COS 126

General Computer Science
Fall 2010

Robert Sedgewick

Overview

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

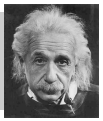
Goals.

- 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*



The Basics

Lectures. [Sedgewick]

RS office hours. ← everyone needs to meet me!

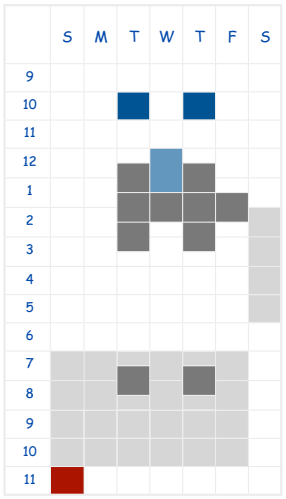
Precepts. [Gabai · Ginsburg · Vertanen · Lee · Lee · Nagorna · Steiglitz · Jones · Stewart · Zhu]

- Tips on assignments / worked examples
- Questions on lecture material.
- Informal and interactive.

Friend 016/017 lab. [Ugrad assistants]

- Help with systems/debugging.
- No help with course material.

Reading period. No lectures; precepts Jan 4-5.



See `www.princeton.edu/~cos126` for full details and preceptor office hours.

Grades

Course grades. No preset curve or quota.

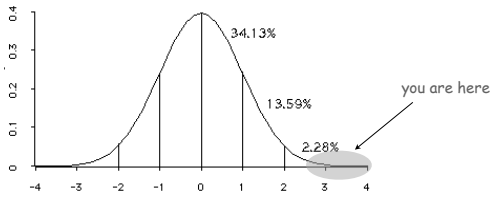
9 programming assignments. 40%.

2 exams (in class, 10/21-22 and 12/16-17). 50%.

Final programming project (due Dean's date - 1). 10%.

Extra credit / staff discretion. Adjust borderline cases.

↖ participation helps, frequent absence hurts



Due dates

	Su	Mo	Tu	We	Th	Fr	Sa
SEP				1	2	3	4
	5	6	7	8	9	10	11
	12	13	14	15	16	17	18
	19	20	21	22	23	24	25
	26	27	28	29	30		
OCT						1	2
	3	4	5	6	7	8	9
	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	31						
NOV		1	2	3	4	5	6
	7	8	9	10	11	12	13
	14	15	16	17	18	19	20
	21	22	23	24	25	26	27
	28	29	30				
DEC				1	2	3	4
	5	6	7	8	9	10	11
	12	13	14	15	16	17	18
	19	20	21	22	23	24	25
	26	27	28	29	30	31	
JAN							1
	2	3	4	5	6	7	8
	9	10	11	12	13	14	15
	16	17	18	19	20	21	22
	23	24	25	26	27	28	29
	30	31					

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

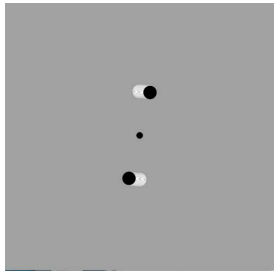
Required readings. Sedgewick and Wayne. Intro to Programming in Java: An Interdisciplinary Approach.

Recommended readings. Harel. What computers can't do.

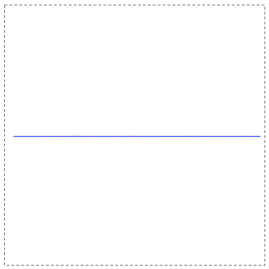
Programming Assignments

Desiderata.

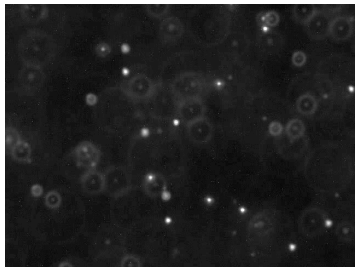
- Address an important scientific or commercial problem.
- Illustrate the importance of a fundamental CS concept.
- You solve problem from scratch!



