Today’s Topics

Computer Science 1
  Review

Upcoming
  Final Exam: Wednesday, 12/8, 7:00pm, B111 BioSci
  Review Session: Sunday, 12/5, 5:00-7:00pm, D106 LSRC

Reading
  Great Ideas, Chapter 4 - 15
4. Top-Down Programming, Subroutines, and a Database Application

- Functions using Functions
- Getting Information In and Out of Functions
- Class Data: known within class.
- Formal Parameters/Arguments
- Syntax: Using a Function
- Functions that Return Values
- Syntax: Defining a Function
- Larger Problems: How to Deal with the Complexity
  - Divide and Conquer
  - Design: Stepwise Refinement
  - Top-Down Implementation
4. Top-Down Programming, Subroutines, and a Database Application

- "Parallel" Arrays or "Corresponding" Arrays
  - Model Phone Book Capability
  - Typical Access by Name
  - Access by other Fields (other arrays)

- Extend Idea to Database

- Basic Data Base Functions

- Wild Card Retrieval

- Used Car Database

- Relational Data Bases
4. Top-Down Programming, Subroutines, and a Database Application

- **Recursion**
  - Factorial (N!)
  - Iterative Approach for Factorial
  - Exponentiation (X^N)

- **Church-Markov-Turing Thesis**
  - This part of Java lets you solve all kinds of algorithms
5. Graphics, Classes, and Objects

- **Basic Stuff**
  - Canvas class, Graphics class, pixels, Coordinates

- **Graphics Methods**
  - `void drawLine(int x1, int y1, int x2, int y2)`
  - `void drawRect(int x, int y, int width, int height)`
  - `void drawOval(int x, int y, int width, int height)`
  - `void setColor(Color c)`

- **Example: (Using Recursion) Serpinsky.java**
5. Graphics, Classes, and Objects

- Writing a Class
  - Header
  - Contents of a class definition
  - The Constructor
  - The Serp Class to draw Serpinsky Gasket

- Simple-Minded Animation
  - Draw and Erase
6. Simulation

- Simulation: Motivation
- Optimization, Simulation: Biggest Dog Lot
- How Could We Automate Process?
- Other Roles For Simulations
  - Economy, Policy (e.g. birth control), Marketing
  - Camera Lenses, UNC CS Walkthrough, Virtual Reality
- Simulation in Microelectronics
  - Logic, Layout, Circuit, Process
- Design and Manufacturing
7. Software Engineering

- Engineering a Program - Programming in the Large
- What is Good Software?
- Program Life Cycle, Feedback Cycles
- Understanding Problem / Specifications
- Debugging
- Correctness, Proofs?
- Documentation
- Testing
- Bottom Line: Productivity: 15 LINES OF CODE/DAY
- Many People? The "Committee": Interaction
- Organizational Schemes: e.g. Chief Programmer Team
7. Software Engineering

- Killer Robot Scenario
  - Development Models
    - Waterfall
    - Prototyping
  - Testing
  - User Interface

- Ethics
8. Machine Architecture

- Architecture (definition)
- Hardware / Software
- Basic Computer very primitive
- Architectural Features
  - Memory
  - CPU: AX, IP, IR, CF
- Fetch/Execute Cycles
- Need to handle IF and WHILE situations
- Tracing (often the only way to understand)
- Loop Example: Factorial Example
- Handling Lists or Arrays (Self Modifying Code)
- Fancier Architecture
9. Language Translation

- Importance of language
- **Goal:** *Translate Java To Assembler*
- Revise Syntactic Production Rules (seen before)
- Use Rules to Modify Strings
- Add Semantic ("meaning") Components to our Rules
- Use Syntactic Derivation to Generate Semantic Rules;
  - Use Semantic rules to Generate Code
- Rules for Looping
- **Important:** *Everything done by simple substitution*
- Everything "adds up"
Electric Circuits

