

Discussion 11: Special Topics

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TA Website: **jerryjrchen.com/cs61a**

Attendance

Sign in at bit.do/jerrydisc

OR

Come to me for check-in

Announcements

Final is coming up

- Use 50% of your time studying material since mt2
- Lots of review sessions during RRR week! Check the course calendar
 - I'm teaching a review on MapReduce next Tues in 405 Soda
- **Go to class on Friday! It'll be worth it :)**

CS 61A

Function Abstractions	Data Abstractions	Programming Paradigms
Control	Lists	OOP
HOFs	Recursive data structures	Function
Recursion	Growth	Declarative

Computer Science

There's more to CS than 61A!

(There's 61B)

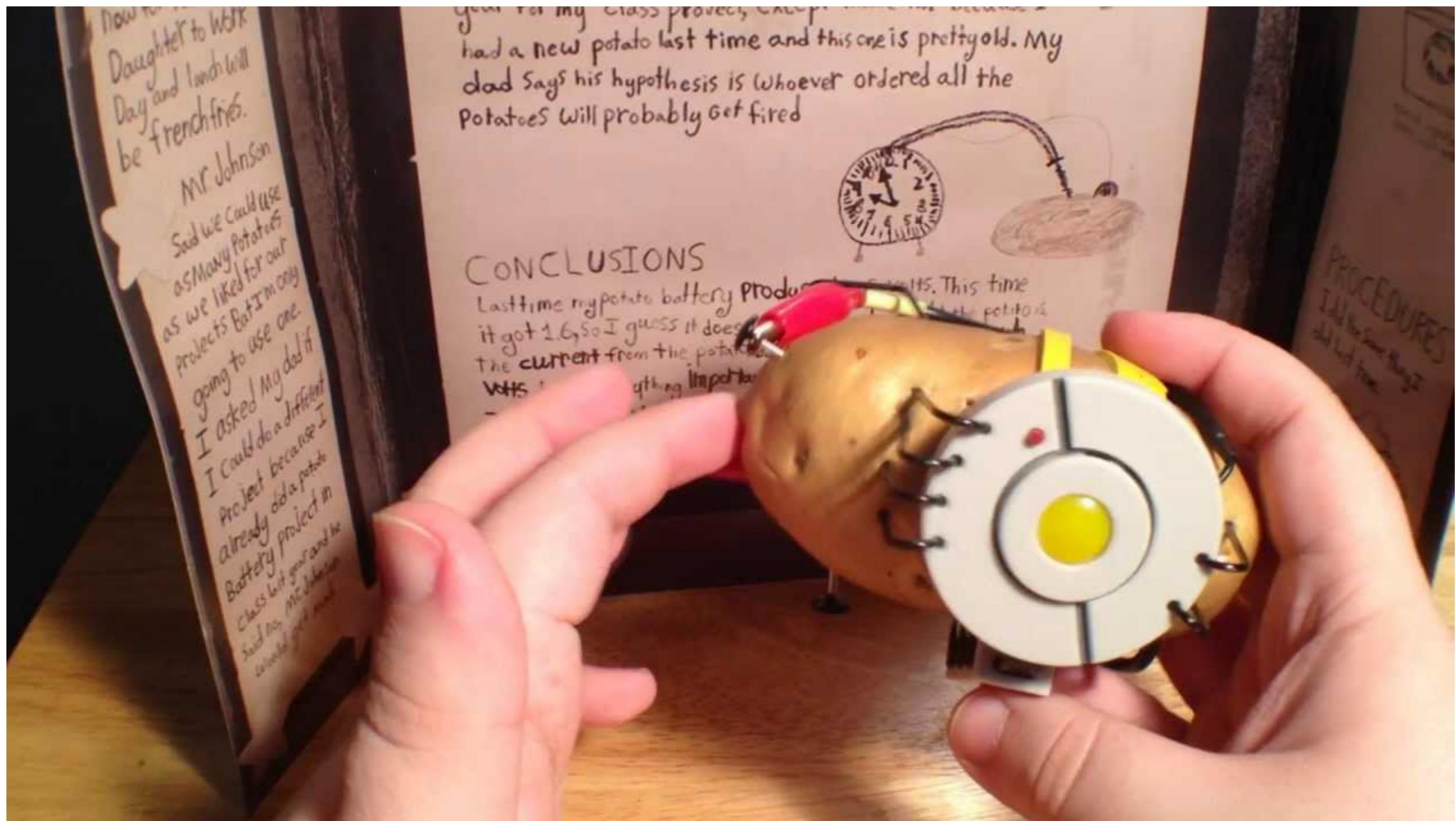
(Ok, ok... bad joke, I know)

Agenda

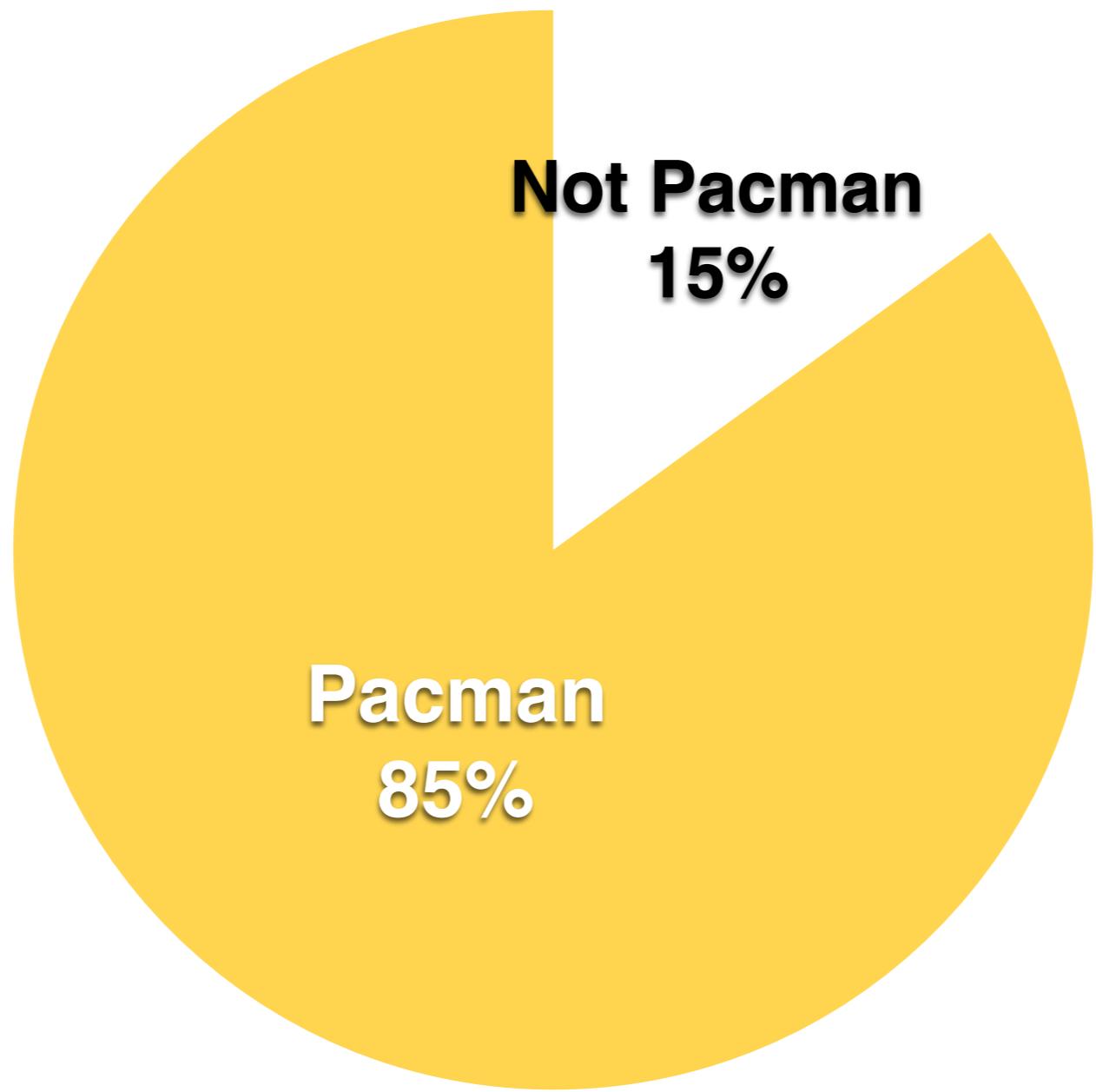
1. Very Cool Stuff
2. Cool Stuff
3. Open OH

