CSE 105
THEORY OF COMPUTATION

Fall 2016

http://cseweb.ucsd.edu/classes/fa16/cse105-abc/
Learning goals
Introductions
Clickers

HSS 1330: AB

To change your remote frequency:
1. Press and hold power button until flashing
2. Enter two-letter code
3. Checkmark / green light indicates success

Have you used iClickers before?
A. Yes
B. No
Logistics

**Homework:** ~1/week; 7 over the quarter (drop lowest score)

**Participation:** Class times (iClicker questions)
- Discussion (5 options each **Friday** + 1 on **Tuesday**)
- Haskell projects (4 over the quarter)

**Exams:**
- **Friday** October 14
- **Wednesday** November 2
- **Friday** November 18 **No makeup exams**

**Final Exam**
- **Mon** Dec. 5 (Sec. A) / **Wed** Dec 7 (Sec. C), 8:00am-11:00am

**Gradescope:** Homework submission, exam return, discussion attendance, interim reports

**Piazza:** announcements and Q&A. Contact instructors here!

**ieng6.ucsd.edu:** Haskell submissions

**Class podcast:** podcast.ucsd.edu
Logistics

- Exams 65% + HW 30% + Participation + Preparation 5%
- Details on class website: [http://cseweb.ucsd.edu/classes/fa16/cse105-abc](http://cseweb.ucsd.edu/classes/fa16/cse105-abc)
- Register iClickers on [https://www1.iclicker.com/register-clicker](https://www1.iclicker.com/register-clicker) by Friday October 7
- 7 HW assignments, can be done in groups of 1-3. **No late HW accepted.**
- Can change HW groups throughout quarter
- Drop lowest HW score
- Drop lowest midterm score if do better on final
- Can use note card for exams
- Need to earn at least 50% on final exam to pass the class
- Participation earned via either class participation, discussion quizzes, or haskell projects (1% bonus)
- Drop lowest discussion score, two lowest class participation scores, lowest haskell project
- Credit for participation if answer 80% of clicker question in that day's class
- HW and exams answers evaluated not only on the correctness of your answers, but on your ability to effectively communicate your ideas and convince the reader of your conclusions through proofs and logical reasoning
- HW solutions on Piazza
How to succeed

• Prepare ahead of class
  • Read assigned sections, read homework questions

• Engage in class
  • Discuss questions with your neighbors, look for (counter)examples
  • Go over wrong choices too!

• Re-inforce after class
  • Briefly summarize what you learned

• Start homework early and work in a group
  • Tackle problems together: brainstorm, plan, and solve together

• Seek help and seek to help others, with integrity
About this class: Academic integrity

It's an integrity violation to...
• Click in for someone who is absent
• Sign discussion attendance sheet for someone who is absent
• Ask others to give you specific HW or quiz or test answers
• Share your answers on HW or quiz or test
• Work on HW with anyone other than your HW partners
• Search the internet or other resources not provided for the class for HW solutions
• Share answers or notes while taking an exam

This not a complete list ... you are responsible for knowing and following the guidelines Academic integrity violations will be taken seriously and reported immediately
You are working on a homework question with your group members and are stuck on a question. You run into a friend who solved the problem already and shows you her solution. You look at it, but put it away before continuing the group conversation. Is this acceptable?

A. Yes
B. No
About this class: Academic integrity

You’re working on a homework question and run across a definition you don’t understand. You Google the term and, ‘lo and behold, the first hit is a full solution to the homework question. You avoid reading the solution and close the browser. You keep working on the solution and hand in the assignment, without mentioning the Google search since you didn’t use the result. Is this acceptable?

A. Yes
B. No
About this class: Academic integrity

You're not sure if you are interpreting a homework problem correctly. You write a post on Piazza explaining your approach to answering it, and asking if this is the correct way to interpret the question. Is this acceptable?

