

# COS 126

General Computer Science  
Fall 2009

Robert Sedgewick

## The Basics

**Lectures.** [Prof. Sedgewick]

- Tuesdays and Thursdays 10AM, McCosh 10.
- Office hours: W 12-2pm in CS 316 or CS tea room. *← everyone needs to meet me!*

**Precepts.** [Donna Gabai (co-lead) · Maia Ginsburg (co-lead) ·

Aleksey Boyko · Jesse Farnham · Tom Funkhouser · Rob Harrison · Timothy Lee · Jen Rexford · David Shue · Aaron Wong]

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

**Friend 016/017 lab.** [Undergrad lab assistants]

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

Full details and preceptor office hours. See [www.princeton.edu/~cos126](http://www.princeton.edu/~cos126)

## Overview

What is COS 126? Broad, but technical, introduction to computer science.

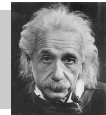
Goals.

- 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*



## Grades

Course grades. No preset curve or quota.

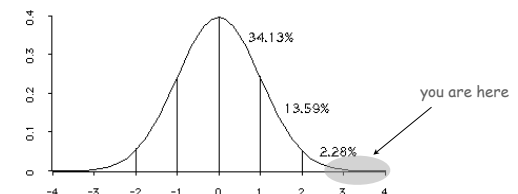
9 programming assignments. 40%.

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](http://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]



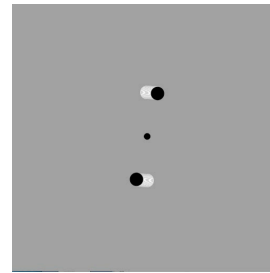
**Recommended readings.** Harel. What computers can't do. [Labyrinth]

5

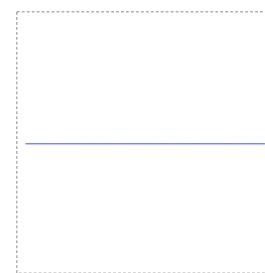
## Programming Assignments

**Desiderata.**

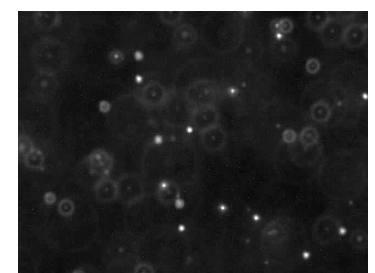
- Address an important scientific or commercial problem.
- Illustrate the importance of a fundamental CS concept.
- You solve problem from scratch!



N-body simulation



pluck a guitar string



estimate Avogadro's number

6

## 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]

7

## What's Ahead?

**Lecture 2.** Intro to Java.

**Precept 1.** Meets today/tomorrow.

**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.** [[www.princeton.edu/~cos126/assignments.php](http://www.princeton.edu/~cos126/assignments.php)]

- 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.

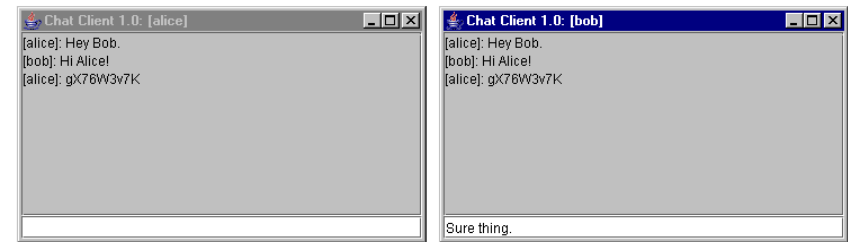
END OF ADMINISTRATIVE STUFF

8

## 0. Prologue: A Simple Machine

Alice wants to send a secret message to Bob?

