

# CS61A Discussion 12: **FINAL**

TA: **Jerry Chen**  
Email: **jerry.c@berkeley.edu**  
TA Website: **jerryjrchen.com/cs61a**

# Attendance

Fill out the sign-in sheet!

# Agenda

1. Week in Review
2. Out of Scope, including:
  1. Personal setup
  2. Parallelism, Distributed Systems (in scope from lecture)
  3. Various other topics

# Week In Review

Scheme Proj

Lab 12 (Spark) - **Due Friday**

Hw9 is extra credit

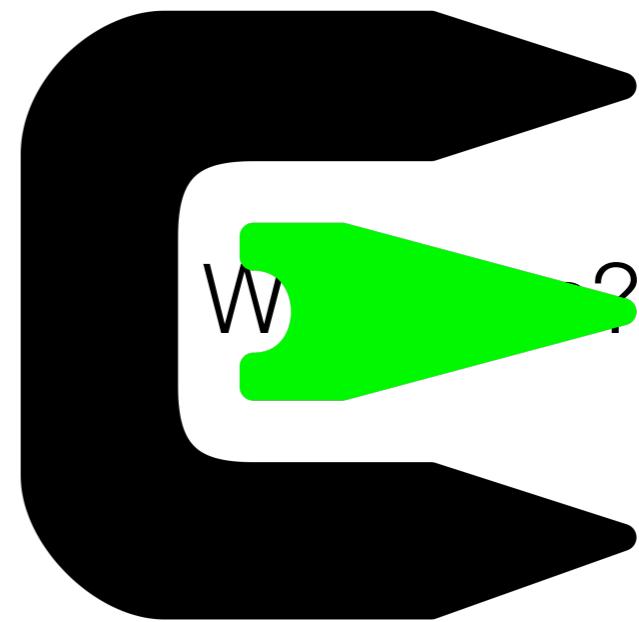
Ants Composition - Resubmit by **Friday**

# Out of Scope

Just some cool things (mostly unrelated to 61A) that you may find interesting

1. My personal setup
2. (Kinda in scope) Parallelism, distributed systems
3. The World of CS

# Personal Setup



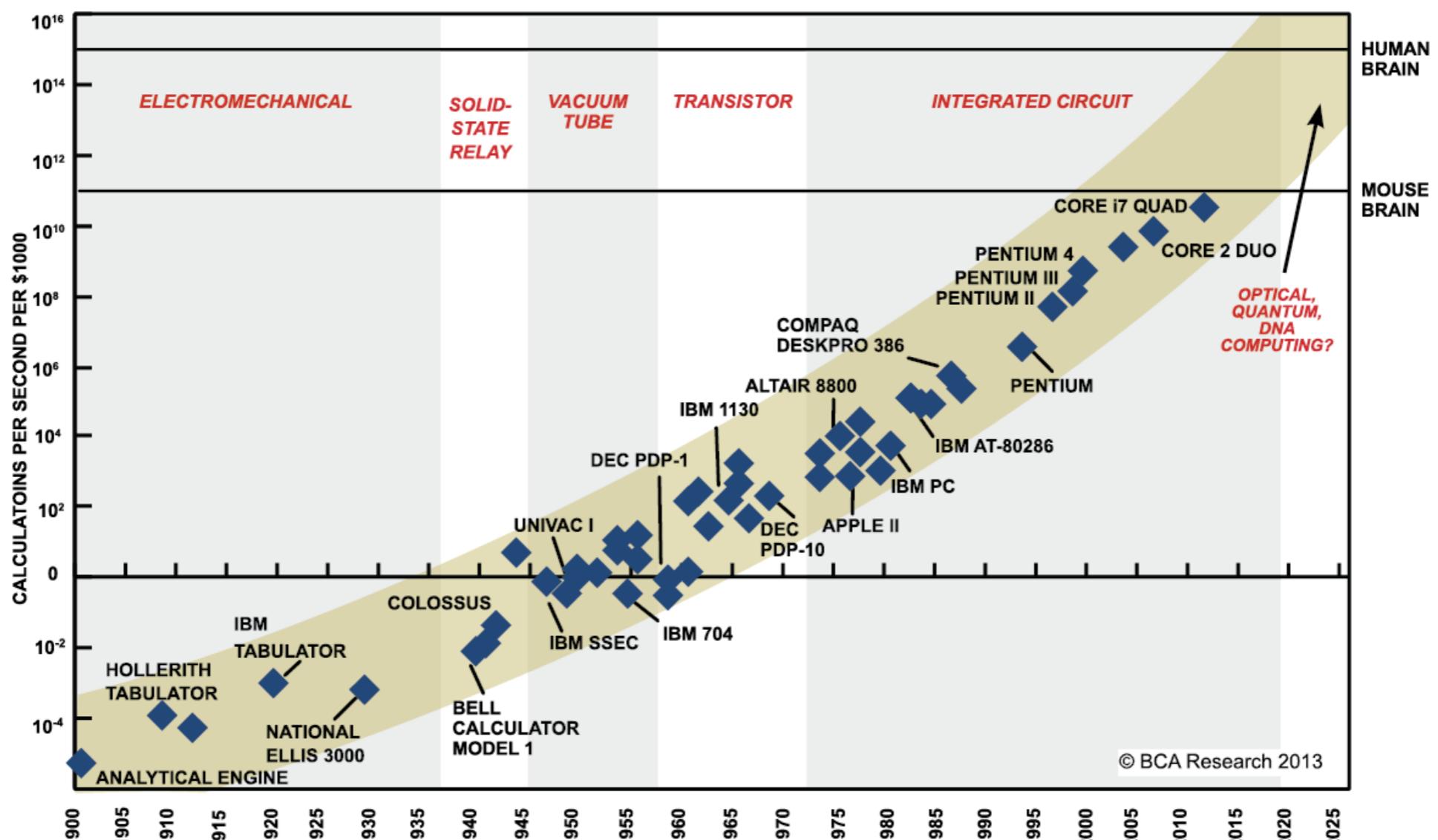
# Misc. CS Topics

There's going to be a LOT of content coming up,  
don't worry about understanding it all!

But, **be sure to (interrupt me and) ask questions if you're interested.**

# A Very Big Idea

## Moore's Law



SOURCE: RAY KURZWEIL, "THE SINGULARITY IS NEAR: WHEN HUMANS TRANSCEND BIOLOGY", P.67, THE VIKING PRESS, 2006. DATAPoints BETWEEN 2000 AND 2012 REPRESENT BCA ESTIMATES.

<http://www.extremetech.com/wp-content/uploads/2015/04/MooresLaw2.png>

# A Very Big Idea

But, all good things must come to an end

## Intel retires “tick-tock” development model, extending the life of each process

The new pattern is "Process, Architecture, Optimization."

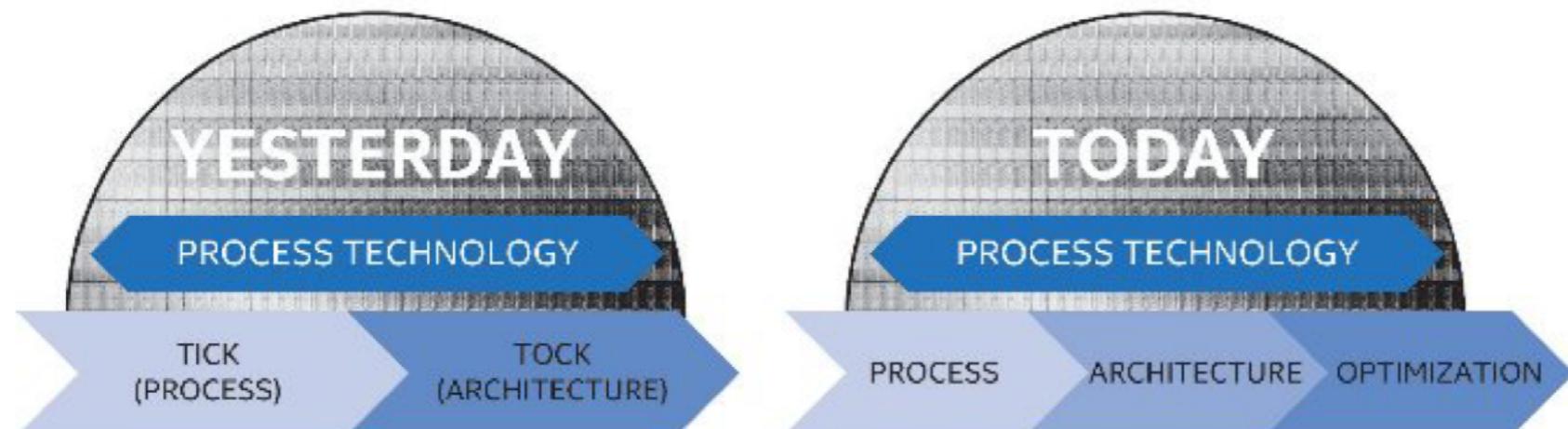
by Peter Bright - Mar 23, 2016 9:19am PDT

