

Welcome to A Brave New World Honors 220A

Plan for today:

- Whirlwind tour of some facts about computer science and a few of the topics we will be discussing this quarter.
- Introductions and Administrivia
- Short videos on robotics and discussion
- Questionnaire
- Some slides from Bernard Chazelle and many from Ed Lazowska

What is this course about?

- Some of the big ideas, the coolest applications and the deepest principles in computer science
 The mathematical foundations of computing
 The World Wide Web and its economic and social ramifications

 - Computers and their impact on the arts
 How computational thinking can help cure cancer
 Secrets and lies, knowledge and trust

 - The mystery of intelligues: What is knowledge? Can computers think? Will computers ever be considered conscious? Where will all this progress take us?
- The future

 - How is the way we do science going to change?
 How is our economic system going to change?
 How is our society going to change?
 How are our brains going to change as a result of all this interaction with technology?
- The concerns



Albert Einstein (1932)



" There is not the slightest indication that nuclear energy will ever be obtainable. "

Lord Kelvin (1824-1907)



" X-rays will prove to be a hoax"

- "Radio has no future. "
- "There's nothing to be discovered in physics today. "

Thomas Watson IBM Chairman (1943)



"I think there is a world market for maybe five computers."

``Where... ENIAC is equipped with 18,000 vacuum tubes and weighs 30 tons, computers in the future may have 1,000 vacuum tubes and perhaps weigh just one-half ton."

``There is no reason why anyone would want to have a computer in their home."

> Ken Olsen, President of Digital Equipment Corporation, 1977



Exponential Growth

Would you rather take a job where your salary started at \$16/year and doubled every year or a job that pays \$50,000/year forever? 2 years \$64/year 10 years: \$16,000 20 years: ~17 million 25 years: ~500 million

This is what happened in the computer industry!

Exponential Growth

First commercial computer 1950: 100,000 additions/sec

- Fastest computer now: ~10 guadrillion additions/sec
- Factor of 100 billion
- Comparison:
 - First airplane 1903: 10mph
 - Fastest today: ~ 2500 mph





10,000,000,000,000,000,000 grains of rice

- Ten quintillion: 10*10¹⁸
 - The number of grains of rice harvested in 2004



10,000,000,000,000,000,000 transistors

- Ten quintillion: 10*10¹⁸
 - The number of grains of rice harvested in 2004
 - The number of transistors fabricated in 2004













What is it about computers?

Why is it that progress in computer science and information technology is so rapid?

Universality!!!

 Anything that is computable is computable on a computer

What is it about computers?

Universality!!!

 Anything that is computable is computable on a computer

What does this mean?

A single computer can run your word processor, and your email program and your online calendar and your favorite games and a million other different kinds of applications, many of which haven't even been thought of yet.

What is it about computers?

- Universality = unimaginable flexibility of application
- This enabled the World Wide Web became a new and significant medium within 7 years of its introduction!







Machine learning and data mining

- Personalized shopping Personalized medicine
- Personalized data collection

















"Lady" Karlin (2013)



" The future belongs to those who understand computation: its scientific, economic and social impact."

Time of dramatic change

- Proliferation of sensors
- Almost all information is being created in digital
- form.
- Dramatic cost reductions in storage
- Dramatic increases in network bandwidth
- Dramatic cost reductions and scalability improvements
- Dramatic algorithmic breakthroughs
- Result: smart homes, smart cars, smart health, smart robots, and on and on...

A Brave New World

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A Brave New World

- Course information on web http://courses.cs.washington.edu/BraveNewWorld
- Class mailing list: honors220a_au13@uw.edu

We will wet our toes by doing a bit of fun programmingl

- Not necessary to do significant programming for conceptual understanding
- Gives us more time for a broader coverage of computer science, inside and outside.
- No advantage to those who have prior programming experience

Grading

- Labs and homework: 40%
- Participation (in class, on blog): 35%
- Project: 25 %
- Attendance at lectures is expected. No book, sort of, except: Blown to Bits, Your Life, Liberty and Happiness after the Digital Explosion, by Abelson, Ledeen, Lewis.

Some more details

- Occasional videos in class.
- Blog posts -- somewhat open ended,
 At least 2 longer posts a quarter (~ 3-4 paragraphs)
 At least 6 comments (a few sentences to a paragraph)
- (Project in form of longer blog post: ~2000 words) Some guest speakers

Project Ideas

- Explore a computational problem in the field of your choice.
 Explore a policy issue, e.g., electronic voting, privacy, etc.
 Write a book report (e.g., The Google Story, Number Crunchers, The Singularity is Near, The Universal Computer: From Leibniz to Turing, The Code Book)
- Read or watch a bunch of sci-fi and discuss whether what you see will be possible in 25 years or not and why.
- Discuss how technology is affecting your favorite art form.
- Anything that has anything to do with the class!
- Projects will be due on Monday of the final week of the quarter. We will discuss a few of them on the final day of classes,

My goals for the course

- I'd like you to learn how to "think" like a computer scientist.
- Scientist.
 I' d like you to leave the course understanding how advances in computing have changed/ are changing/ will change the world in such a deep and profound way.
 I' d like for you to leave the course understanding why you will be better off pursuing computer science further, no matter what your ultimate ambitions are.
- I' d like you to have fun!!!