Overview

What is COS 126?
- Broad introductory survey course.
  - no prerequisites
    (although previous programming very helpful in beginning)
- Basic CS principles.
  - hardware, software systems
  - programming in C, other languages
  - algorithms and data structures
  - theory of computation
  - applications to solving scientific problems
  - critical thinking

What isn’t COS 126?
- A programming course.

The Usual Suspects

Lectures: (Bob Sedgewick, Kevin Wayne)
- Tuesday, Thursday 10:00 - 10:50, Frist 302.
- Extends into reading period.

Precepts: (Ben Gum, Christine Lv, Kevin Wayne, Lisa Worthington)
- Friday  - tips on assignments, clarify lecture material.
- Monday  - review exercises, clarify lecture material.

Undergraduate Coordinator: (Tina McCoy)
- CS Building, Room 410.

Computer Lab Assistants: (many fine Princeton undergrads)
- Public Unix lab in CS 101.
- Lab TA schedule to be posted on Web.

Signing Up for a Precept

Everyone must be enrolled in one precept.
- All pre-registered students already set - check Web page.
- If not in precept, see Kevin after class or this afternoon at 4 - 4:30 in Room 207.
- Note: multiple precepts at certain times.
- Introductory precept meets Friday.
Grading

Assignments: 33%
  - 9 programming assignments.
  - Exercises (solutions provided).

Midterms: 33%
  - 2 midterms (33% total).
  - Many questions drawn from exercises.

Final: 34%
  - Staff discretion.

Staff discretion.

Course grades.
  - No preset curve.
  - Last year's breakdown.

Where To Program

Public cluster in Room 101, CS Building.
  - 30 Sun Ultra 5 machines running Unix.
  - Lab run by CIT.
    - go to 87 Prospect Ave if you don't have an account or don't know password
  - Supported by CS lab assistants.

Can I work from home?
  - Use home PC as terminal:
    - telnet to arizona
    - need X-Windows emulator for GUI
  - Use home PC as primary computer:
    - Linux
    - Windows / Mac OS
  - All code must work properly on arizona.

Required Readings

Course packet.
  - Pequod copy (6 Nassau Street).
  - Syllabus.
  - Programming assignments.
  - Lecture notes.
  - Old exams.
  - Exercises.
  - Solutions to exercises.

King.
  - Intro to C.

Sedgewick.
  - Algorithms and data structures.

Lecture Outline

Programming Fundamentals (7 lectures).

Machine architecture (5 lectures).

Advanced programming (3 lectures).

Theory of computation (6 lectures).

Systems (3 lectures).

Perspective (1 lecture).
Survival Guide

Keep up with the course material.
- Attend lectures and precepts.
- Do readings when assigned.
- Do exercises and understand solutions.
- Start on programming assignments early.
- Think before you write code; compose first, then write.

Visit course home page regularly for announcements and supplemental information:
- courseinfo.Princeton.EDU/courses/COS126_F2000
- www.Princeton.EDU/~cs126

Keep in touch.
- Email: your preceptor, instructor.
- Office hours: your preceptor, other preceptors, instructors.
- Discussion group on course web page.

Ask for help when you need it!
- Preceptors, instructors: concepts, programming assignments, exercises.
- Lab TA's: Unix support, help with debugging.

END OF ADMINISTRATIVE STUFF

What Is Computer Science?

What is computer science?
1. The science of manipulating "information."
2. Designing and building systems that do (1).

What CS is not.
- CS is not programming.
- Programming is a useful tool to express CS ideas.

Why we learn CS.
- Appreciate most fundamental underlying principles.
- Understand inherent limitations.
- What can be automated?

An example: "linear feedback shift register machine."
- How to make a simple machine.
  - that produces pseudo-random bits
- What we can do with it.
  - use to encrypt and decrypt secret messages
- Science behind it.
**Encryption Machine**

**Goal:** design a machine to encrypt and decrypt data.

SENDMONEY

encrypt

WMREAFBZ

decrypt

SENDMONEY

---

**Simple Encryption Scheme (One-Time Pad)**

1. Convert text input to N bits.
2. Generate N random bits (secret key).
3. Take bitwise XOR of two strings.
   - Sum pair of bits (1 if sum is odd, 0 if even)

<table>
<thead>
<tr>
<th>x</th>
<th>y</th>
<th>x ^ y</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

SENDMONEY

10010 00101 01100 00100 01101 01110 01100 00101 11001

10010 00101 01100 00100 01101 01110 01100 00101 11001

W ? M R E A F B ?
**Decryption Scheme (One-Time Pad)**

1. Convert encrypted message to binary.

<table>
<thead>
<tr>
<th>char</th>
<th>dec</th>
<th>binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1</td>
<td>00001</td>
</tr>
<tr>
<td>B</td>
<td>2</td>
<td>00010</td>
</tr>
<tr>
<td>Y</td>
<td>25</td>
<td>11001</td>
</tr>
<tr>
<td>Z</td>
<td>26</td>
<td>11010</td>
</tr>
</tbody>
</table>

W ? M R E A F B ?