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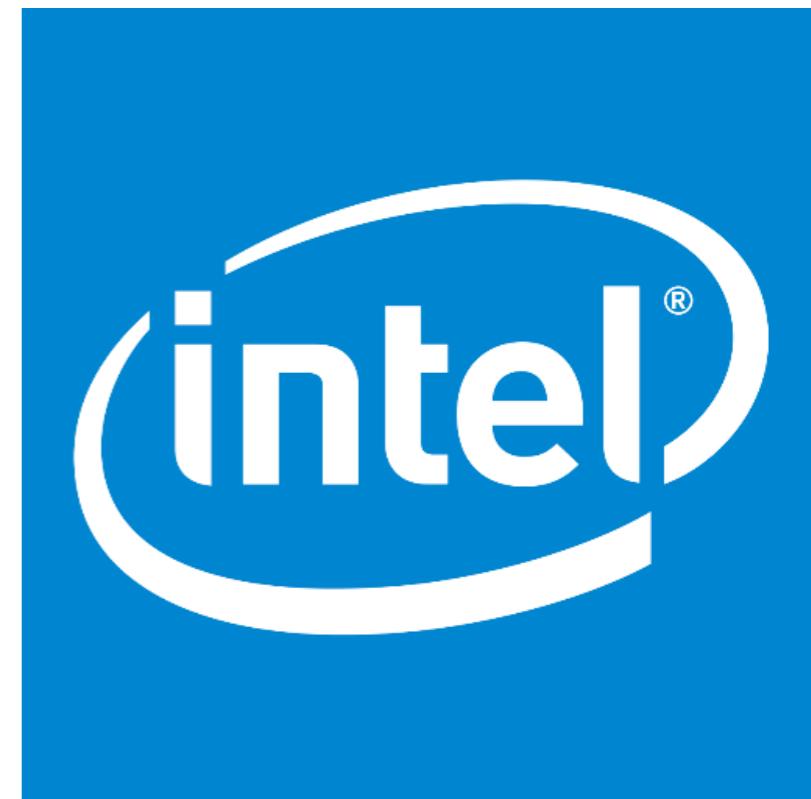
[Email](#)

146



[Enlarge](#) / The third phase after tock finally has a name.

It looks like the [Kaby Lake processor](#) isn't a one-off. Intel's [latest 10-K filing](#) (spotted at [Motley Fool](#)) discloses that the two-phase "tick-tock" development model that the company has been using since 2007 is being replaced with a three-phase model: Process, Architecture, Optimization.



# A Very Big Idea

Ok, can't cheaply speed up a CPU by cramming in "more circuit"

## Alternatives

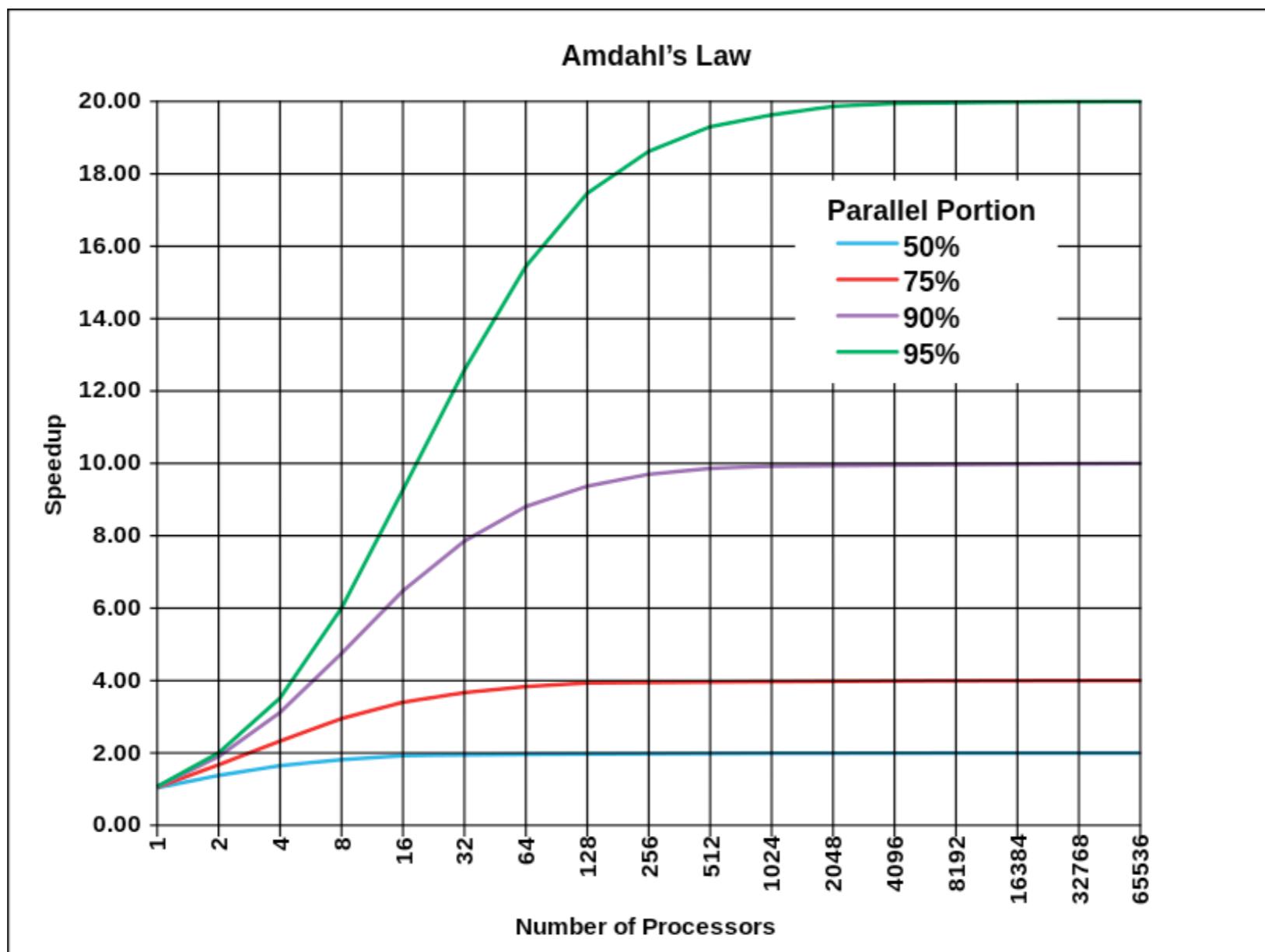
- **Parallel computing** — get more CPUs!

Take large problem -> many small ones, execute simultaneously

- **Distributed systems** — lots of computers linked together to perform computation