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

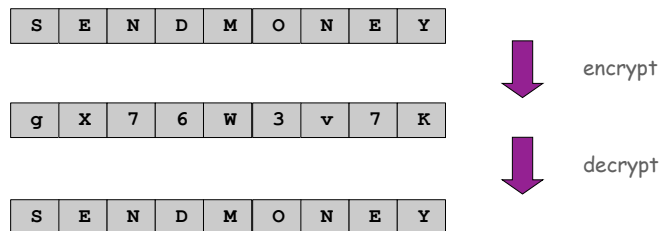


9

10

### Encryption Machine

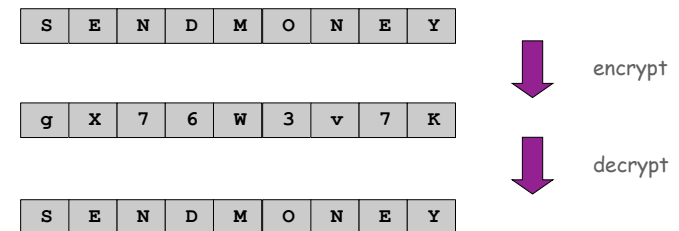
**Goal.** Design a machine to encrypt and decrypt data.



11

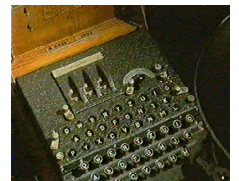
### Encryption Machine

**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.



12

## 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

13

## 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

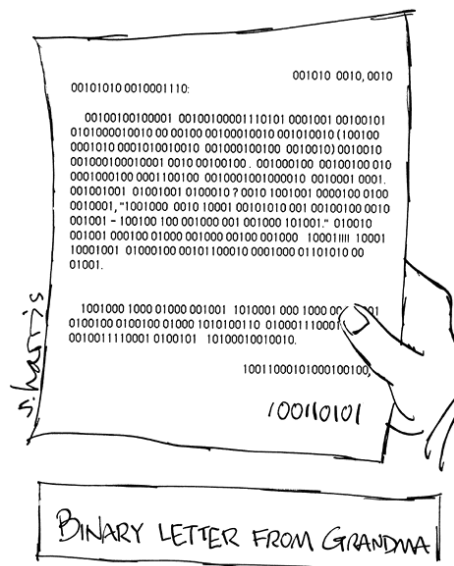


computer with  
a ballot box



computer with  
a heating element

14



Copyright 2004, Sidney Harris, <http://www.sciencecartoonsplus.com>

15

## 3 Miles of Music

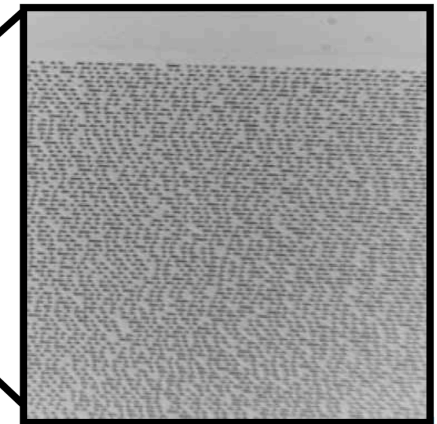


image courtesy of David August

16

## 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	

17

## 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
010010	000100	001101	000011	001100	001110	001101	000100	011000

message

base64

18

## 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
010010	000100	001101	000011	001100	001110	001101	000100	011000
110010	010011	110110	111001	011010	111001	100010	111111	010010

message

base64

random bits

19

## One-Time Pad Encryption

Encryption.

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

XOR Truth Table

x	y	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

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

S	E	N	D	M	O	N	E	Y
010010	000100	001101	000011	001100	001110	001101	000100	011000
110010	010011	110110	111001	011010	111001	100010	111111	010010
100000	010111	111011	111010	010110	110111	101111	111011	001010

message

base64

random bits

XOR

$0 \oplus 1 = 1$

20

## 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
...	...	...

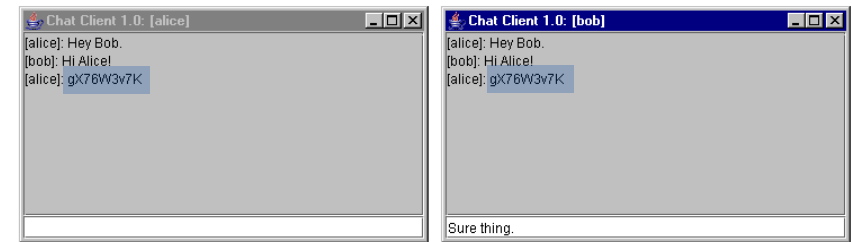
S	E	N	D	M	O	N	E	Y	message
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	random bits
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR
g	x	7	6	w	3	v	7	K	encrypted

21

## Secure Chat

### Alice wants to send a secret message to Bob?

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



22

## One-Time Pad Decryption

### Decryption.

- Convert encrypted message to binary.