Not expected to understand everything (anything)!
But ask questions if you're interested :)

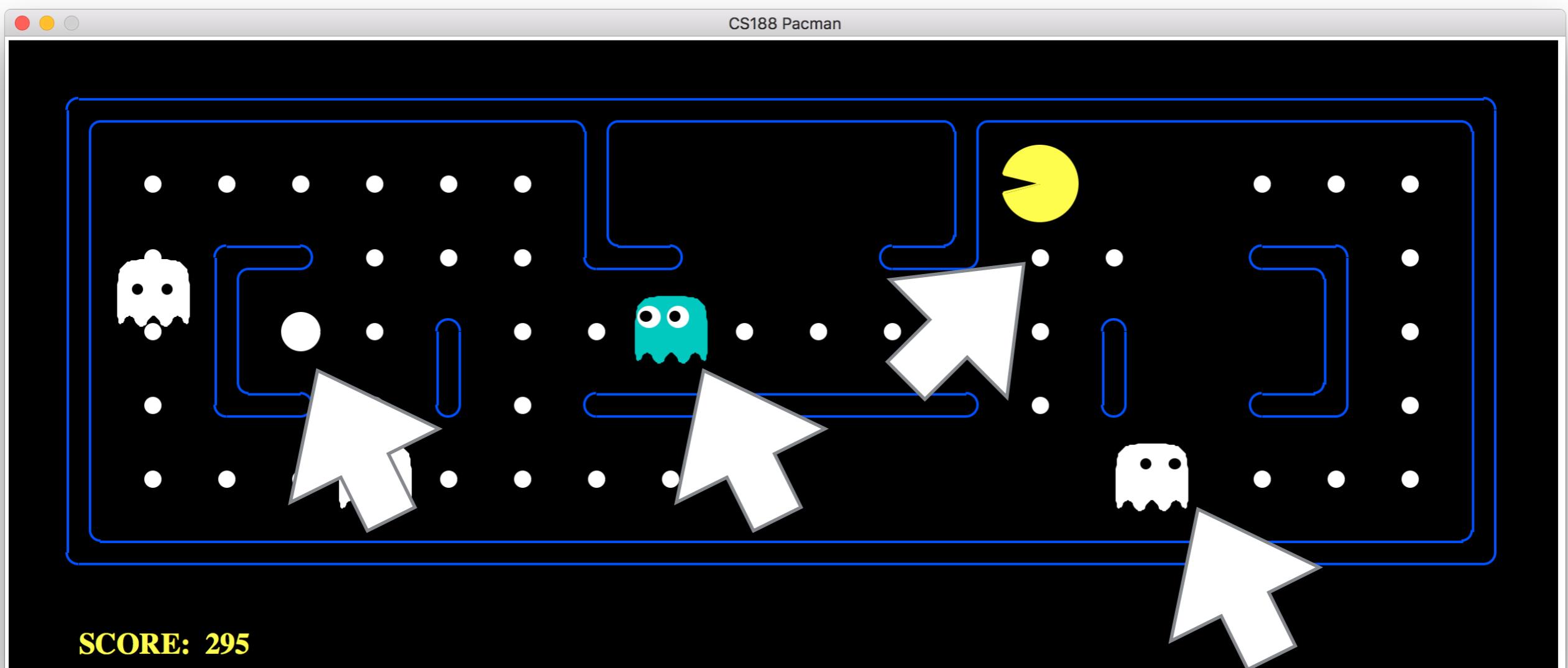
Artificial Intelligence



Pacman



Pacman



"Features"

Pacman

Reinforcement Learning

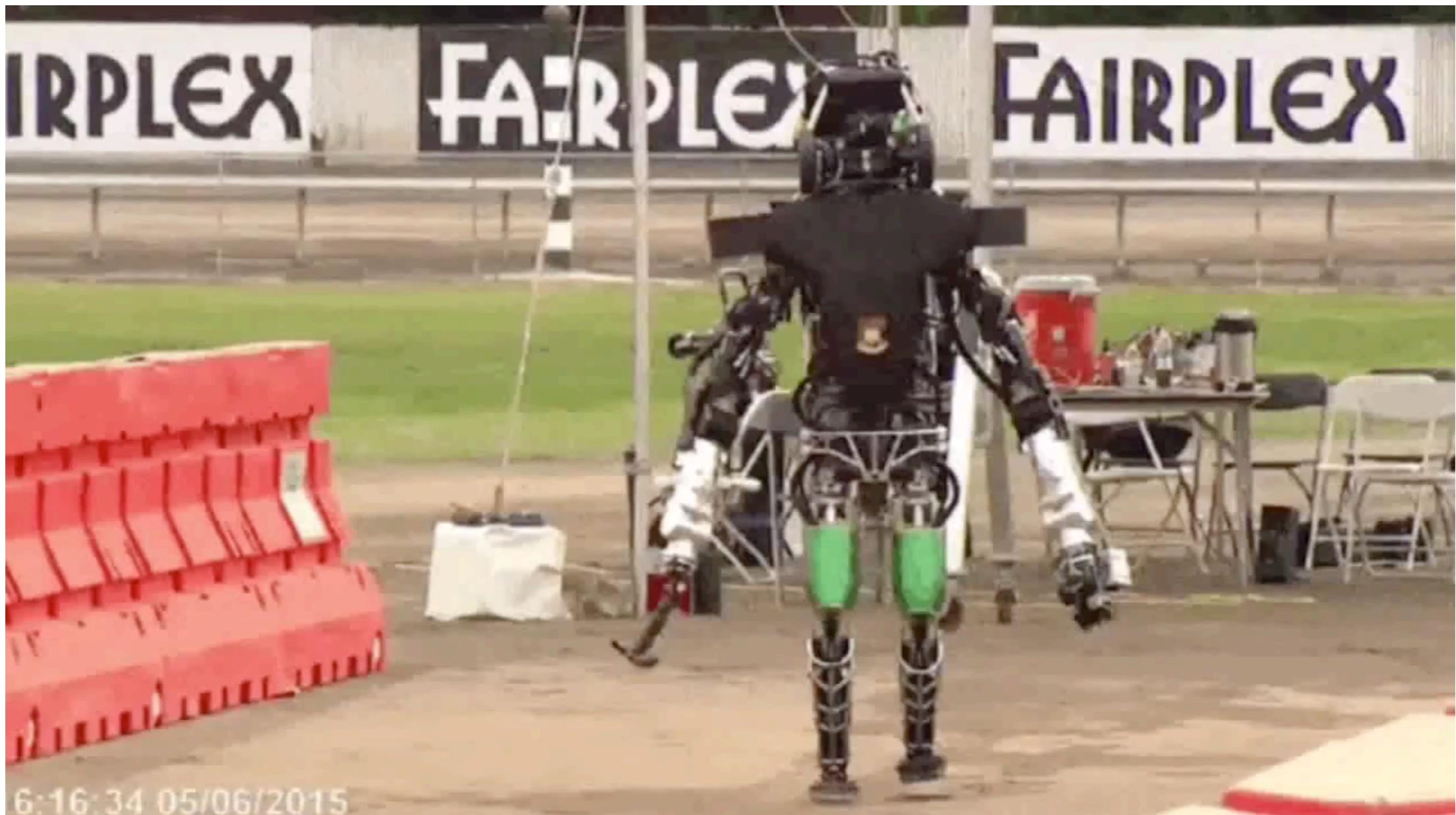
- Specifically, Q-learning
- Big idea: observe **features**, learn how important they are (**weights**)
- Computer learns the weights through trial and error