N-body simulation



pluck a guitar string



estimate Avogadro's number

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.

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

Change precepts? Use SCORE.

see Colleen Kenny-McGinley in CS 210
if the only precept you can attend is closed

Assignment 0. [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.

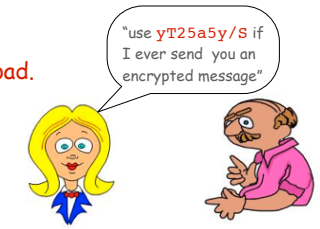
END OF ADMINISTRATIVE STUFF

0. Prologue: A Simple Machine

Secure Chat with a One-Time Pad

Alice wants to send a secret message to Bob

- Sometime in the past, they exchange a one-time pad.
- Alice uses the pad to encrypt the message.



Secure Chat 1.0 [alice]	Secure Chat 1.0 [bob]
[alice]: Hey, Bob [bob]: Hi, Alice! [alice]: SENDMONEY Encrypt SENDMONEY with yT25a5y/S	[alice]: Hey, Bob [bob]: Hi, Alice! [alice]: gX76W3v7K

Key point: Without the pad, Eve cannot understand the message.

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.

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g	X	7	6	W	3	v	7	K

decrypt

S	E	N	D	M	O	N	E	Y

Enigma encryption machine.

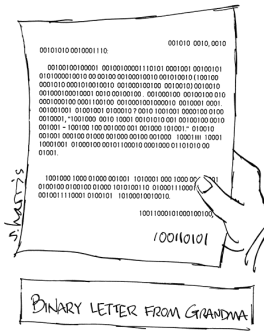
- "Unbreakable" German code during WWII.
- Broken by Turing bombe.
- One of first uses of computers.
- Helped win Battle of Atlantic by locating U-boats.

A Digital World

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

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

thousands of bits



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

billions of bits

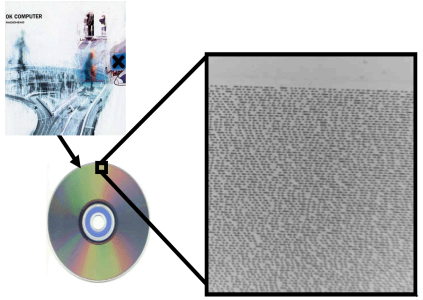


image courtesy of David August

A Digital World

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

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

Ex. Base64 encoding of text.

- Simple method for representing `A-Z`, `a-z`, `0-9`, `+`, `/`
- 6 bits to represent each symbol (64 symbols)

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

Secure Chat with a One-Time Pad

First challenge: Create a one-time pad.

Good choice: A random sequence of bits (stay tuned).

Note: any sequence of bits can be encoded as characters

110010	010011	110110	111001	011010	111001	100010	111111	010010	one-time pad
y	T	2	5	a	5	y	/	S	encoded as characters

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.
- Use N random bits as one-time pad.

S	E	N	D	M	O	N	E	Y	
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	one-time pad
y	T	2	5	a	5	y	/	S	

One-Time Pad Encryption

Encryption.

- Convert text message to N bits.
- Use N random bits as 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 ^ y
0	0	0
0	1	1
1	0	1
1	1	0

S	E	N	D	M	O	N	E	Y	
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	one-time pad
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR

0 ^ 1 = 1

One-Time Pad Encryption

Encryption.

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

Base64 Encoding

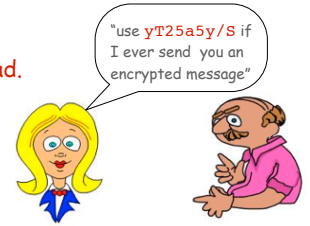
char	dec	binary
A	0	000000
B	1	000001
...	...	...
w	22	010110
...	...	...