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

23

## 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	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	base64

24

## One-Time Pad Encryption

### Decryption.

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

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

25

## One-Time Pad Encryption

### 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	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

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

$1 \oplus 1 = 0$

26

## One-Time Pad Encryption

### 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	
100000	010111	111011	111010	010110	110111	101111	111011	001010	encrypted
110010	010011	110110	111001	011010	111001	100010	111111	010010	base64
010010	000100	001101	000011	001100	001110	001101	000100	011000	random bits
									XOR
S	E	N	D	M	O	N	E	Y	message

27

## Why Does It Work?

**Crucial property.** Decrypted message = original message.

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

XOR Truth Table

x	y	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

### Why is crucial property true?

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

28

## One-Time Pad Decryption (with the wrong pad)

### Decryption.

- Convert encrypted message to binary.

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

encrypted

29

## One-Time Pad Decryption (with the wrong pad)

### Decryption.

- Convert encrypted message to binary.

g	x	7	6	w	3	v	7	k
100000	010111	111011	111010	010110	110111	101111	111011	001010

base64

30

## 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
100000	010111	111011	111010	010110	110111	101111	111011	001010
101000	011100	110101	101111	010010	111001	100101	101010	001010

base64

wrong bits

31

## 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
100000	010111	111011	111010	010110	110111	101111	111011	001010
101000	011100	110101	101111	010010	111001	100101	101010	001010
001000	001011	001110	010101	000100	001110	001010	010001	000000

base64

wrong bits

XOR

32



## 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

33



34

## 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]

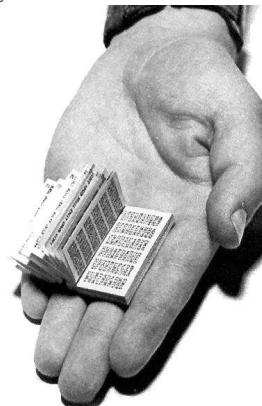
← eavesdropper Eve sees only random bits

### 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.**

"one time" means one time only

← impractical for Web commerce



a Russian one-time pad  
35

## Pseudo-Random Bit Generator

### Practical middle-ground.

- Make a **pseudo**-random bit generator gadget.
- Alice and Bob each get identical small gadgets.

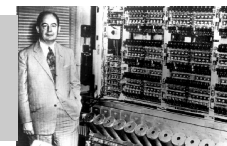
← instead of identical large one-time pads

