

Introduction

More than most scientific inventions, computers can be thought of as extending some of the powers of the human mind. But what in the world is a computer? What are the principles that underlie computer hardware and software? In this course we look at this question from two directions, assuming no prior knowledge of computers. This is not a course that is intended to teach programming. Experience in programming is not needed.

What computers can do: Starting with the question "What is a computer?" this course investigates different models of computing, working our way from extremely simple computational models to modern software systems that control intelligent robots and other artificial entities. Students will be exposed to a variety of computational models and will explore some of the principles of computing, including fundamental computational resources like time and space, and their measurement. The emphasis is on understanding some of the fundamental scientific principles that underlie computation, rather than programming or theorem proving.

We will look at the control of simple robotic devices as examples of understanding things that computers can do. In labs we will explore manipulating simple interactive computer graphics worlds to tell stories.

What computers can't do: Computers exist in the physical world, and are bound by its laws, both physical and logical. In this course some of the fundamental limits of computing will be studied. These can include the physical laws that constrain computers, such as ultimate physical limitations on computer size and speed; as well as the logical limits of computability (problems which provably cannot in principle be solved on computers) and the existence of problems that have computing time requirements that are completely beyond the reach of any present or even future computers.

Course Organization

Welcome to NATS 1930. The course consists of weekly lectures and bi-weekly tutorials/labs. You have already registered in one tutorial/lab section and you should attend your own lab section. (There may not be space and/or equipment available for you in other sections.) Students need to read the Moodle course pages regularly. Course readings and other materials will be posted on the Moodle site at moodle11.yorku.ca. The moodle site is used to provide copies of the lecture slides, material for the labs, and to communicate news about the course. You should check the moodle site often.

Required Course Material: Course text and notes will be announced in the first class and on the course web pages on Moodle.

Math Background: High school Math at about Grade 11 level. We will review or teach any additional Math and Computer concepts required. But your reasoning and logical skills will be important in understanding the material.

Course Times and Locations:

Lectures: Wednesdays 16:30-18:30, Stedman (SLH) D. The first lecture is September 7. You are responsible for the material covered in the lectures. Not all of the material covered in the lectures is available in the online resources provided on Moodle.

Tutorial-Lab: You must be registered in one tutorial/lab section. Labs meet in CSE 1002, "Maxwell Lab" usually every second week. A significant portion of your grade is based on material that is graded in the tutorial-lab. Dates are announced in class and on Moodle.

Readings: There is no assigned textbook for this course. Readings, in the form of weekly pdf documents will be available on the Moodle site. You are responsible for this material.

Evaluation:

Individual pieces of work will be assigned a numeric grade, and grades combined using the weights given below. Final numeric grades will be converted to a letter grade using the standard Faculty of Science and Engineering table.

Midterm #1 - November 16, 2011 - 20% Midterm #2 - February 29, 2012 - 20% Final Exam (date TBA) - 40% Labs/tutorials - 10 labs at 2% each - 20%

Please note that there are no special provisions for making up missed classes, tutorials, labs or tests. No makeup exams/labs/tests will be given. Students missing evaluations with appropriate documentation (e.g., Attending Physician's Statement) will have the weight assigned to the missed evaluation distributed over other tests/ labs as appropriate.

2011-2012 SC/NATS 1930A The Science of Computation

Instructors

This course is being co-taught by Prof. Patrick Dymond and Prof. Michael Jenkin. Their contact information is provided below. The best way of contacting the instructors is via email. In order to ensure that your email is responded to in a timely fashion it is important that you include 'NATS 1930' in the subject line of your email.

Michael Jenkin Sherman Health Science Building #1028 Office Hours: Wednesday 3-4pm email: jenkin@cse.yorku.ca

Patrick Dymond Computer Science and Engineering Building #3051C Office Hours: TBD email: dymond@cse.yorku.ca

Tentative Course Outline:

Fall 2011:

September 7	What computers and robots can and can't do (yet)
September 14	Intro to Artificial Intelligence
September 21	Deterministic Finite Automaton
September 28	More Finite State Machines
October 5	Eliza and the Turing Test
October 12	Reading Week (no lectures or labs)
October 19	Finite state machines as robot brains
October 26	RoboEthics
November 2	Turing machines, a general model
November 9	Algorithms on Turing machines
November 16	Midterm #1
November 23	Universal Turing machines
November 30	Surviving the robot uprising
	September 7 September 14 September 21 September 28 October 5 <i>October 12</i> October 19 October 26 November 2 November 9 November 16 November 30

Winter 2012:

January 4	The Halting Problem
January 11	Today's computers versus Turing's
January 18	Searching and sorting
January 25	Algorithm analysis
	January 4 January 11 January 18 January 25

Week 18	February 1	Building intelligent systems		
Week 19	February 8	Complexity Classes		
Week 20	February 15	Intractability		
Week 21	February 22	Reading Week (no lectures or labs)		
Week 22	Fohnuony 20	Midtom 2		
WEEK 22	rebiuary 29	Milderin Z		
Week 22 Week 23	March 7	Parallel and distributed computing		
Week 23 Week 24	March 7 March 14	Parallel and distributed computing Robot swarms and flocks		
Week 22 Week 23 Week 24 Week 25	March 7 March 14 March 21	Parallel and distributed computing Robot swarms and flocks Robots in the real world		

Tentative Tutorial-lab Schedule:

You should be enrolled in a lab section. Labs are held bi-weekly most weeks throughout the year, alternating depending on whether your lab/tutorial section number is odd or even. Your lab may be in an alternate week from your fellow students. It is your responsibility to attend your lab session. Planned lab topics are:

Week	Lab:	Lab sections: Eve	en-numbered section	ons I Od	d-numbered sections
1	Start of	Term - No labs this we	ek, lecture only, S	eptembe	er 7, 2011
2,3	Lab A	Introduction to Alice	September 12-14	l I	September 19-21
4,5	Lab B	Finite State Machines	September 26-28	8	October 3-5
6	Fall	Co-curricular Week (no	lecture or labs)	October	r 10-14
7,8	Lab C	Eliza	October 17-19	I	October 24-26
9,10	Lab D	Turing machines	October 31-Nov	2	November 7-9
11	Midterm 1 (no lab this week)November 16				
12,13	Lab E	Directing in Alice	November 21-23		November 28-30
14	Start of	Term - No labs this we	ek, lecture only, Ja	anuary 4	, 2012
15,16	Lab F	Iteration and selection	January 9-11	I	January 16-18
17,18	Lab G	Searching	January 23-25	I	January 30-Feb 1
19,20	Lab H	Intelligent systems	February 6-8	I	February 13-15
21	Re	ading Week (no lecture o	or labs) Fel	bruary 2	20-24
22	Midter	m 2 (no formal lab thi	s week) Fo	ebruary	z 29
23,24	Lab I	Telling stories in Alice	March 5-7	I	March 12-14
25,26	Lab J	Parallel computing	March 19-22	I	March 26-28

In addition to the lectures and labs described above, review tutorial will be scheduled roughly one week before the two midterms and towards the end of the course. These review tutorials will not provide new material, but rather will review key portions of the course and work through exercises.