Pacman

Finally, play!

Use the weights you learned to pick the best move

Artificial Intelligence



6:16:34 05/06/2015

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

Artificial Intelligence

Perception and Manipulation of Socks

Ping Chuan Wang
Mario Fritz
Stephen Miller
Trevor Darrell
Pieter Abbeel

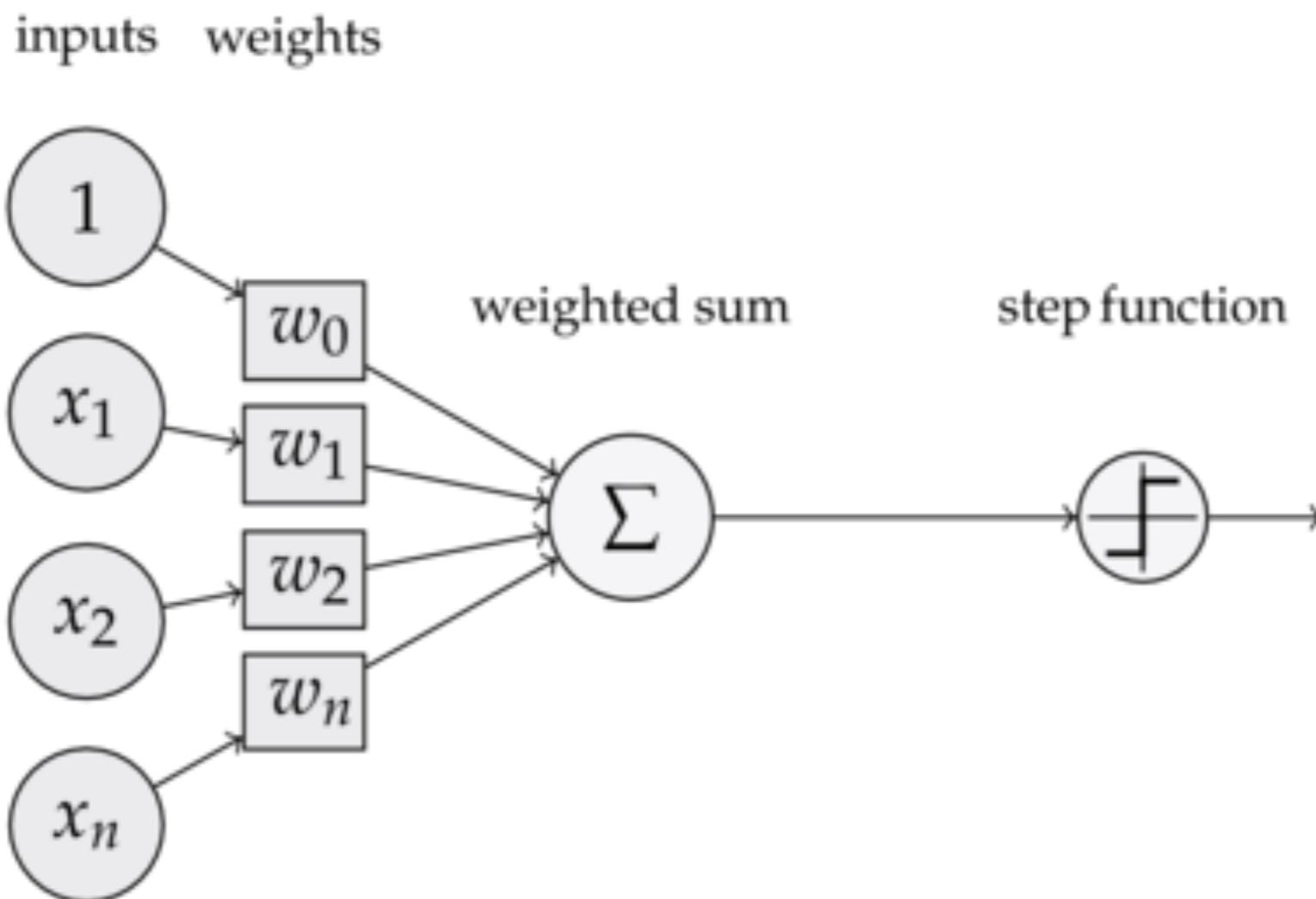
University of California, Berkeley

Socks

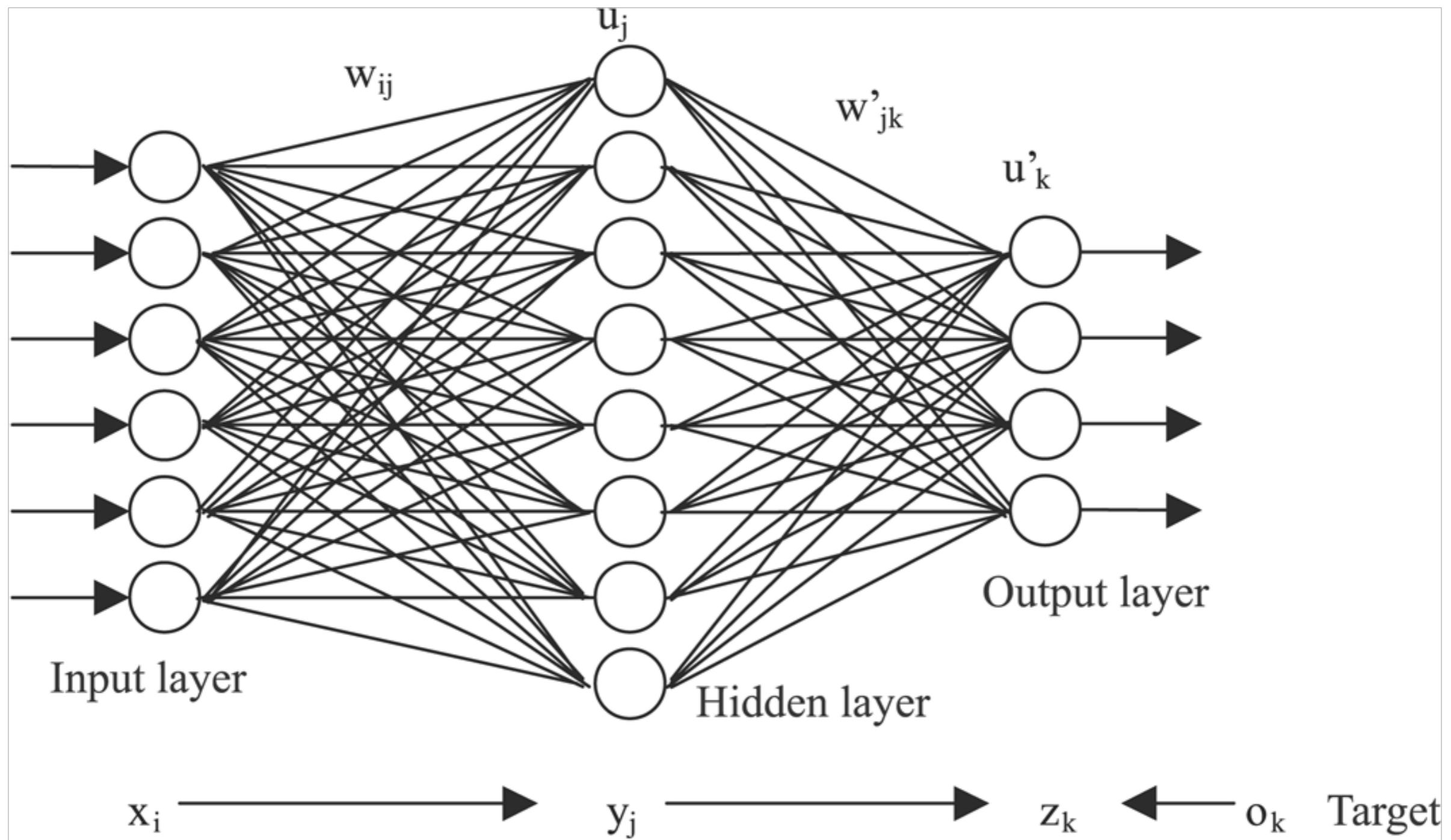
Artificial Intelligence

Neural Networks

- Learn the weights **and** the features!



Artificial Intelligence



Artificial Intelligence

Neural Networks

<http://playground.tensorflow.org/>

<https://quickdraw.withgoogle.com>

When classification goes wrong: <https://youtu.be/mSFHKAvTGNk?t=16m48s>

More learning: https://www.youtube.com/watch?v=xOCurBYI_gY