- Levels of a Computer System
- Circuits: Water Model (the real thing = electrons)
  - battery, generators, heat -> light, motors
- Circuits With Switches (e.g. knife switch)
- Logic/Truth Tables: AND, OR
- Implementing Logic with Switches
- Logical (Boolean) Expression
- Equivalence of:
  - Circuit with Switches, Truth Tables, Boolean Expression
- Arbitrary Truth table for f(x,y,z)
Electric Circuits

- Relays
- Storing Information (Memory): Latch
- Binary Numbers
  - Conversion to and from Decimal
- Binary Addition
  - Truth Tables
  - Block Diagram
  - Simple Adder Circuit
  - Decoding/Control
12. Computer Communications

- Computer Communications is one of the Great Ideas
- Modes of Communications
- Like Most of Computing: Layers upon Layers
- Basic Communications: In binary
- Connection Mode
  - Circuit Switched, Message Switched, Packet Switched

TCP/IP

- Ethernet (Bus Example)
- Internet -- a network of LANs that are interconnected
- Packets -- the currency of the Internet

The Layers
  - The Physical Layer, The IP (Internet Protocol) Layer
  - The TCP Layer, The Application Layer
12. Computer Communications

- Packets within Packets (Encapsulation)
- Reliability
- Addressing (Layers Again!)
  - Hardware Address (Ethernet Address)
  - IP Address
  - Domain Name (address)
- Applications
  - email, news, talk, ftp, telnet, ssh, rlogin
  - information services: WWW, Older: gopher, WAIS
- Client/Server
  - Print Server, File Server, Name Server,
  - WWW
11. Security, Privacy and Wishful Thinking

- Billions in Losses
- Possible Traps in Public Systems
  - Trojan Horse, Onlooker, Digital camera
- Good Passwords and Cracking
  - Briefcase combination lock
  - Analysis of brute force methods
  - Password on a Computer
  - Dictionary Attacks
- Encryption
  - Monoalphabetic Substitution
  - Polyalphabetic Substitution
  - The Vignere Cypher; The Babbit Solution
11. Security, Privacy and Wishful Thinking

- **Cypher Reuse:** BAD
- **One Time Pads:** Can be Absolutely Secure
- **The Key Exchange Problem**
  - Using your "secure" channel (bad)
  - A Padlock Analogy
- **Public Key Encryption**
  - A Padlock Analogy
  - Rivest, Shamir, and Adleman (RSA) Encryption
    - Using Public Key and Private Key
    - Primes and Factoring
  - Breaking the Code: *Factoring*
11. Security, Privacy and Wishful Thinking

- **Public Key Encryption**
  - Digital Signatures
    - Using Private Key and Public Key
    - Need for Time Stamps

- **Other Attacks (Buzz Words)**
  - Many Leave No Trace
  - Password Hacking, IP Spoofing, Replay Attack
  - Man in the Middle, Denial of Service

- **Whom Can You Trust?**
  - Viruses, Trapdoors, Trojan Horses, Common Sense

- **The Strong Encryption Trap**
10. Virtual Environments for Computing

- The Raw Machine Provides a Hostile Environment
- Early Years Had Major Theme: CPU Time Precious
- Later Years: Cheaper and Cheaper Hardware
- What Does an Operating System Do?
  - Processor Management (Multiprogramming)
  - I/O Systems
  - Memory Management
  - Software Environments
- Memory Management
  - Memory Hierarchies, Paging, Protection
10. Virtual Environments for Computing

- **I/O Systems**
  - Files Systems, Communications/Networking
  - Graphical User Interfaces (GUI)

- **Processor Management**
  - True Parallel Processes vs. Simulated
  - Synchronization
    - Race condition
    - Deadlock
Changing Computer Technology

- Some Fundamental Limitations
  - Speed of light, heat dissipations, capacitance and inductance

- Other Important Concerns
  - Economics !!!, Noise, Lifetime (mtf), Space

- Relay Computers (and problems)

