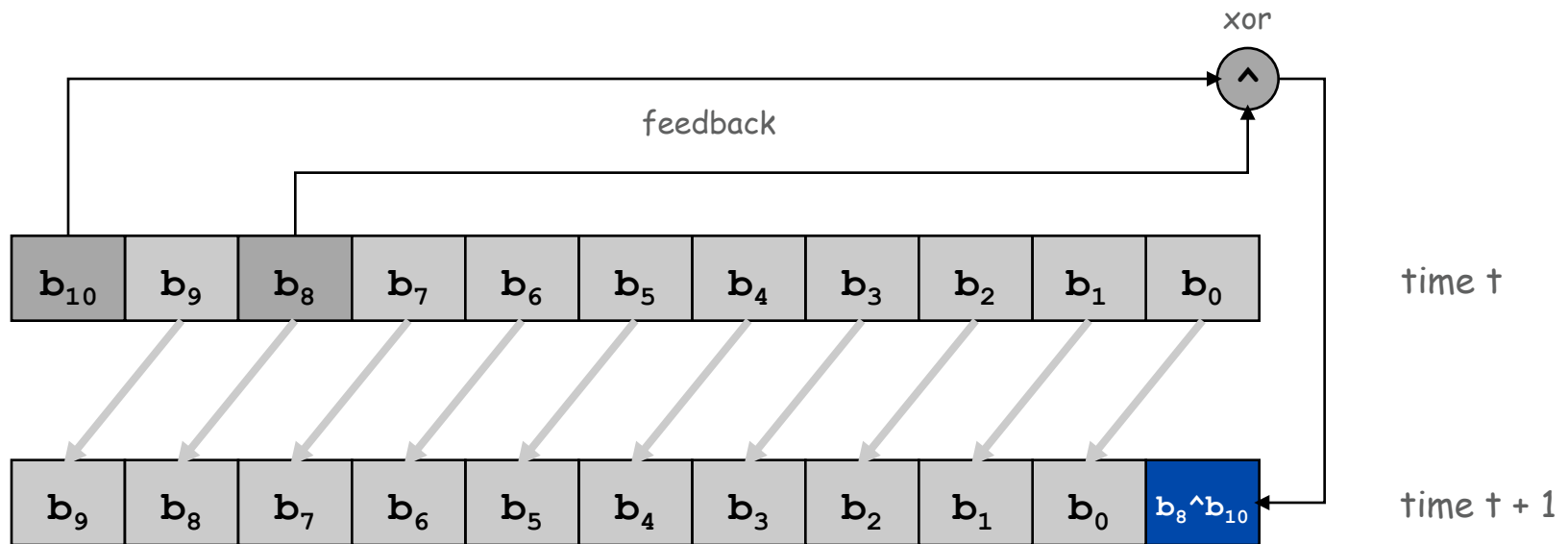
Linear Feedback Shift Register (LFSR)

{8, 10} linear feedback shift register.

- Shift register with 11 cells.
- Bit b_0 is XOR of previous bits b_8 and b_{10} .
- Pseudo-random bit = b_0 .



LFSR demo



Random Numbers

Q. Are these 2000 numbers random? If not, what is the pattern?

```
110010010011110110111001011010111001100010111111010010000100110100101111001100100111111
101110000010101100010000111010100110100001111001001100111011111110101000001000010001010
010101000110000010111100010010011010110111100011010011011100111101011110010001001110101
011101000001010010001000110101010111000000010110000010011100010111011010010101100110000
111111100110000011111100011000011011110011101001111010011100100111011101110101010101000
000000010000000010100000010001000010101010010000000110100000111001000110111010111010100
010100001010001001000101011010100001100001001111001011100111001011110111001001010111011
000010101110010000101110100100101001101100011110111011001010101111000000100110000101111
10010010001110110101101011000110001110111101101010010110000110011100111110111100001010
011001000111111010110000100011100101011011100001101011001110001111101101100010110111010
011010100111100001110011001101111111110100000001001000001011010001001100101011111100001
000011001010011111000111000110110110111011011010101101100000110111000111010110110100011
011001011101111001010100111000001110110001101011101110001010101101000000110010000111110
1001100010011111101011100010001011010101001100000011111000011000110011110111111001010000
111000100110110101111011000100101110101100101000111100010110011010011111100111000011110
110011001011111111001000000111010000110100100111001101110111110101010001000000101010000
10000010010100010110001010011101000111010010110100110011001111111111100000000110000000
111100000110011000111111110110000001011100001001011001011001111001111100111100011110011
011001111101111100010100011010001011100101001011100011001011011111001101000111110010110
001110011101101111010110100100011001101011111110001000001101010001110000101101100100110
1111011110100101001001100011011111011101000101010010100000110001000111110101011001000001
111010001100100101111101100100010111101010010010000110110100111011001110101111101000100
01001010101011000000001110000001101100001110111001101010111110000010001100010101111010
```

A. No. This is output of {8, 10} LFSR with seed 01101000010!

LFSR Encryption

LFSR encryption.