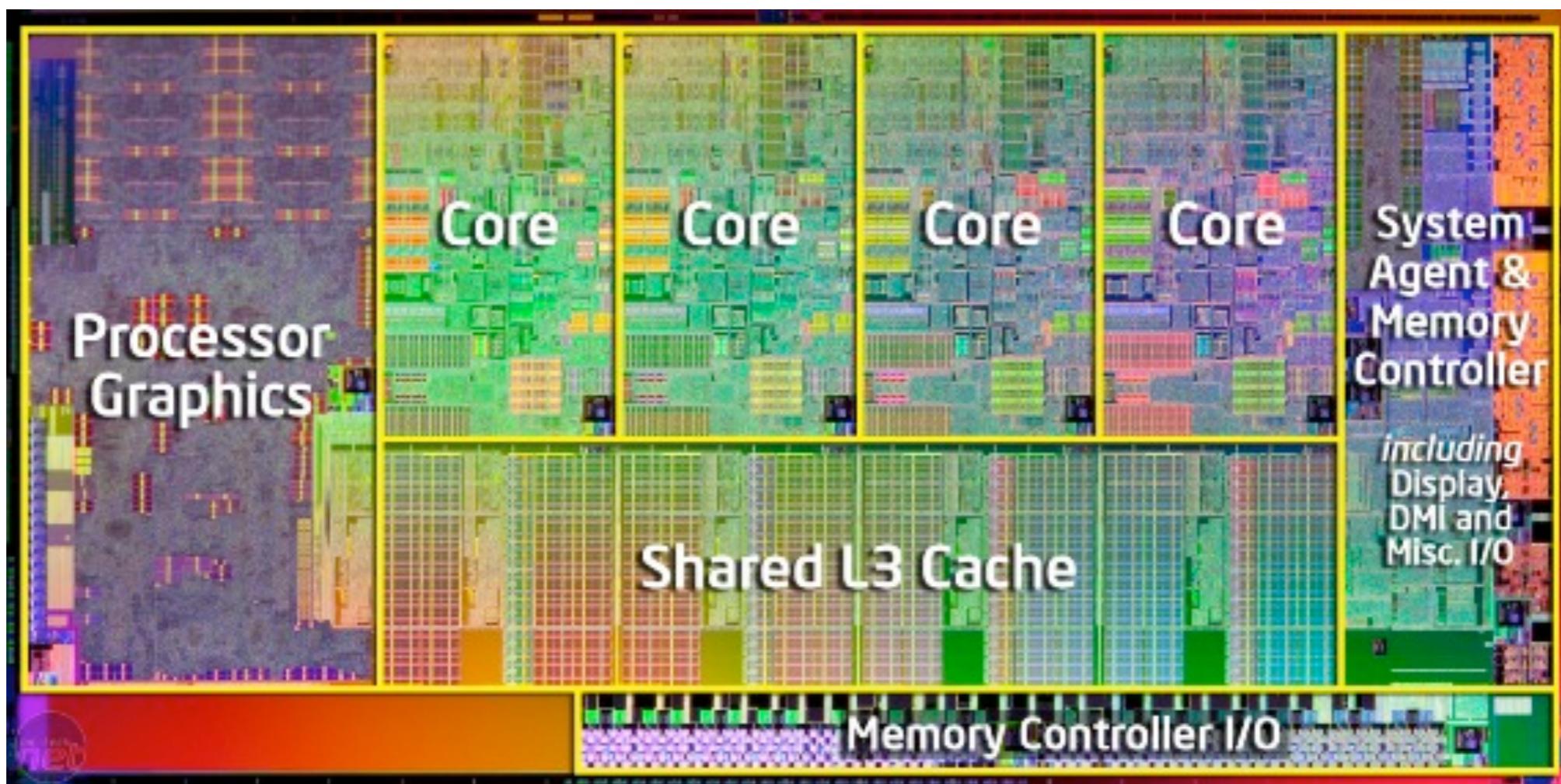
# Parallelism

First, some bad news:



# Parallelism

Still, many computers are now multiprocessor (including phones!)



[https://cnet3.cbsistatic.com/hub/i/2011/09/13/97506276-fdb9-11e2-8c7c-d4ae52e62bcc/21196cc0e9bf31954c21004a3c1ee115/inside\\_intel\\_sandy\\_bridge\\_quad\\_core\\_processor.jpg](https://cnet3.cbsistatic.com/hub/i/2011/09/13/97506276-fdb9-11e2-8c7c-d4ae52e62bcc/21196cc0e9bf31954c21004a3c1ee115/inside_intel_sandy_bridge_quad_core_processor.jpg)

# Parallelism

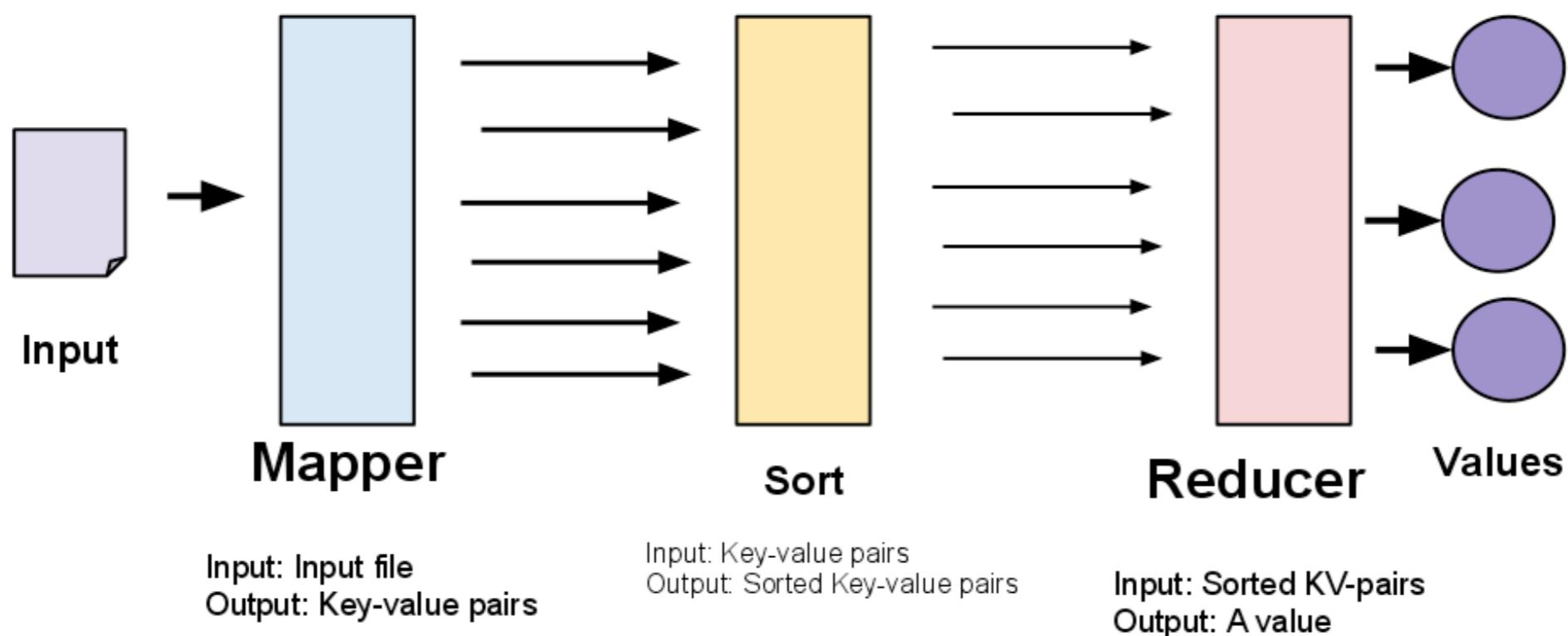
Some new problems:

- **Race conditions**
  - Ex: Two bank withdrawals at the same time
- **Deadlock**
  - Ex: A waits for B, B waits for A

# MapReduce

**Programming model** for working with a **large dataset**

- Easy to **split work** onto many computers (parallel)



# The "Cloud"

The Abstraction



# The "Cloud"

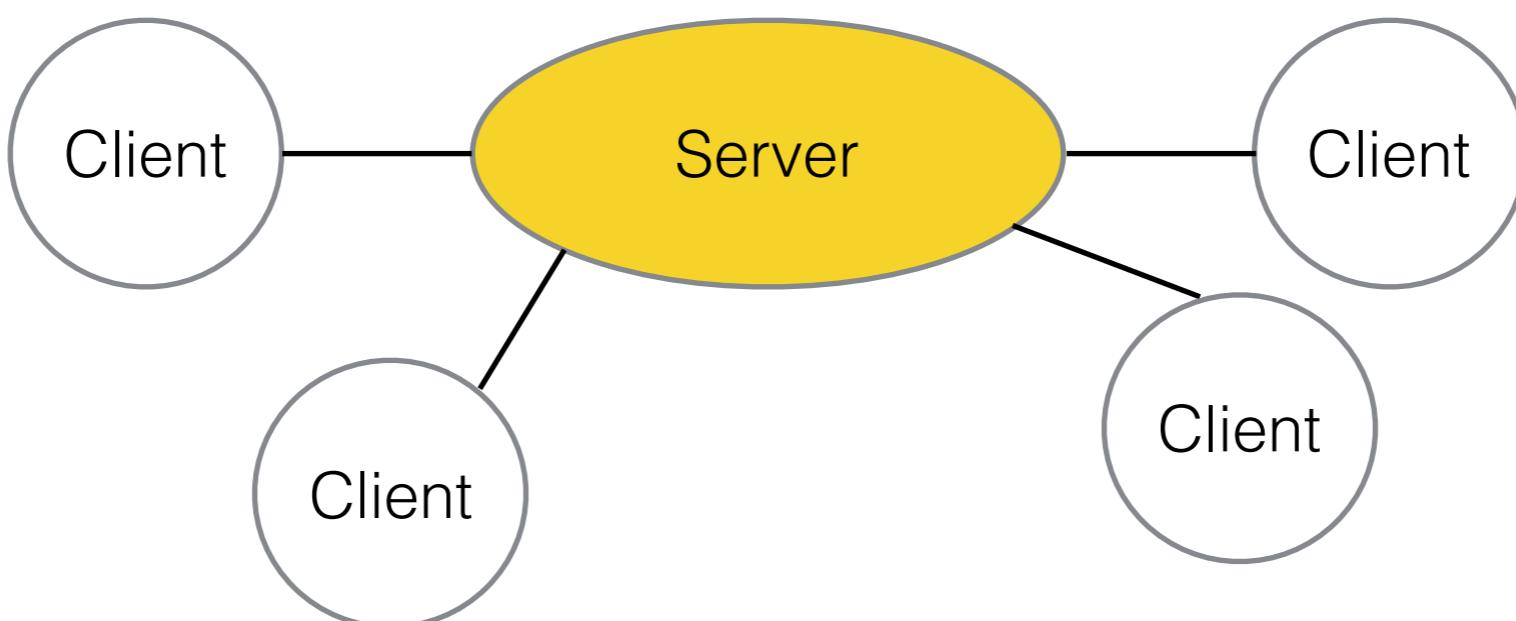
## The Reality

- A network of servers (computer clusters)
- Use **protocols** to communicate over networks (IP, TCP, etc)
- Can be difficult to ensure **consistency, availability, etc.**