A. Yes
B. No
Getting down to business

• This week's discussion: **Review** of prereqs + DFA
  • Sets, functions, operations
  • Proofs (e.g. proof strategies, closure proofs)
  • Strings accepted / rejected by machines

• **Textbook** reference: Chapter 0, Section 1.1

• **Wednesday**: HW1 due (via Gradescope)
  + small component on ieng6
Today's learning goals Sipser Ch 0, 1.1

• Explain the difference between computability theory and complexity theory.
• Relate finite automata to pattern tracking and matching.
• Define key terms and operations associated to finite automata
  - Alphabet  -Strings  -Languages  -Star, reversal
• Use and design a finite automaton via its
  - Formal definition    - state diagram    - Monday: haskell program
• Identify the strings and languages accepted by a given finite automaton
• Design a finite automaton which accepts a given language
Questions about computers

Can they solve problems?

Can algorithms be provably correct?

Can algorithms be made more efficient?

Can algorithms always be found?
Questions about computers

Can they solve problems?
Can algorithms be provably correct?
Can algorithms be made more efficient?
Can algorithms always be found?
Questions? Problems?

• Scheduling
• Sorting
• Classifying
• Computing a value
• Predicting

Making a decision or computing a value based on some input
Questions about computers

Can they solve problems?

implementation: Java, C++, Python ...

Can algorithms be provably correct?

CSE 20, 21, 101

Can algorithms be made more efficient?

Can algorithms always be found?

are there problems that no computer can solve?
Questions about computers

Can they solve problems? implementation: Java, C++, Python ...

Can algorithms be provably correct? CSE 20, 21, 101

Can algorithms be made more efficient? Complexity theory [Last week of CSE 105]

Can algorithms always be found? Computability theory [Last third of CSE 105]
But what is an algorithm?

• Computers are everywhere in various forms
  • Mobile,
  • Embedded,
  • High-performance,
  • Hardware,
  • Cryptography,
  • Big data
  • DNA/RNA computing
  • Quantum

Different contexts call for different algorithms + different performance constraints
Any common thread?

• Model of computation
  • Abstraction
  • Isolate common features of computation
  • May be removed from implementation

• Why?
  • Wide application
  • Can study limits
Models of computation

• Finite automata and their variants

• Context free grammars

• Turing machines
Automata

• Text processing
  grep, regexp

• Hardware design
  Moore machines, Mealy machines

• Controllers / Robots
  SPIS!

• Statistical models

Code input as strings
Model memory using states
Example: subway turnstile

• A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.

When approach turnstile, will it open?

How can we model this problem?
Example: subway turnstile

• A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.

When approach turnstile, will it open?

How can we model this problem?
Inputs: \{token entered, push\}
Example: subway turnstile

A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.
Example: subway turnstile

A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.

What happens if the turnstile is pushed while locked?

A. Transition to unlocked
B. Stay locked
C. Send error message
D. None of the above
Example: subway turnstile

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Example: subway turnstile

- A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.

What's the initial state of the turnstile?
A. Locked
B. Unlocked
Example: subway turnstile

A subway turnstile is locked until a token is entered, at which point it unlocks in response to a single push, after which it locks again.
Finite state machine

Capture patterns in behavior based on (limited) knowledge of what has happened in the past, and current input.

Abstract away details ....
- Input: one of finite set of symbols
- Past: string of input symbols
Finite automaton

• Input: finite **string** over a fixed **alphabet**
• Output: "accept" or "reject"

Language of the machine is the set of strings it accepts
A finite automaton is a 5-tuple \((Q, \Sigma, \delta, q_0, F)\) where

1. \(Q\) is a finite set called the states
2. \(\Sigma\) is a finite set called the alphabet
3. \(\delta : Q \times \Sigma \to Q\) is the transition function
4. \(q_0 \in Q\) is the start state
5. \(F \subseteq Q\) is the set of accept states.
Next time

• We will give a detailed look at all this on Monday:
  – Desining Finite Automata and state diagrams
  – Mathematical definition of Finite Automata, and its relation to state diagrams
  – Optional: Finite Automata in haskell
• The languages of finite automata:
  – Properties of Regular Languages
For next time

• Start Homework 1 due Wednesday
• Set up course tools: Gradescope, Piazza, JFLAP, haskell/ieng6
• Find group members
• Read all the questions
• Start working
• Review CSE 20 / Math 109 / CSE 21 / Sipser Ch 0 as needed.