Computer Security



MOVIE HACKING...

IF I CAN JUST OVERCLOCK THE UNIX DJANGO, I CAN BASIC THE DDOS ROOT. DAMN. NO DICE. BUT WAIT... IF I DISENCRYPT THEIR KILOBYTES WITH A BACKDOOR HANDSHAKE THEN... JACKPOT.



REAL HACKING...

HI, THIS IS ROBERT HACKERMAN. I'M THE COUNTY PASSWORD INSPECTOR.

HI BOB! HOW CAN I HELP YOU TODAY?



Phishing & scams are one of the more common types of attacks today

Encryption

Caesar Cipher

Original

"Sunset tomorrow is
at five o'clock."

"We will attack at
sunset tomorrow "

Encrypted

"Vxqvhw wrpruurz lv
dw ilyh rforfn."

"Zh zloo dwwdfn dw
vxqvhw wrpruurz "

Are we done?

Encryption

Caesar Cipher

Original

"Sunset tomorrow is
at seven o'clock."

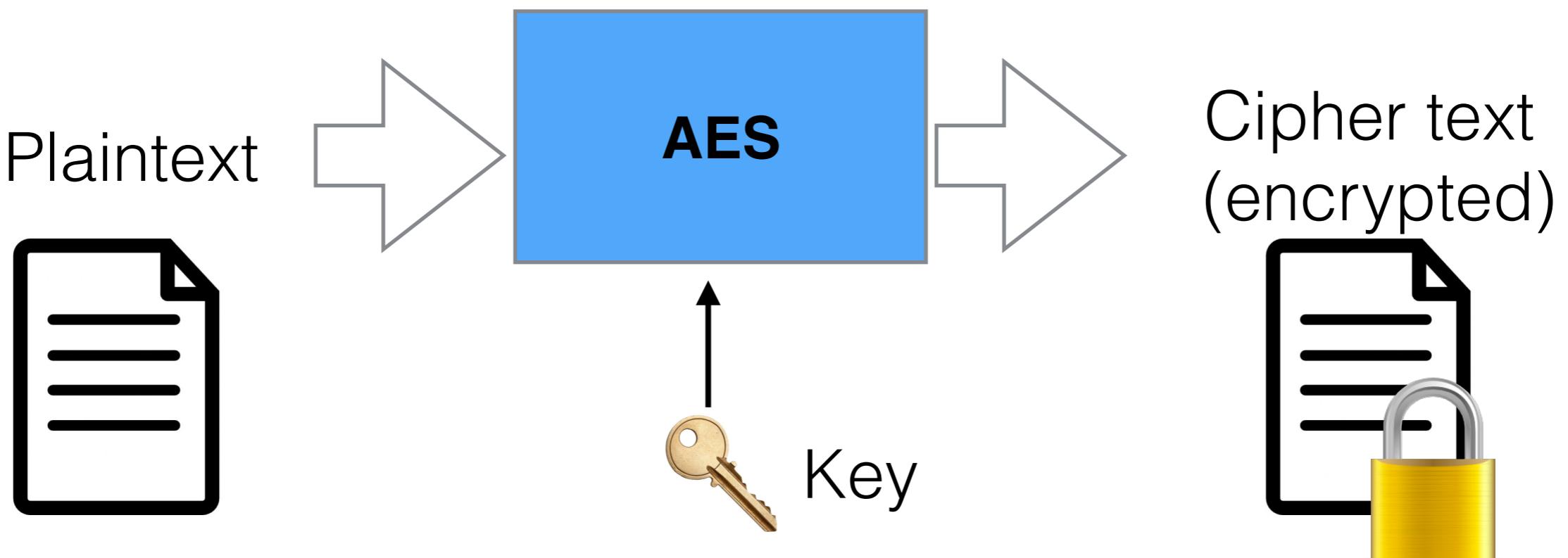
"We attack at sunset
tomorrow"