S	E	N	D	M	O	N	E	Y	
010010	000100	001101	000011	001100	001110	001101	000100	011000	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	one-time pad
100000	010111	111011	111010	010110	110111	101111	111011	001010	XOR
g	X	7	6	W	3	v	7	K	encrypted

Secure Chat with a One-Time Pad

Alice wants to send a secret message to Bob

- Sometime in the past, they exchange a one-time pad.
- Alice uses the pad to encrypt the message.



Secure Chat 1.0 [alice]

```
[alice]: Hey, Bob
  [bob]: Hi, Alice!
[alice]: SENDMONEY
```

Encrypt SENDMONEY with yT25a5y/S

Secure Chat 1.0 [bob]

```
[alice]: Hey, Bob
  [bob]: Hi, Alice!
[alice]: gX76W3v7K
```

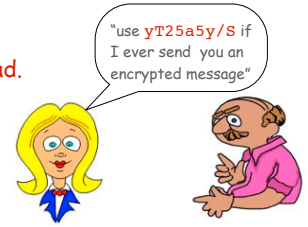
Key point: Without the pad, Eve cannot understand the message.

But how can Bob understand the message?

Secure Chat with a One-Time Pad

Alice wants to send a secret message to Bob

- Sometime in the past, they exchange a one-time pad.
- Alice uses the pad to encrypt the message.
- Bob uses the same pad to decrypt the message.



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[alice]: Hey, Bob [bob]: Hi, Alice! [alice]: gX76W3v7K SENDMONEY Decrypt with yT25a5y/S

Key point: Without the pad, Eve cannot understand the message.

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	encrypted
100000	010111	111011	111010	010110	110111	101111	111011	001010	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	one-time pad
y	T	2	5	a	5	y	/	S	

One-Time Pad Decryption

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100000	010111	111011	111010	010110	110111	101111	111011	001010	base64
110010	010011	110110	111001	011010	111001	100010	111111	010010	one-time pad
010010	000100	001101	000011	001100	001110	001101	000100	011000	XOR

encrypted

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

encrypted

Why Does It Work?

Crucial property. Decrypted message = original message.

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

XOR Truth Table

x	y	x ^ y
0	0	0
0	1	1
1	0	1
1	1	0

Why is crucial property true?

- Use properties of XOR.
- (a ^ b) ^ b = a ^ (b ^ b) = a ^ 0 = a

associativity of ^ — always 0 — identity

One-Time Pad Decryption (with the wrong pad)

Decryption.

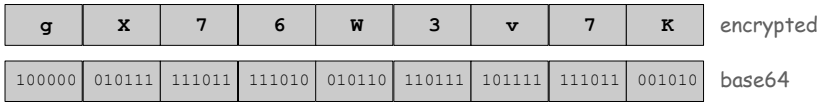
- Convert encrypted message to binary.

g	X	7	6	W	3	v	7	K	
									encrypted

One-Time Pad Decryption (with the wrong pad)

Decryption.

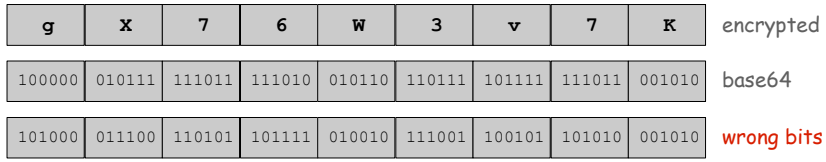
- Convert encrypted message to binary.



One-Time Pad Decryption (with the wrong pad)

Decryption.

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



One-Time Pad Decryption (with the wrong pad)