# Distributed Systems

## Client-Server Model (Centralized)

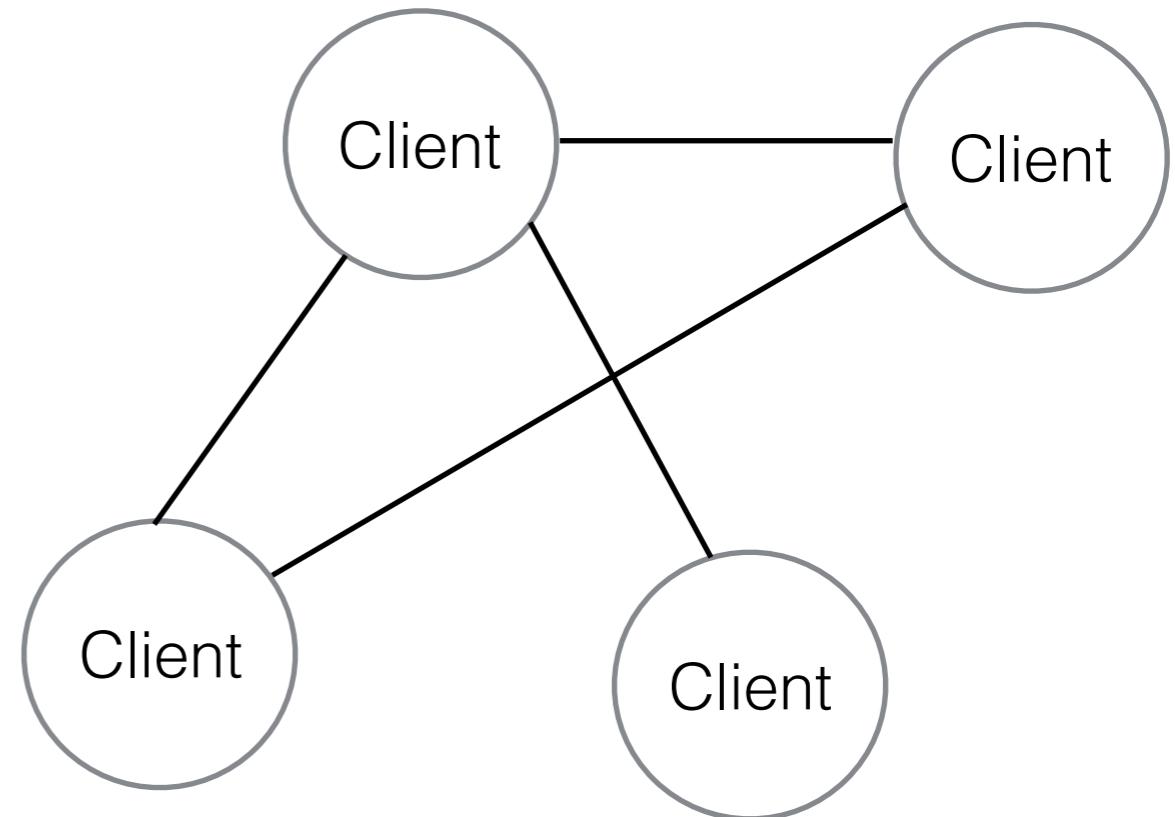
- What happens if the **server goes down?**
- What if there are **too many** clients?



# Distributed Systems

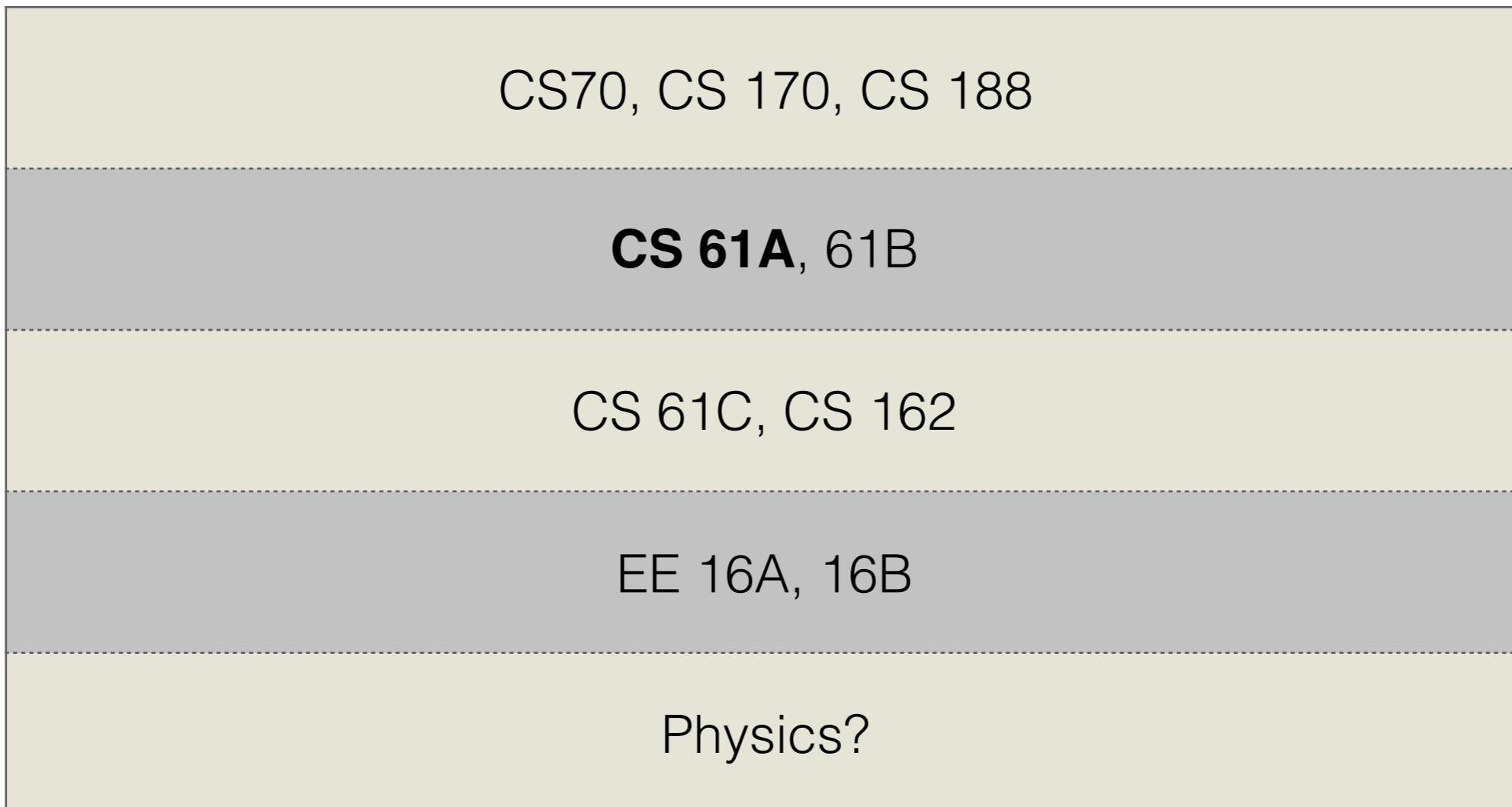
Peer-to-Peer Model

- + Scalability (in theory)
- + More reliable and secure (in theory)
- + Reliable data backups (in theory)