Encrypted

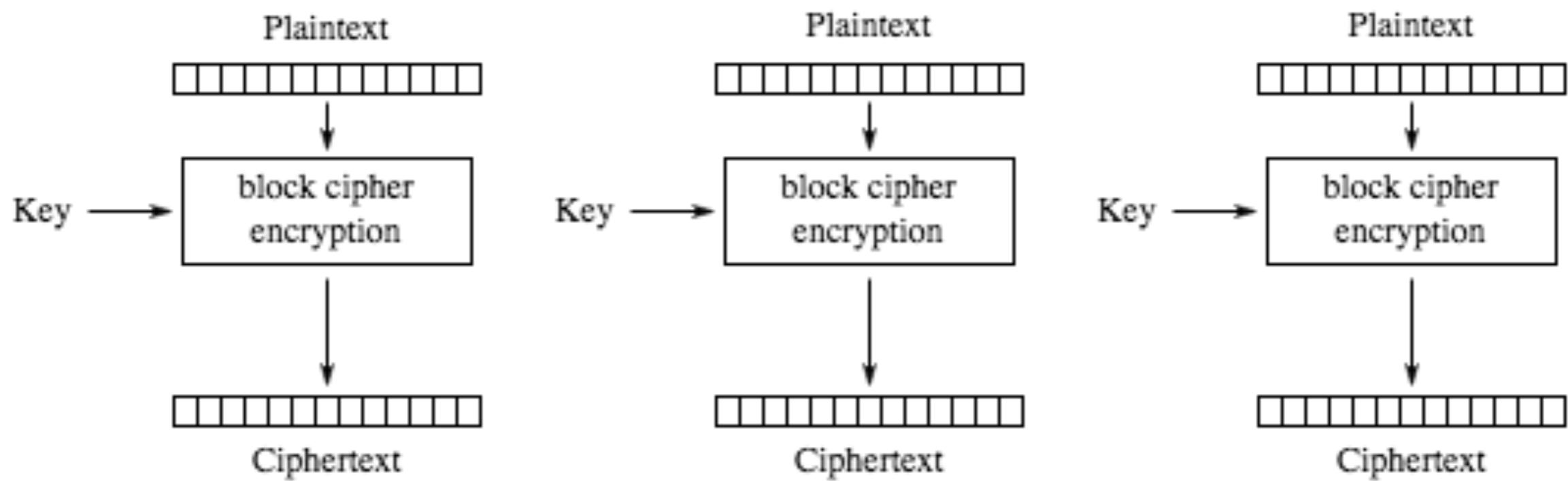
"Vxqvhw wrpruurz lv
dw vhyhq rforfn." "Zh
dwwdfn dw vxqvhw
wrpruurz "

Encryption

AES (Advanced Encryption Standard) is a **block cipher**



Encryption



Electronic Codebook (ECB) mode encryption

Encryption

AES ECB

Original

"Sunset tomorrow is
at seven o'clock."
"We attack at sunset
tomorrow "

Encrypted

(not the actual ciphertext)
eb e3 15 9f 80 19 6d b9
b3 13 a0 08 9b 59 17 0a
03 2f a0 14 a6 ac b2 d2
08 c9 f2 82 40 87 46 cb
eb e3 15 9f 80 19 6d b9
b3 13 a0 08 9b 59 17 0a

Are we done?

Encryption

AES ECB

Original

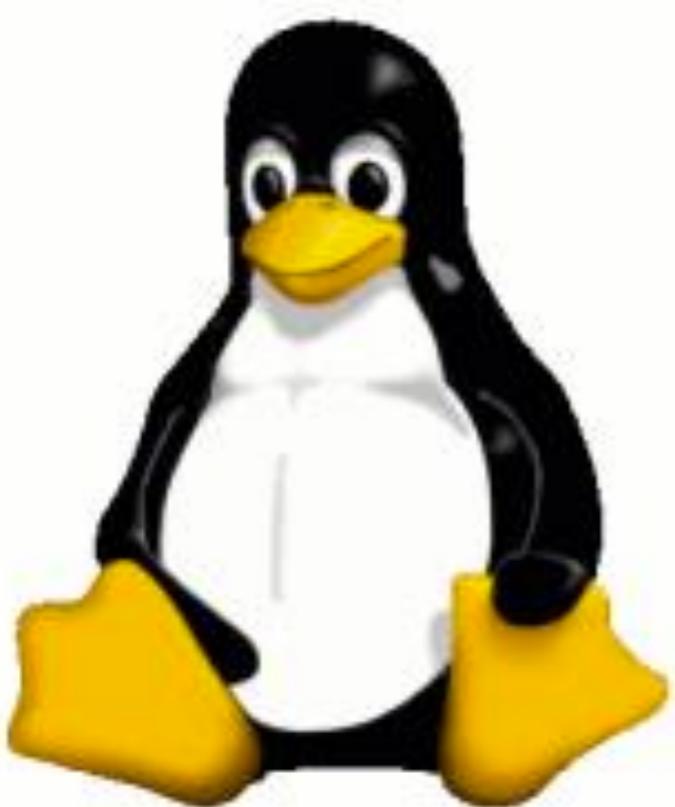
"Sunset tomorrow is
at seven o'clock."
"We attack at **sunset**
tomorrow"

Encrypted

```
|eb e3 15 9f 80 19 6d b9
|b3 13 a0 08 9b 59 17 0a
|03 2f a0 14 a6 ac b2 d2
|08 c9 f2 82 40 87 46 cb
|eb e3 15 9f 80 19 6d b9
|b3 13 a0 08 9b 59 17 0a
```

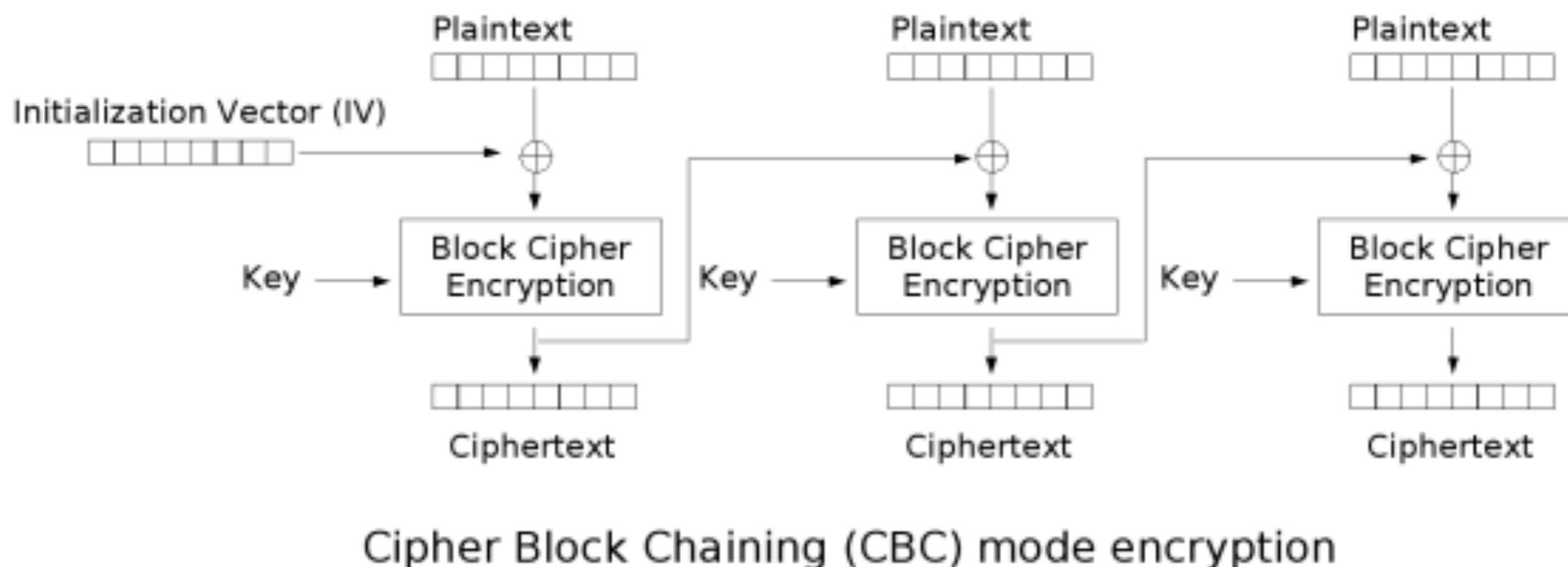
Encryption

Security is all about the details!

