EE 16A - DESIGNING INFORMATION DEVICES AND SYSTEMS I (4 UNITS)

(Taken from the UC Berkeley Course Guide (http://guide.berkeley.edu))

COURSE OVERVIEW

SUMMARY

This course and its follow-on course EE16B focus on the fundamentals of designing modern information devices and systems that interface with the real world. Together, this course sequence provides a comprehensive foundation for core EECS topics in signal processing, learning, control, and circuit design while introducing key linear-algebraic concepts motivated by application contexts. Modeling is emphasized in a way that deepens mathematical maturity, and in both labs and homework, students will engage computationally, physically, and visually with the concepts being introduced in addition to traditional paper/pencil exercises. The courses are aimed at entering students as well as non-majors seeking a broad foundation for the field.

PREREQUISITES

MATH 1A (math1a.html), MATH 1B (math1b.html) or equivalent (may be taken concurrently); CS 61A or equivalent (encouraged to be taken concurrently)

WORKLOAD

TIME COMMITMENT

3 hours of lecture, 2 hours of discussion, and 3 hours of laboratory per week.

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