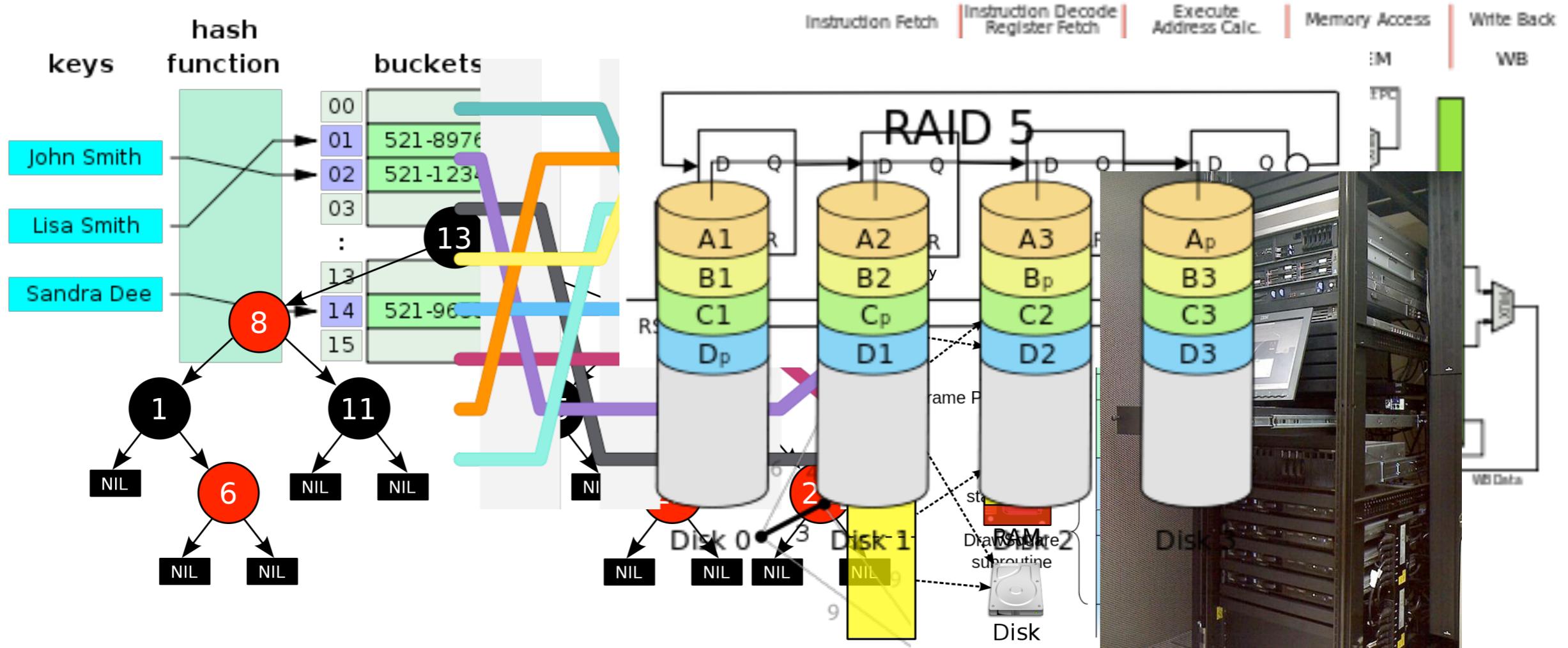
# CS at Berkeley

61A lies in the "upper middle" part of the low-high level hierarchy:



# 61B & 61C

"Data Structures" and "Great Ideas in Computer Architecture" are **HUGE** courses in terms of topics  
(think 61A huge)



Images from Wikipedia

# Artificial Intelligence

Disclaimer: I have not taken this class (yet)! (CS 188)

# Artificial Intelligence



[Google: AlphaGo victory paves way for an AI-first world](#)

Inquirer - Apr 22, 2016

GOOGLE HAS SAID that the firm's **AlphaGo** victory paves the way for an "AI-first world" as it shows the potential of artificial intelligence to bring ...

[Beyond smartphones: Google CEO says AI is the next big thing](#)

TechRadar - Apr 21, 2016

[Explore in depth](#) (26 more articles)



[How Google's AlphaGo Beat a Go World Champion](#)

The Atlantic - Mar 28, 2016

On March 19, 2016, the strongest Go player in the world, Lee Sedol, sits down for a game against Google DeepMind's artificial-intelligence ...

[Beating Go and the road ahead for AI: Interview with Deep Mind's ...](#)

Digit - Mar 28, 2016

[Explore in depth](#) (6 more articles)

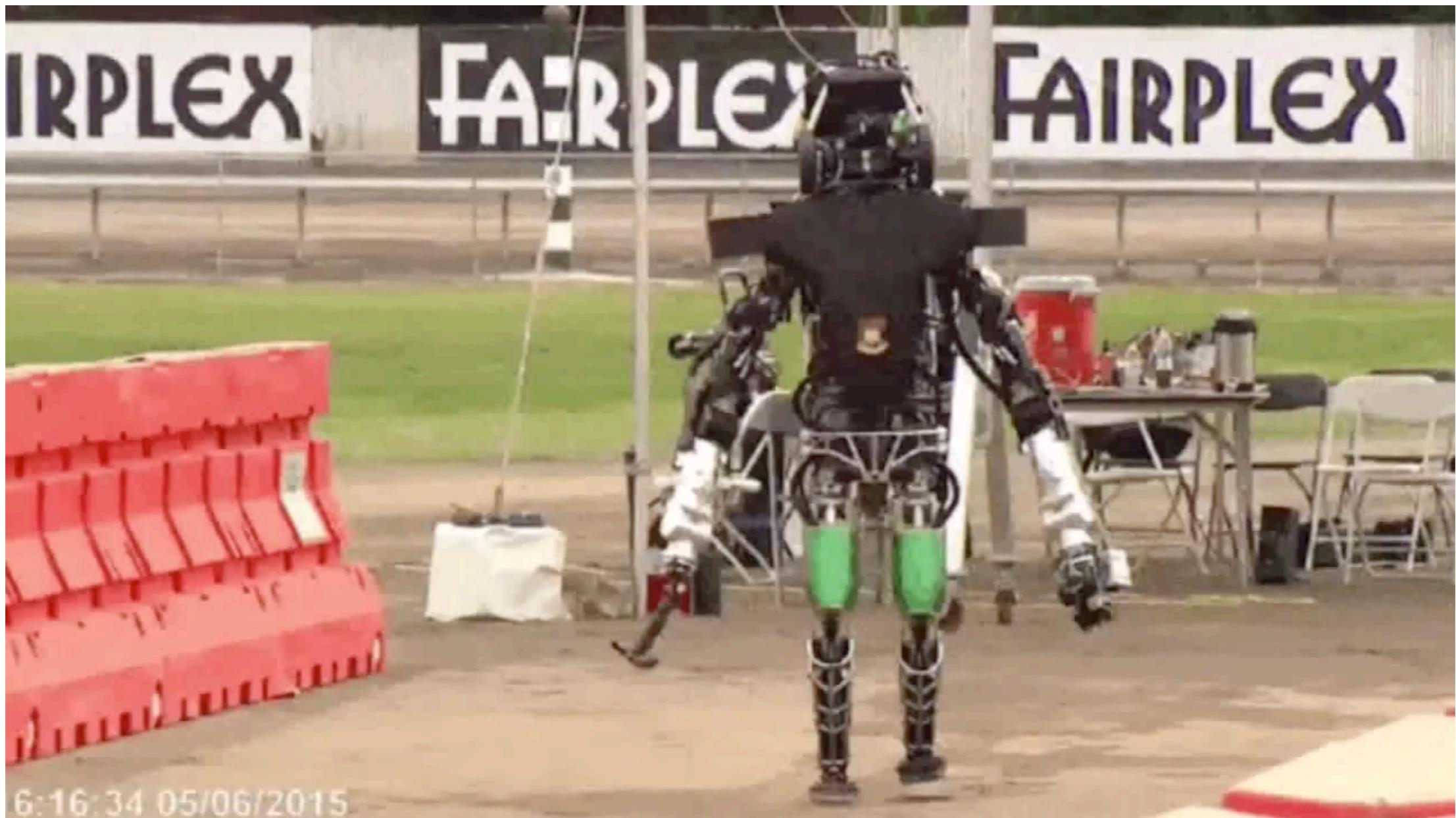


[Singer: Google's AlphaGo and the perils of artificial intelli...](#)