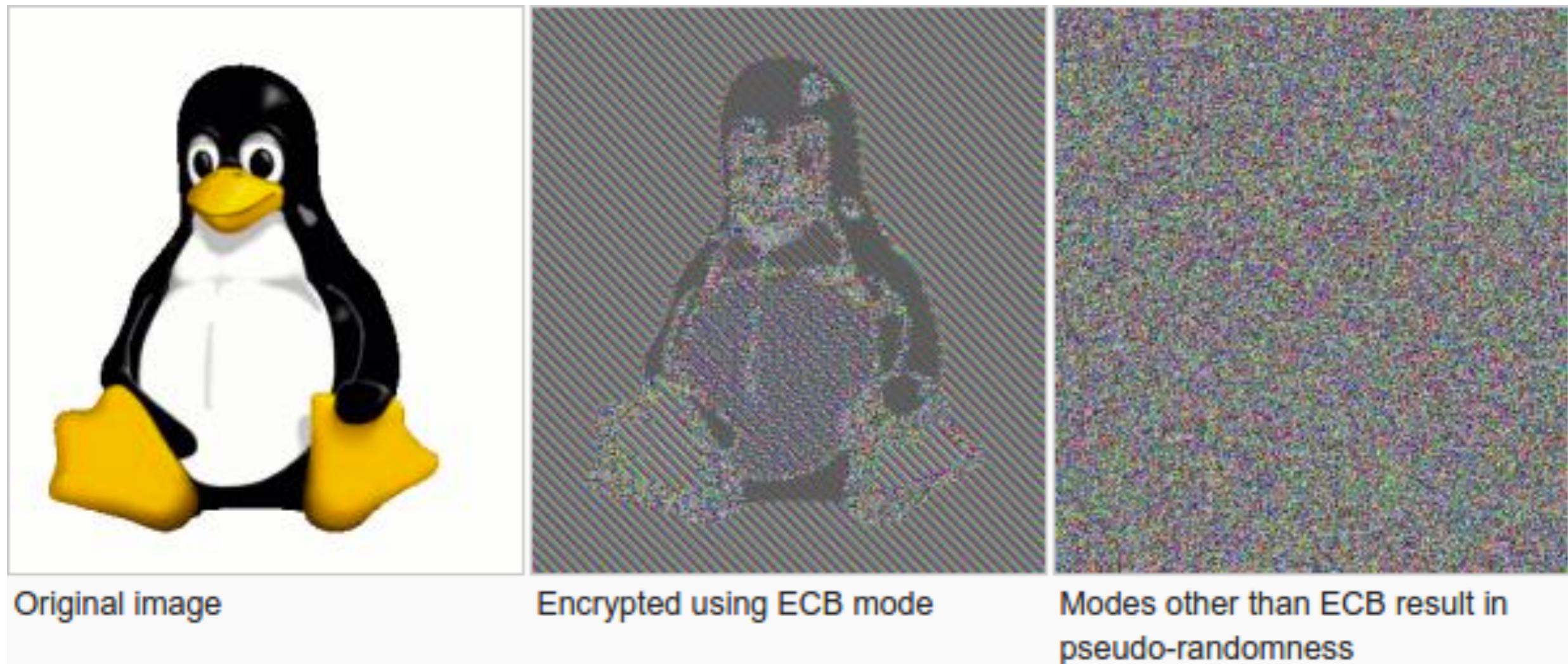


Encryption

(One) Solution



Encryption



Encryption

AES CBC

Original

"Sunset tomorrow is
at seven o'clock."

"We attack at sunset
tomorrow "

Encrypted

```
a3 a7 c1 48 a4 43 be 5b  
b5 f5 4f f4 44 42 53 d6  
f3 56 17 b7 45 2c c5 05  
63 92 42 6a 0e 6a 42 7d  
b4 7e e1 9d 70 63 cf 64  
2d f7 61 b1 16 2e bc 20
```

Are we done?

Encryption

- We still leak the **length and timing of our message**
- **Identity of sender and recipient** are known
- An attacker could **replay** old messages
- What if we **leak the key?**
- Etc.

Security



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

Conclusion

Artificial Intelligence

- Humans create "features", computer learns "weights" through trial and error
- Neural Nets - learn both features **and** weights

Security

- It's all in the details!
- Hard to be perfectly secure, determine what you need