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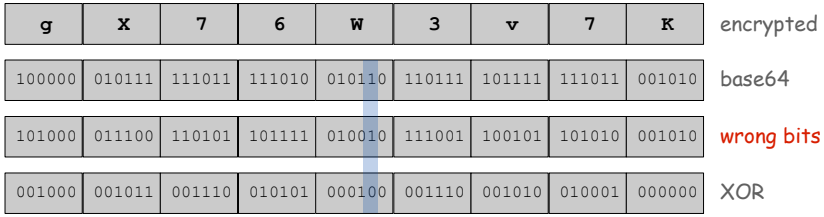
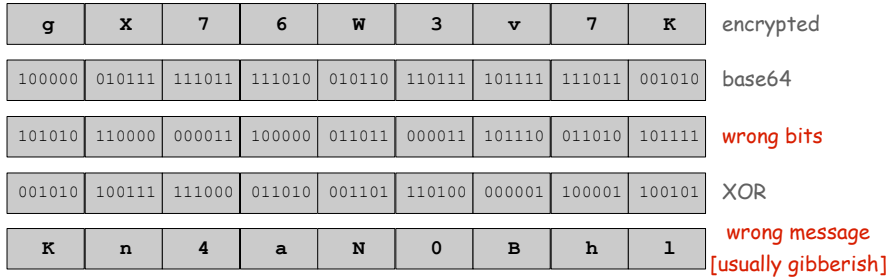


One-Time Pad Decryption (with the wrong pad)

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.



Eve's problem

Key point: Without the pad, Eve cannot understand the message.

But Eve has a computer. Why not try all possible pads?

There are too many possibilities!

- 54 bits implies 2^{54} possibilities.
- If Eve could check 1 million per second. it would take 571 years to try them all!
- If we add another bit, it would take her another 571 years.

1000 bits: 2^{1000} possibilities.
Age of the universe in microseconds: 2^{70}

AAAAAAAAA	gX76W3v7K
AAAAAAAAB	gX76W3v7L
AAAAAAAAC	gX76W3v7I
...	
qwDgbDuav	Kn4aN0Bhl
...	
yT25a5y/S	SENDMONEY
...	
////////+	foEFpIQE0
/////////	foEFpIQE1

Exponential growth dwarfs technological improvements.

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]

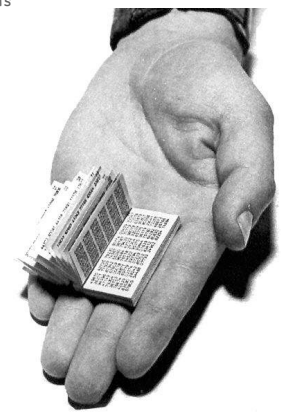
eavesdropper Eve sees only random bits

"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.

- Make a "random" bit generator gadget.
- Alice and Bob each get identical small gadgets [same gadget works for both]
- Alice and Bob also each get identical books of small seeds.

instead of identical large one-time pads

Goal. Small gadget that produces a long sequence of bits.

Pseudo-Random Bit Generator

Goal: Small gadget that produces a long sequence of pseudo-random bits.

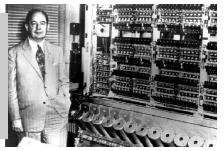
- Enigma
- Linear feedback shift register.
- Linear congruential generator.
- Blum-Blum-Shub generator.
- [many others have been invented]

Pseudo-random? Bits are not really random:

- Bob's and Alice's gadgets must produce the same bits from the same seed.
- Bits must have as many properties of random bits as possible (to foil Eve).

Ex 1. approx 1/2 0s and 1/2 1s
Ex 2. approx 1/4 each of 00, 01, 10 11

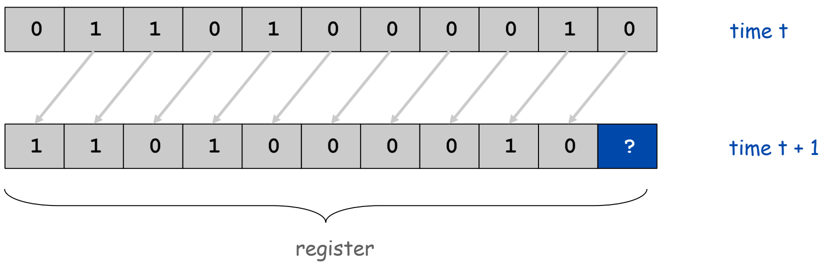
" Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin. "
– Jon von Neumann (left)
– ENIAC (right)



Shift Register

Shift register terminology.