The Denver Post - Apr 16, 2016

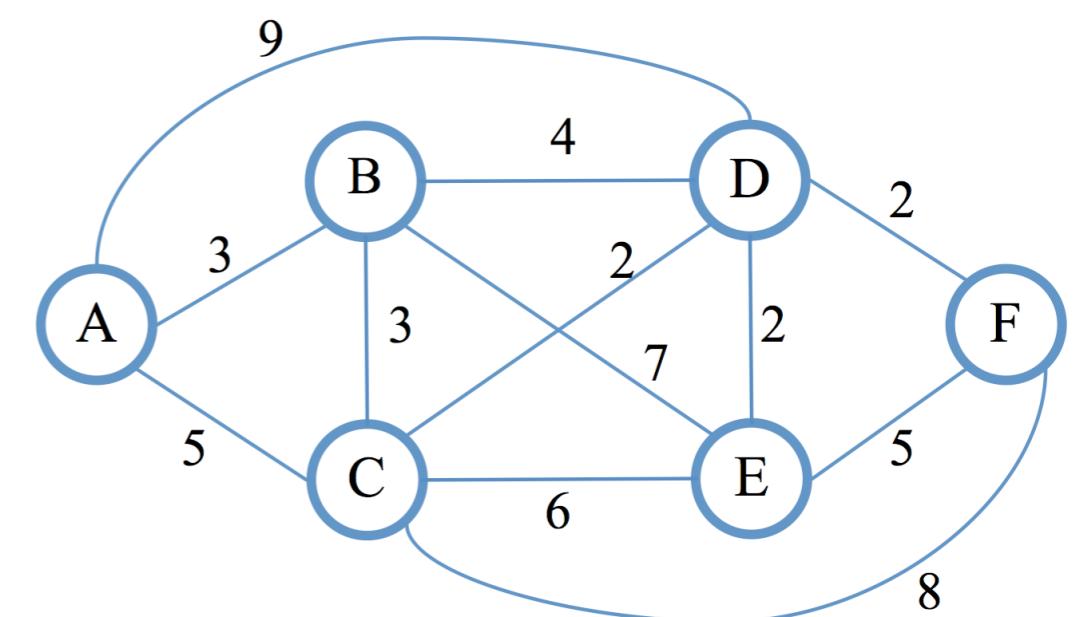
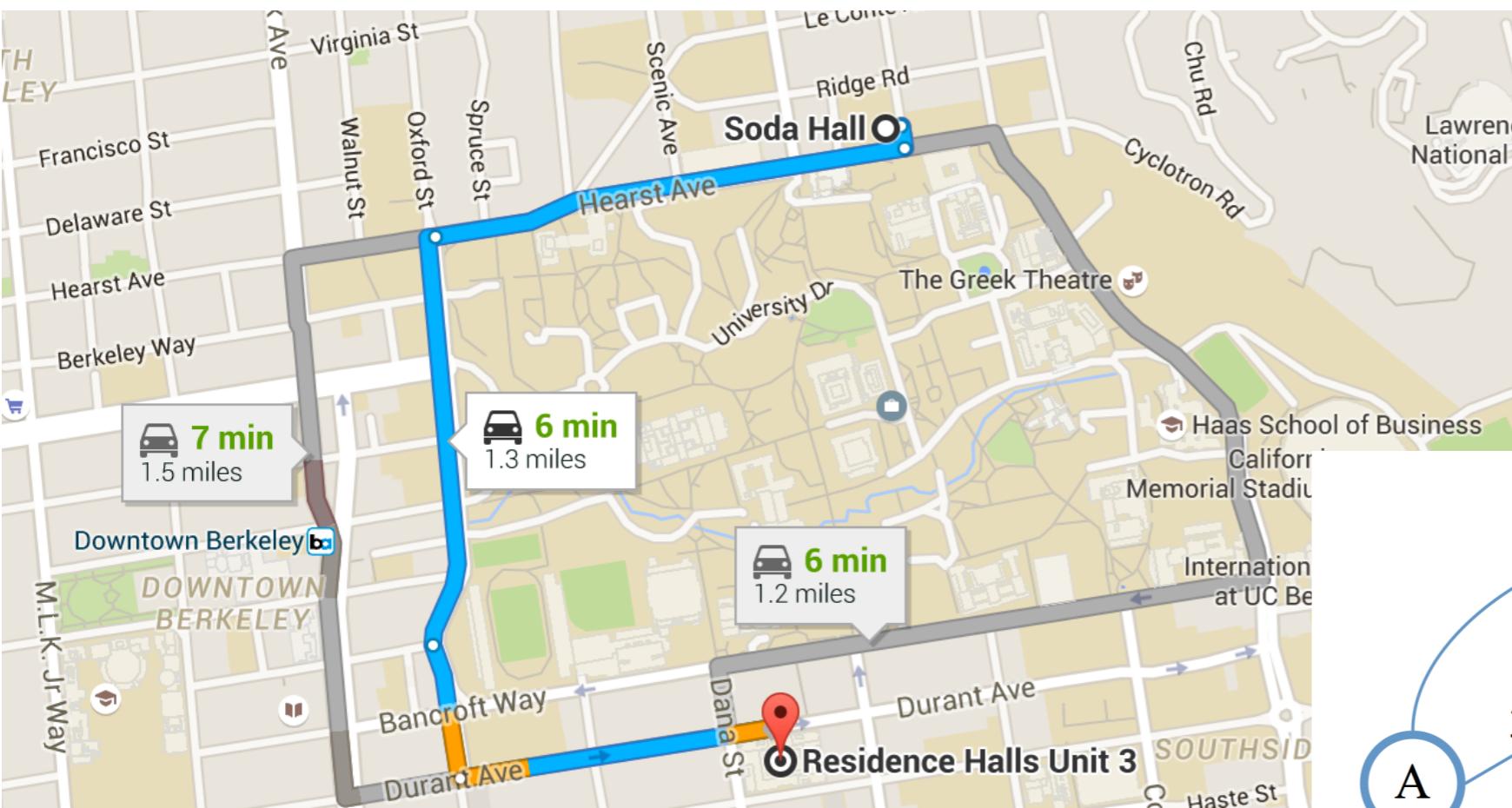
South Korean professional Go player Lee Sedol places the first stone against Google's artificial intelligence program, **AlphaGo**, during the ...