10110 11100 01101 10001 00001 00101 00001 00110 00010 11100

2. Use same N random bits (secret key).

3. Take bitwise XOR of two strings.

4. Convert back into text.

S E N D M O N E Y

**Why Does It Work?**

<table>
<thead>
<tr>
<th>Notation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>original message</td>
</tr>
<tr>
<td>b</td>
<td>random bits (secret key)</td>
</tr>
<tr>
<td>^</td>
<td>XOR operation</td>
</tr>
<tr>
<td>a ^ b</td>
<td>encrypted message</td>
</tr>
<tr>
<td>(a ^ b) ^ b</td>
<td>decrypted message</td>
</tr>
</tbody>
</table>

**Crucial property:** \( (a ^ b) ^ b = a \).

- Decrypted message = original message.

**Why is crucial property true?**

- \( b ^ b = 0 \)
- \( a ^ 0 = a \)
- \((x ^ y) ^ z = x ^ (y ^ z)\)
- \((a ^ b) ^ b = a ^ (b ^ b) = a ^ 0 = a \)

**Random Numbers**

Are these 2000 numbers random?

If not, what is the pattern?
Linear Feedback Shift Register

How might the "random number machine" be built?
- "Linear feedback shift register."
- "Linear congruential generator."
  - see Assignment 1

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

The Science Behind It

Are the bits really random?

How did the computer scientist die in the shower?

Will bit pattern repeat itself?

Will the machine work equally well if we XOR bits 4 and 10?

How many cells do I need to guarantee a certain level of security?

Properties of Shift Register "Machine"

Clocked.
Control: start, stop, load.
Data: initial values of bits (seed).
Built from simple components.
- "Clock" (regular electrical pulse).
- Shift register cell remembers value until clock "ticks."
- Some wires "input", some "output."

Scales to handle huge problems.
- 10 cells yields 1 thousand "random" bits.
- 20 cells yields 1 million "random" bits.
- 30 cells yields 1 billion "random" bits.
- BUT, need to understand abstract machine!
  - higher math needed to know XOR taps
Properties of Computers

Same basic principles as LFBSR:
- Clocked.
- Control: start, stop, load.
- Data: initial values of bits.
- Built from simple components.
- Scales to handle huge problems.

Abstraction aids in understanding.

Simulating The Abstract Machine in C

Produces exactly same bits as LFBSR.

C program to produce "random" bits.

Any "general purpose" machine can be used to simulate any abstract machine. Implications are:
- Test out new programs.
- Use old programs.
- Understand fundamental limitations of computers.

Simulating The Abstract Machine

Layers of Abstraction: LFBSR

Layers of abstraction (recurring theme).
- Precisely defined for simple machine.
- Use it to build more complex one.
- Develop complex systems by building increasingly more complicated machines.
- Improve systems by substituting new (better) implementations of abstract machines at any level.

LFBSR layers of abstraction.
- Simple piece of hardware.
- Generate "random" bits.
- Use "random" bits for encryption.
- Use encryption for Internet commerce.
Layers of Abstraction: Computer

"Computer" layers of abstraction.
- Complex piece of hardware.
  - CPU, keyboard, printer, storage devices
- Machine language programming.
  - 0’s and 1’s
- Software systems.
  - editor (emacs): create, modify files
  - compiler (gcc): transform program to machine instruction
  - operating system (Unix): invoke programs
- Windowing system (X).
  - illusion of multiple computer systems

Simulating The Abstract Machine

C program to produce "random" bits using bit operations.

```c
#include <stdio.h>
#define N 100

int main(void) {
    int i, new, fill = 01502;
    for (i = 0; i < N; i++) {
        new = ((fill >> 10) & 1) ^ ((fill >> 3) & 1);
        fill = (fill << 1) + new;
        printf("%d\n", new);
    }
    return 0;
}
```

- `>>` shift right
- `&` "and" (1 if both bits 1, 0 otherwise)
- `<<` shift left
- `^` "exclusive or" (1 if bits are different)