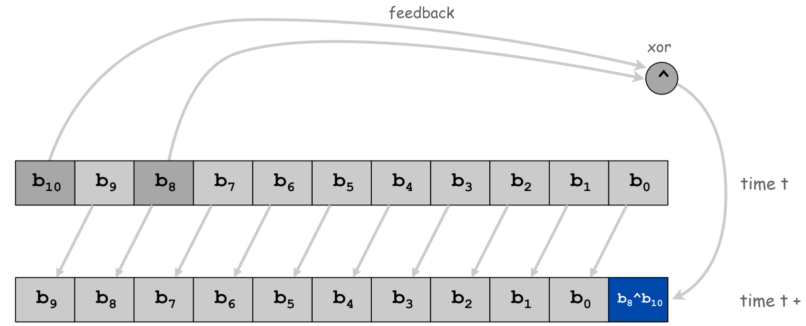
- Bit: 0 or 1.
- Cell: storage element that holds one bit.
- Register: sequence of cells.
- Seed: initial sequence of bits.
- Shift register: when clock ticks, bits propagate one position to left.



Linear Feedback Shift Register (LFSR)

{8, 10} linear feedback shift register.

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



Random Numbers

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

```
1100100100111101101110010110101110011000101111110100100001001101001011110011001001111111011100
0001010110001000011101010011010000111100100110011101111111010100000100001000101001010100011000
0010111100010010011010110111100011010011011100111101011110010001001110101011101000001010010001
0001101010101110000000101100000100111000101110110100101011001100001111111001100000111111000110
0001101111001110100111101001110010011101110111010101010100000000000100000000101000000010001000 01
0101010010000000011010000011100100011011101011101010001010000101000100100010101101010000110000 1
0011110010111001110010111101110010010101110110000101011100100001011101001001010011011000111101
1101100101010111100000010011000010111110010010001110110101101011000110001110111101101010010110
0001100111001111110111100001010011001000111111010110000100011100101011011100001101011001110001
1111011011000101101110100110101001111000011100110011011111111110100000000100100000101101000100 11
0010101111110000100001100101001111100011100011011011011101101101010110110000011011100011101011
0110100011011001011101111001010100111000001110110001101011101110001010101101000000110010000111
1101001100010011111010111000100010110101010011000000111110000110001100111101111110010100001110
0010011011010111101100010010111010110010100011110001011001101001111110011100001111011001100101
1111111001000000111010000110100100111001101110111110101010001000000010101000010000010010100010 1
1000101001110100011101001011010011001100111111111110000000000110000000111100000110011000111111 1
1011000000101110000100101100101100111100111110011110001111001101100111110111110001010001101000
1011100101001011100011001011011111001101000111110010110001110011101101111010110100100011001101
0111111100010000011010100011100001011011001001101111011110100101001001100011011111101110100010 1
0100101000001100010001111010101100100000111101000110010010111110110010001011110101001001000011
0110100111011001110101111101000100010010101010110000000001110000001101100001110111001101010111 1
1000001000110001010111 1010
```

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

LFSR Encryption

Encryption.

- Convert text message to N bits.
- Initialize LFSR with given seed
- 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

LFSR Decryption

Decryption.

- Convert encrypted message to binary.
- Initialize identical LFSR with same seed
- 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

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.
- 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

Bad.

- 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 encryption.

  [need more complicated machines]

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

Typical Exam Question (TEQ) on LFSRs 1

Give first 10 steps of {3, 4} LFSR with initial fill `00001`.

TEQ on LFSRs 2

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.

D. No, experts have cracked LFSRs

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
11001001001111011011100101101011
11001100010111111010010000100110
01001011110011001001111...
```


A Profound Question

Q. What is a random number?

LFSR does not produce random numbers.

- It is a very simple deterministic machine.
- Not obvious how to distinguish the bits it produces from random.
- Experts have figured out how to do so.

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