### 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)

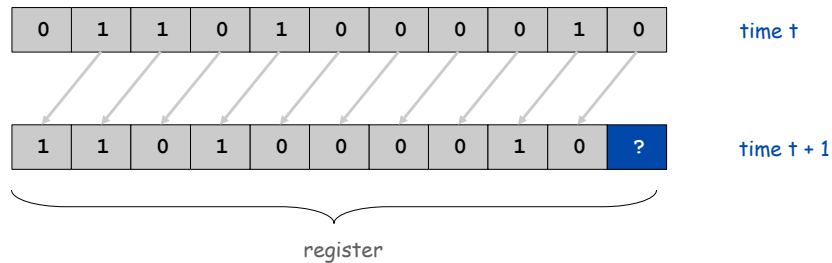


36

## 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.

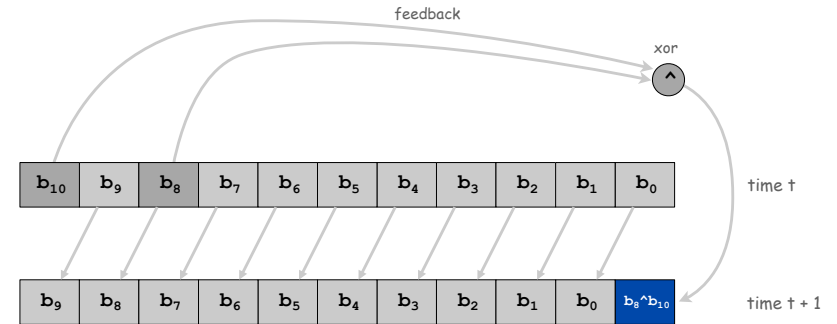


37

## 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 =  $b_0$ .



38

## Random Numbers

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

```
11001001001111011011100101101011100110001011111010010000100110100101111001100100111111011100
000101011000100001110101001101000011100100110011101111101010000100001000101001010100011000
0010111100010010011010110111000110011001110011101011100100010011101011101000001010010001
000101010101110000000101100000100110001011101101001010110011000011111100110000011111000110
0001011110011101001110100111010011101101101010101000000000100000000101000001000100001
0101010010000001101000001100100011011010110101000101000010100010101010100001100001
0011110010111001110010111011010010010111010000101011001000101011010010101000111101
1101100101011100000010011000010111100100100011101101011010110001100011011101101010010110
0001100111001111101110000101001100100011111010110000100011100101011100001101011001110001
11110110110001010111010011010100111000011001100110111111101000000010010000010110100010011
0010101111100001000011001010011110001110001010110110110101010110000011011100011101011
01010001101100101110111001010100111000001110110001101011101110001010110100000010010000111
110100110001001111010110001000101010100110000001111000011000110111101111001010000110
0010011011010111011000100101110101100101000111000101000111110011100001111011001100101
11111100100000011010000110100100111001101101110101010001000001010100001000101000101
10001010011101000111010010110100110011111111110000000011000000011100000110011000111111
10110000001011000010010100101100111100111100111000111001101100111101111000101000101000
10111001010010110001100101101111001010001111001010001100111011011011010110100100010001101
011111100010000010101000111000010110110010011011101110100101001001100010111101101000101
010010100000110001000111010111001000001110100011001001011110110100100010111010100100010001
01101001110100111010111101000100010010101011000000011100000011011000110101010111
10000010001100010101111010
```

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

39

## LFSR Encryption

### Encryption.

- Convert text message to N bits.
- Initialize LFSR with small key
- Generate N bits with LFSR.
- 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	LFSR bits
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR
g	x	7	6	w	3	v	7	K	encrypted

40

## LFSR Decryption

### Decryption.

- Convert encrypted message to binary.
- Initialize identical LFSR with same small key
- Generate N bits with LFSR.
- 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	LFSR bits
010010	000100	001101	000011	001100	001110	001101	000100	011000	XOR
S	E	N	D	M	O	N	E	Y	message

41

## Goods and Bads of LFSRs

### Good.

- Easily computed with simple machine.
- Very simple encryption/decryption processes.
- Bits have many of the same properties as random bits.

### Bad.

- Easily breakable if key is re-used.
- Still need secure, independent key distribution.
- Truly random bits are very hard to come by.



a commercially available LFSR

42

## 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*2^16^1,i=i/2^j%1
<<24;for(j=127; ++j<n;c=c>
y)
c
+=y=i^1/8^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^"cx3sfw6v;*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>

43

## LFSR Challenge 1

**Goal.** Decrypt/encrypt 300 characters (1800 bits).

**Challenge.** Can we use an 11-bit LFSR?

**A.** Yes, no problem.

**B.** No, the bits it produces are not truly random.

**C.** No, need a longer LFSR.

44

## LFSR Challenge 2

**Goal.** Decrypt/encrypt 1 gigabyte ( $2^{33}$  bits) movie.

**Challenge.** How big an LFSR?

A. 33 bits should be enough.

B. 100 bits is safe.

C. 1,000 bits is definitely secure.

45

## 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
1100100100111101101110010110101
1100110001011111101001000010011
0100101111001100100111...
```

47

## 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.

46

## 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*



48