# Artificial Intelligence

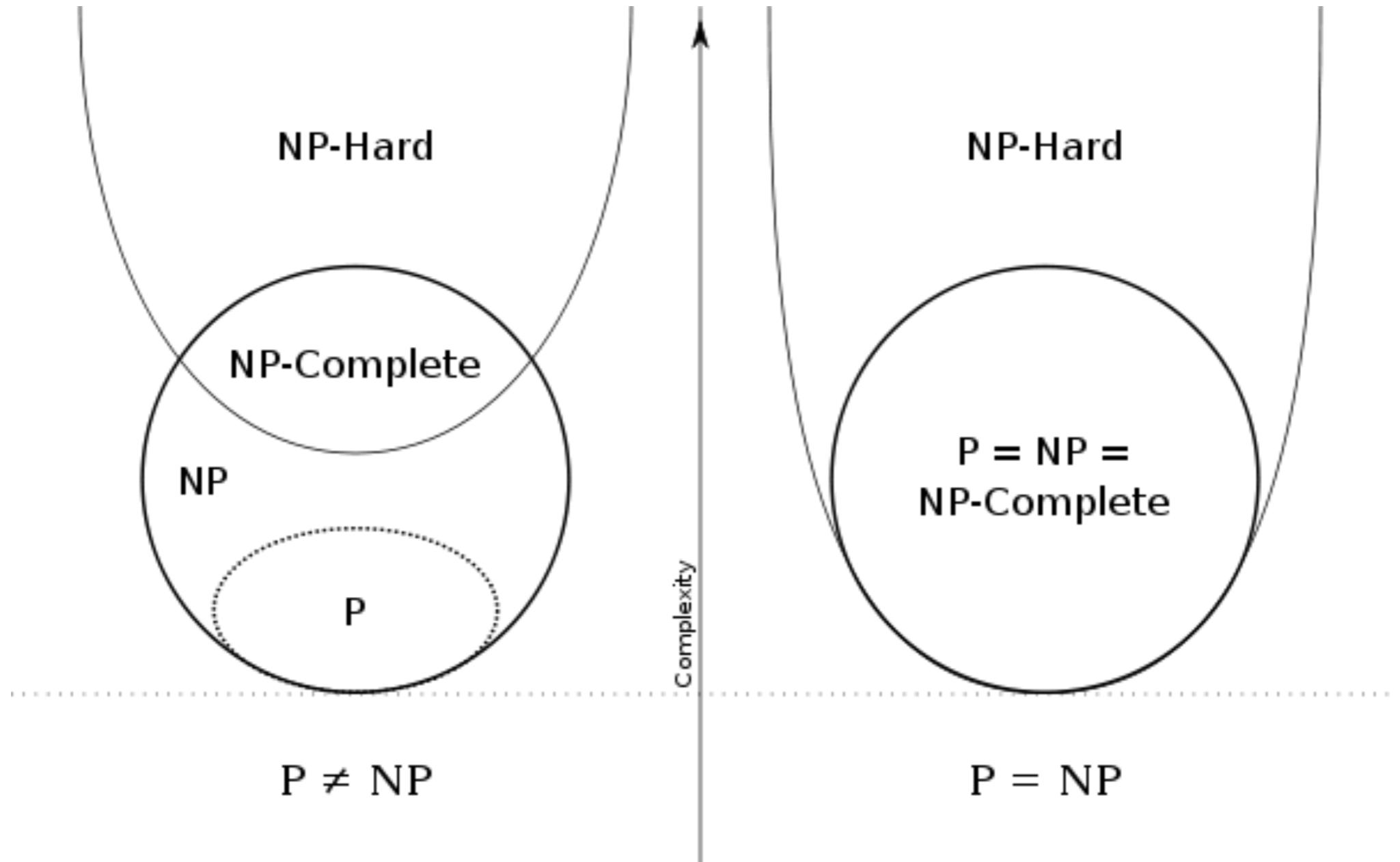


A Compilation of Robots Falling Down at the DARPA Robotics Challenge  
IEEE Spectrum

# Algorithms

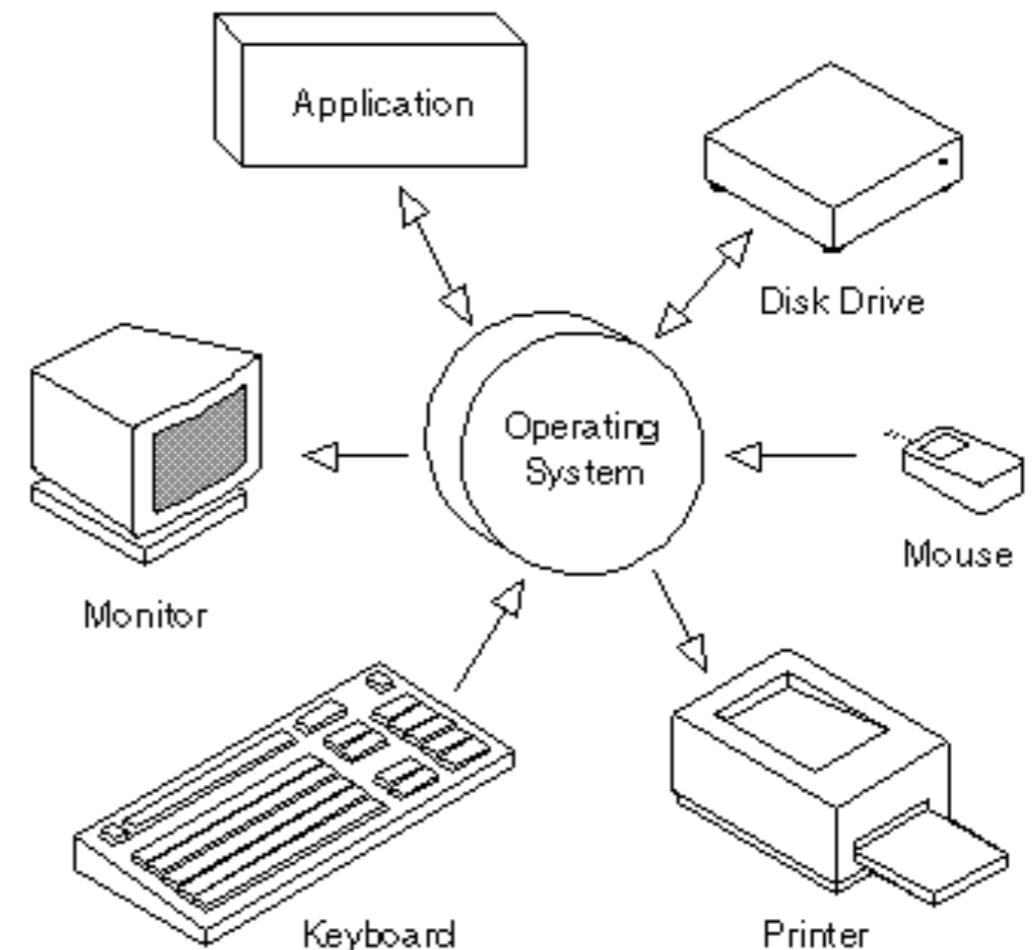


# Algorithms



<https://en.wikipedia.org/wiki/NP-completeness>

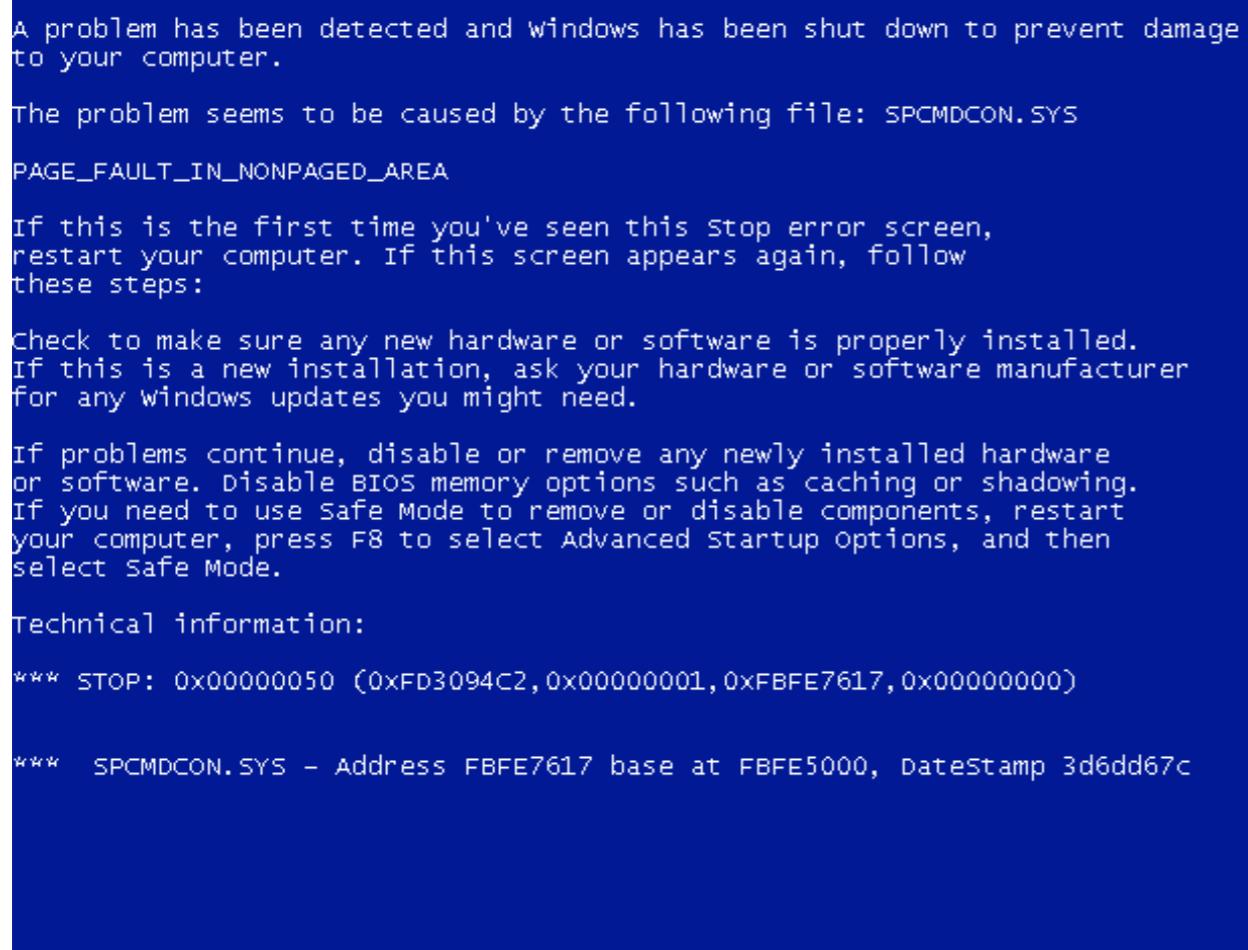
# Operating Systems



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# Operating Systems



[https://upload.wikimedia.org/wikipedia/commons/a/a8/Windows\\_XP\\_BSOD.png](https://upload.wikimedia.org/wikipedia/commons/a/a8/Windows_XP_BSOD.png)

<http://g01.a.alicdn.com/kf/HTB1OrFyIXXXXXcBXFXXq6xFXXXh/Authentic-Guaranteed-Free-Shipping-Kingmax-DDR3-2GB-1600MHz-Desktop-font-b-Computer-b-font-font-b.jpg>



<https://upload.wikimedia.org/wikipedia/commons/f/f8/Laptop-hard-drive-exposed.jpg>

# Security



Berkeley's very own Defense Against the Dark Arts!