- Vacuum Tube Computers (and problems)

- Transistor

- Integrated Circuits -- VLSI

- Economics of Silicon (Micro-electronics): CPUs in Everything

- Technology Summary (table)
13. Program Execution Time

- **On the Limitations of Computer Science**
  - 1. too slow. 2. Non-computable. 3. Don't know algorithm

- **Time Complexity, N**

- **Study of a Sorting Algorithm: Selection Sort: N^2**

- **Polynomial = Tractable**
  - Linear Time Algorithms: t = A * N
  - Cubic Time Algorithms: t = A * N^3
  - Quicksort: t = A * N * log(N)
  - Binary Search: t = A * log(N)

- **Intractable Algorithms: Exponential t = A * B^N**
  - Chess, Traveling Salesperson, Towers of Hanoi

- More hardware not always the answer!
14. Parallel Computation

- Limitation on Processor Speed
  - Speed of Light
  - Manufacturing Problems with Small Sizes
  - Heat Dissipation

- Ultimately Parallelism is Only Hope

- Forms of Parallelism
  - Word Size, Pipe Line (Laundry Example)
  - Multiprocessors, Networks of Processors, Internet

- Speedup

- What can we do with 100 processors?
  - Even with optimal speedup no big help for BN programs
15. Noncomputability

- Certain Problems Not Amenable to Computer Solution
- Existence of Noncomputable Functions
  - Approach: *Matching up Programs and Functions*
  - Have: Uncountable Infinity of Functions (cannot be put into a row)
  - All Programs Can be Ordered
  - Try to Draw Lines Between Functions and Programs
  - Many *more* Functions than Programs!
- Programs that Read Programs
  - E.g., Java Compiler
- Solving the *Halting Problem*
15. Noncomputability

- Proofs by Contradiction (Indirect Proof)
- Proving non-computability
  - Assume Existence of Function $\text{halt}$:
  - Use in way resulting in *Paradox*!
  - Therefore $\text{halt}$ cannot exist!
- What Does It All Mean?
The Human Genome

- **Genome: makeup: The Double Helix - DNA**
  - 24 Chromosomes, 20-25 thousand Genes
  - 3.5 Gpb (3,500,000,000 base pairs)
  - Bases denoted by letters \text{A, C, G, T}
  - Strand of DNA (in each of our cells) approx 6 feet long!

- **Alphabet demo: reconstruct alphabet fragments?**
  - Assume each letter used only once, can match on single character

- **Reconstruction from DNA fragments**
  - More difficult: Only 4 characters: \text{A C G T}
  - \text{repetition} in the sequence: Need long overlaps
  - Demo: example with a sequence much longer than alphabet
  - Identify Overlaps to reconstruct; can get original sequence
The Human Genome

- The Real World (not toy alphabet problems)
  - String lengths are huge: \(3 \times 10^9\)
  - Use fragments because *Automatic* Sequencers Available
    Limited to lengths of 800 base pairs from each end of strand
  - Now use of the *Shotgun Method* of Sequencing

- Shotgun Sequencing
  - Randomly cut genome into small pieces (\(~5\) Kbp)
  - Make many identical copies of these pieces
  - Ends sequenced to produce *reads*

- What’s left is a Data Processing Problem
  - Problems: Gaps, Repeats, Sequencing Errors
  - Effectively “slide” ends over each other for match
  - Compare each read with each other read: \(N^2 \sim 9 \times 10^{12}\) compares
The Human Genome

- **Interesting Competition**
  - BAC to BAC Sequencing
  - Public Human Genome Project (1988 - )
  - Whole Genome Shotgun Sequencing
    - Celera Genomics (private: Craig Ventnor, Eugene Myers)
      - Later start (1998 - ), “finished” at same time
  - Whole Genome Shotgun method appears to have won

- **Job just beginning!**
  - Need to find out what in Genome affects what in practice
  - Much labeled “junk” DNA because it doesn’t seem to affect anything.