Courses

CS 188

Artificial Intelligence

CS 161

Computer Security

CS 168

Introduction to the Internet

CS 170

Algorithms

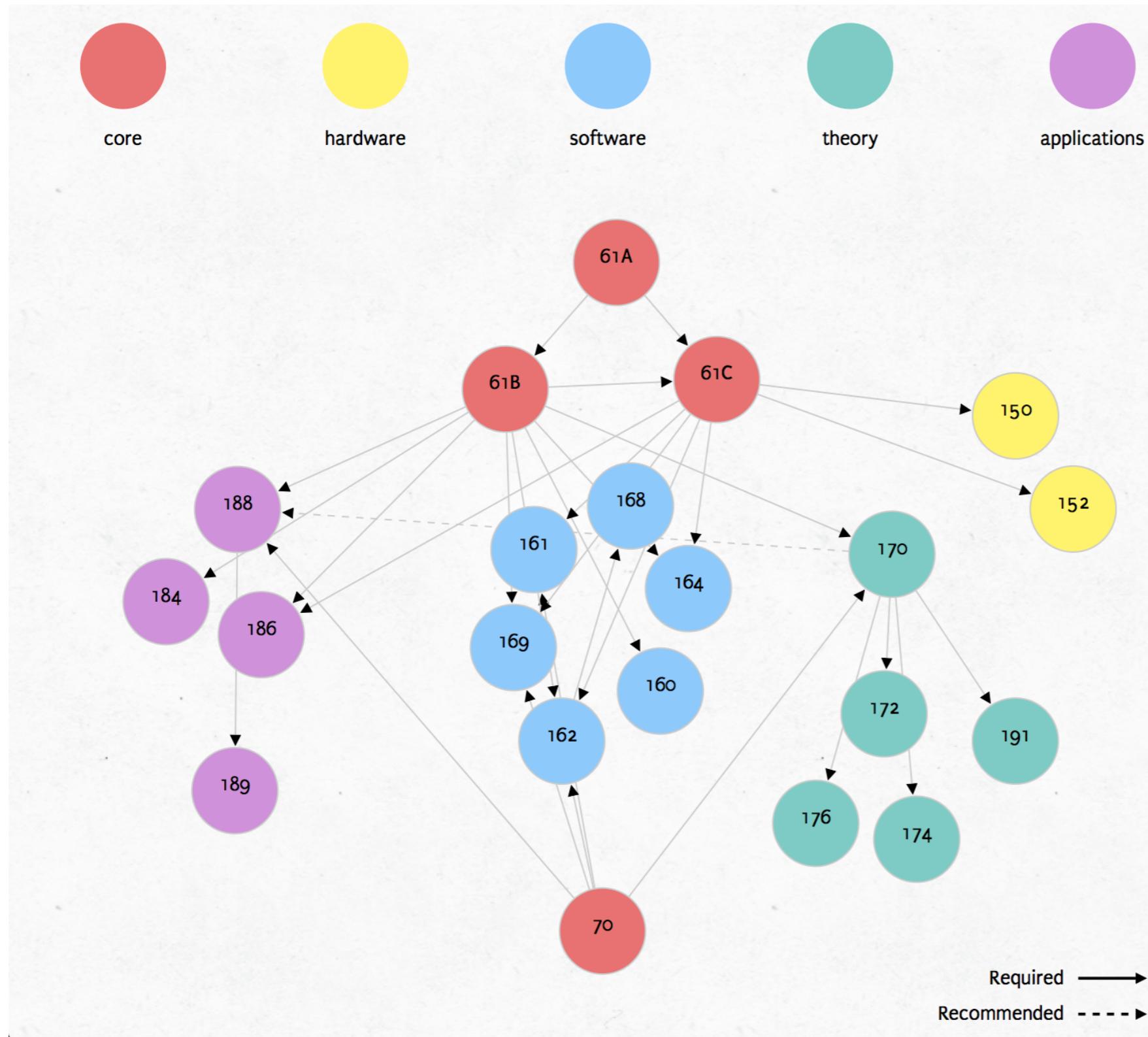
CS 162

Operating Systems

CS 189

Machine Learning

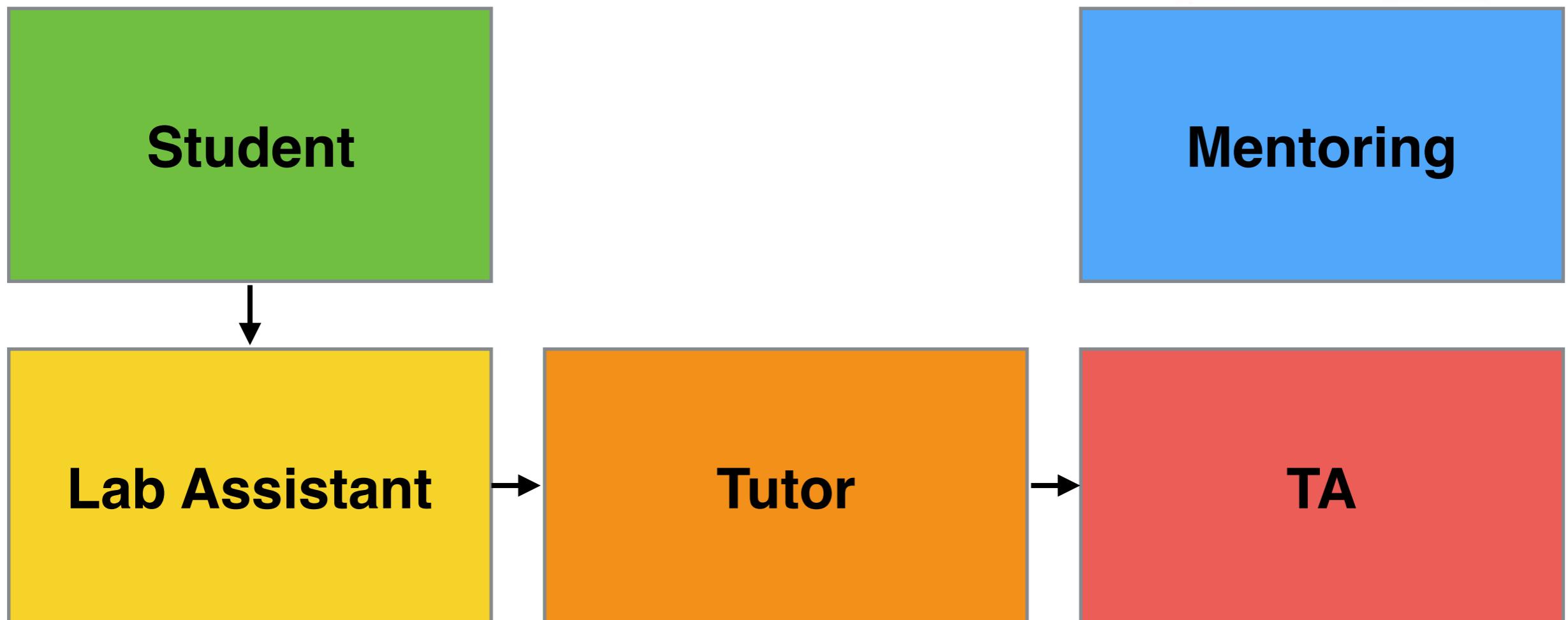
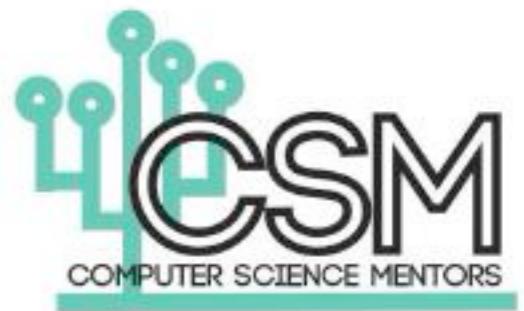
HKN's CS Course Map



[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!