# Security



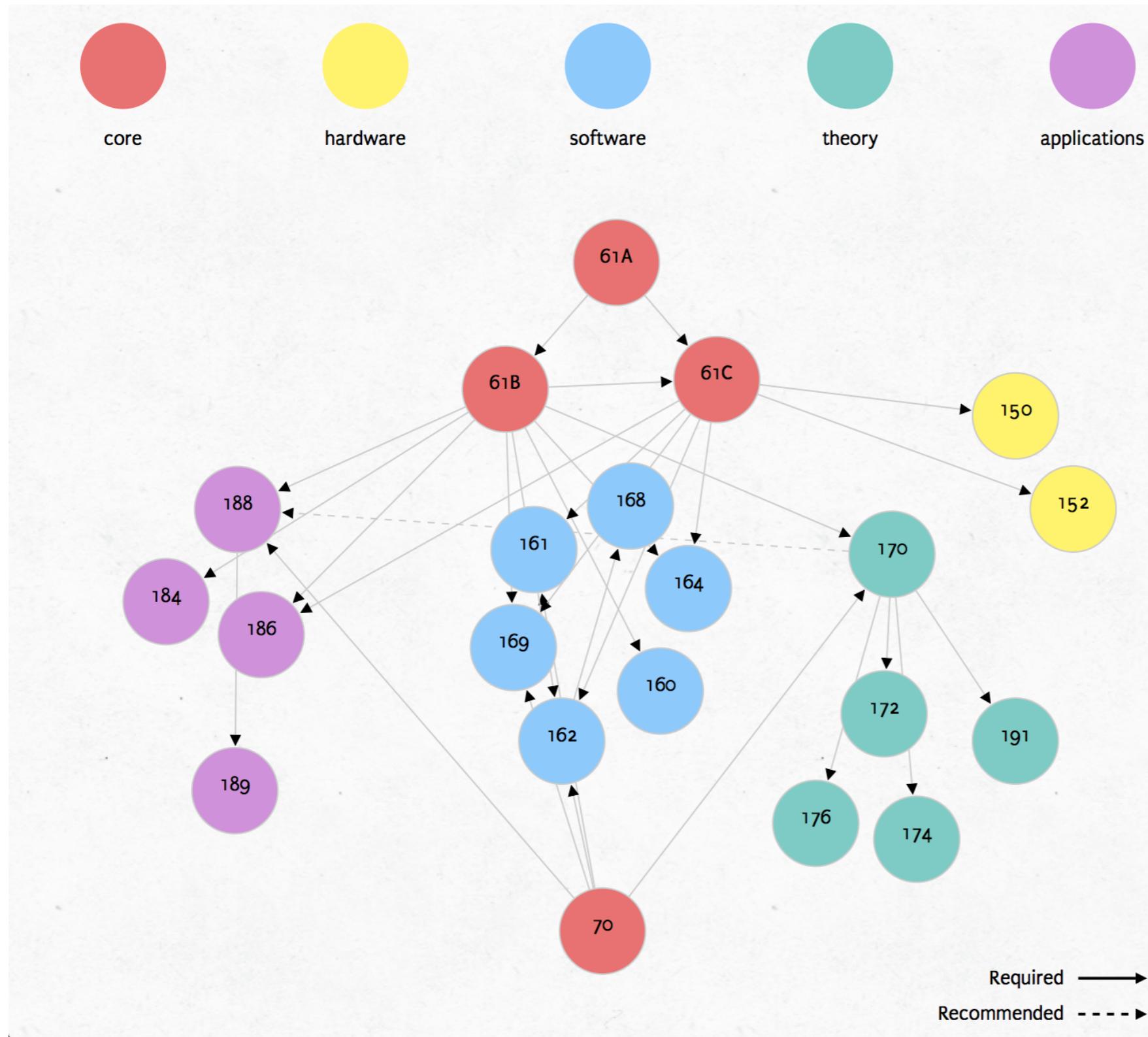
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# Security



Super Mario World: Arbitrary Code Injection At AGDQ 2014,  
Performed Live

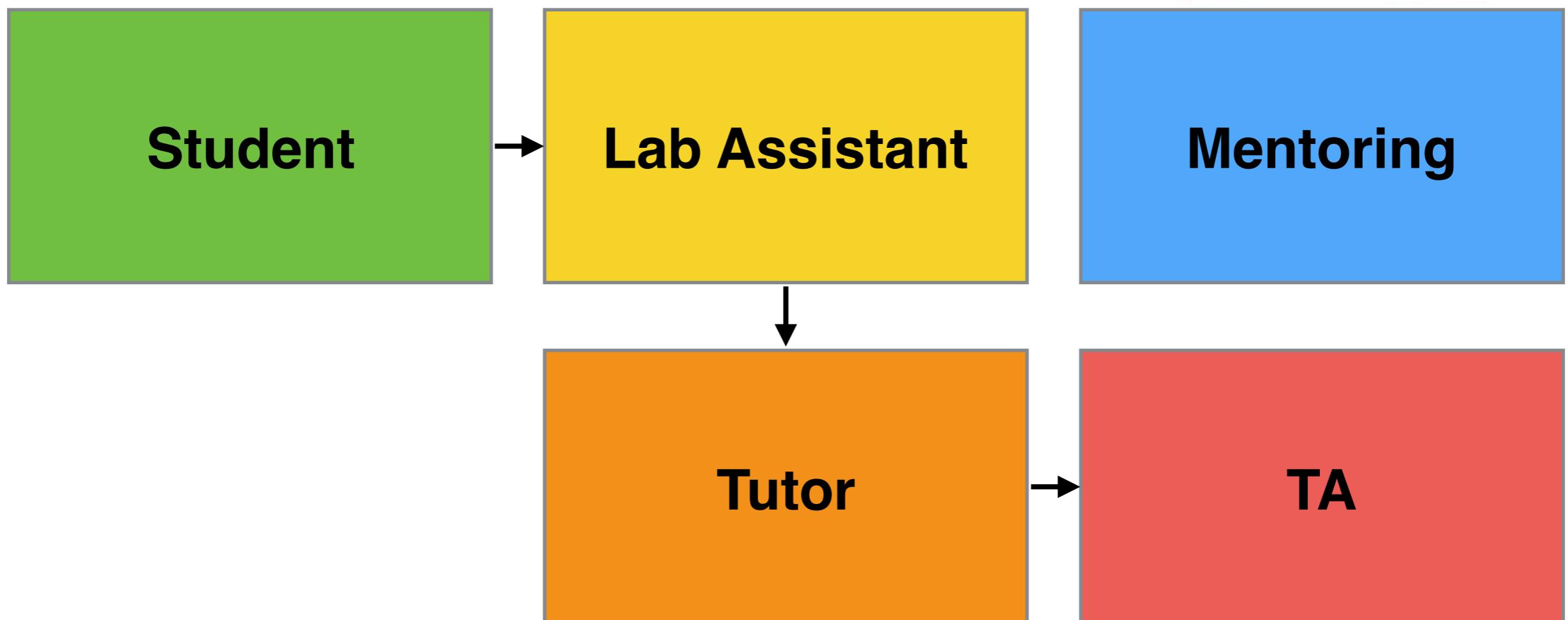
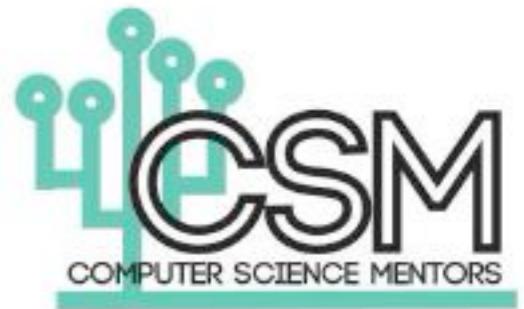
# HKN's CS Course Map



[https://  
hkn.eecs.berkeley.edu/  
courseguides](https://hkn.eecs.berkeley.edu/courseguides)

# The End

Liked 61A? Stick around!



# Final Thoughts

Thanks for a wonderful semester!

Please **go to lecture this Friday** and **fill out the surveys!** (in-class & online, 1 EC for each)

I sincerely hope you enjoyed your time in 61A.

As always, feel free to reach out to me with any questions.