- Convert text message to N bits.
- Initialize LFSR with small seed.
- Generate N random bits **with LFSR**.
- Take bitwise XOR of two bit-strings.
- Convert binary back into text.

Base64 Encoding

char	dec	binary
A	0	000000
B	1	000001
...
w	22	010110
...

S	E	N	D	M	O	N	E	Y	message
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	LFSR bits
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR
g	x	7	6	w	3	v	7	K	encrypted

LFSR Decryption

LFSR Decryption.

- Convert encrypted message to binary.
- Initialize identical LFSR with same small seed.
- Generate N random bits **with LFSR**.
- Take bitwise XOR of two bit-strings.
- Convert back into text.

Base64 Encoding

char	dec	binary
A	0	000000
B	1	000001
...
M	12	001100
...

g	x	7	6	w	3	v	7	K	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	LFSR bits
010010	000100	001101	000011	001100	001110	001101	000100	011000	XOR
S	E	N	D	M	O	N	E	Y	message

Goods and Bads of LFSR Encryption

Goods.

- Easily computed with simple machine.
- Very simple encryption / decryption process.
- Scalable: 20 cells for 1 million bits; 30 cells for 1 billion bits.
[but need theory of finite groups to know where to put taps]



a commercially available LFSR

Bads.

- Still need secure, independent way to distribute LFSR seed.
- The bits are not truly random.
[bits in our 11-bit LFSR cycle after $2^{11} - 1 = 2047$ steps]
- Experts have cracked LFSR.
[more complicated machines needed]

Other LFSR Applications

What else can we do with a LFSR?

- DVD encryption with CSS.
- DVD decryption with DeCSS!
- Subroutine in military cryptosystems.

```
/*      efdtt.c      Author: Charles M. Hannum <root@ihack.net>      */
/*      Usage is:  cat title-key scrambled.vob | efdtt >clear.vob      */

#define m(i) (x[i]^s[i+84])<<

        unsigned char x[5]          ,y,s[2048];main(
n){for( read(0,x,5          );read(0,s ,n=2048
        ); write(1          ,s,n)          )if(s
[y=s          [13]%8+20] /16%4 ==1          ){int
i=m(          1)17 ^256 +m(0) 8,k          =m(2)
0,j=          m(4) 17^ m(3) 9^k*          2-k%8
^8,a          =0,c          =26;for (s[y]          -=16;
--c;j          *=2)a=          a*2^i&          1,i=i /2^j&1
<<24;for (j=          127;          ++j<n;c=c>
        y)
        c

        +=y=i^i/8^i>>4^i>>12,
i=i>>8^y<<17,a^=a>>14,y=a^a*8^a<<6,a=a
>>8^y<<9,k=s[j],k          ="7Wo~'G_\216"[k
&7]+2^"cr3sfw6v;*k+>/n."[k>>4]*2^k*257/
        8,s[j]=k^(k&k*2&34)*6^c+~y
        ;}}


```

<http://www.cs.cmu.edu/~dst/DeCSS/Gallery>

LFSR and "General Purpose Computer"

Important properties.

- Built from simple components.
- Scales to handle huge problems.
- Requires a deep understanding to use effectively.

Basic Component	LFSR	Computer
control	start, stop, load	same
clock	regular pulse	2.8 GHz pulse
memory	11 bits	1 GB
input	seed	sequence of bits
computation	shift, XOR	logic, arithmetic, ...
output	pseudo-random bits	Sequence of bits

Critical difference. General purpose machine can be programmed to simulate ANY abstract machine.

A Profound Idea

Programming. Can write a Java program to simulate the operations of **any** abstract machine.

- Basis for theoretical understanding of computation. [stay tuned]
- Basis for bootstrapping real machines into existence. [stay tuned]

Stay tuned. See Assignment 5.

```
public class LFSR {
    private int seed[];
    private int tap;
    private int N;

    public LFSR(String seed, int tap) { ... }

    public int step() { ... }

    public static void main(String[] args) {
        LFSR lfsr = new LFSR("01101000010", 8);
        for (int i = 0; i < 2000; i++)
            StdOut.println(lfsr.step());
    }
}
```

```
% java LFSR
11001001001111011011100101101
0111001100010111110100100001
00110100101111001100100111...
```

A Profound Question

Q. What is a random number?

LFSR does not produce random numbers.

- It is a very simple deterministic machine.
- But not obvious how to distinguish the bits it produces from random.

Q. Are random processes found in nature?

- Motion of cosmic rays or subatomic particles?
- Mutations in DNA?

Q. Is the natural world a (not-so-simple) deterministic machine?

“ God does not play dice. ”
– *Albert Einstein*