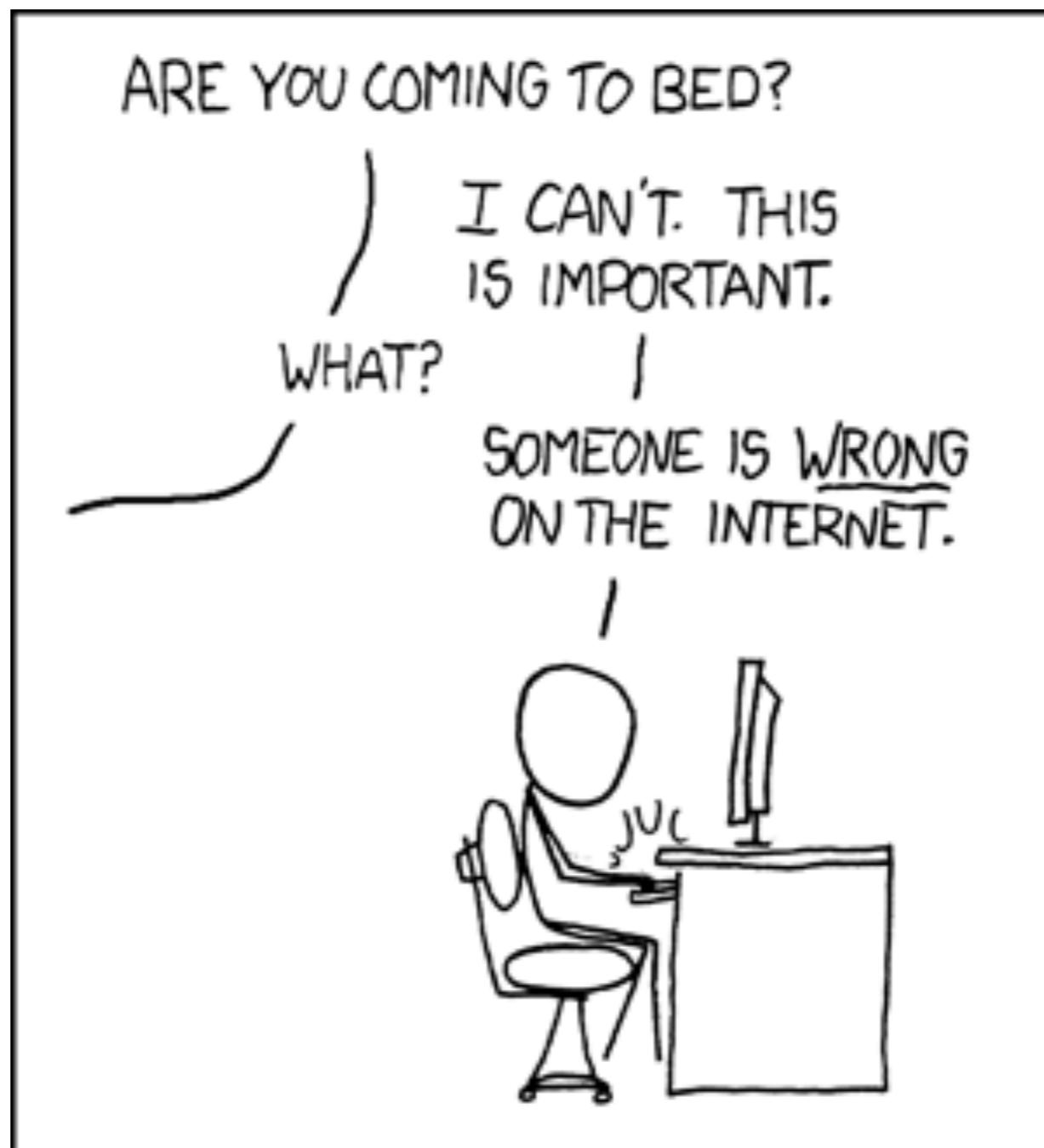
I sincerely hope you enjoyed your time in 61A.

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

Please please please fill out course evaluations!

Bonus

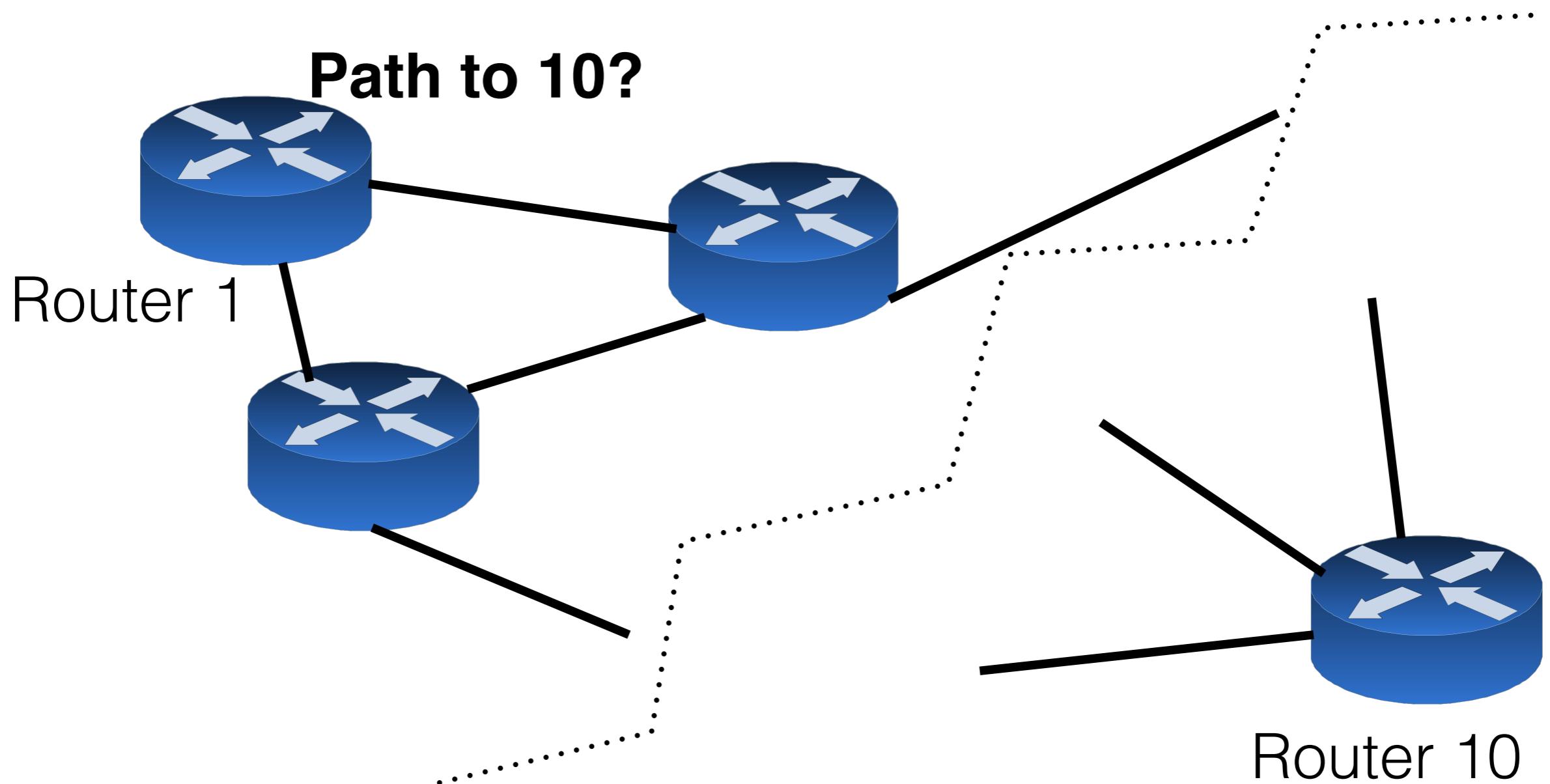
The Internet



<http://xkcd.com/386/>

The Internet

Imagine you are a router/link on Berkeley's network...



Computer Networks

You have just been passed your "routing information":

Find the path from router #1 to router #10!

1. You have 5 minutes
2. Don't leave your seat or show your slip of paper to anyone else
3. If you didn't get a slip of paper, sit back and enjoy the chaos (and maybe think of solutions)

Computer Networks

(One) Solution:

1. Destination stands, announces neighbors, **(distance 0)**
2. Neighbors stand one at a time, announces their neighbors and distance **(distance 1)**
 - **Remember who called you!** Respond to the closest "caller" and **do not stand up twice.**
3. etc...
4. Once source stands, work back up to destination!