Introduction and Overview

What is ECE120?

- Teach a systems perspective that includes both hardware and software (and math!)
- ECE culture and goals
- Expectations of engineers
- Lifelong learning necessary
- Understand and identify tradeoffs
- International group—leverage it!
- Academic reality and grade philosophy

Why Start with Computers?

Why study computers first?
Do Aeronautical Engineers start with the high-bypass turbofan engine?
Or do they start with basic dynamics and lift?
Why not build up to computers slowly?
Computers are Universal Computation Devices

Described by Alan Turing in 1936

Church-Turing Hypothesis: Computers and humans can compute the same things.

- LC-3
- Blue Waters
- iPad
- Android phone
- computable
- undecidable

ECE Has Undergone a Digital Convergence

Many alumni, including EE, in the industry are now computer people.
Most solutions are digital.
Digital system design provides a critical set of skills needed by nearly every ECE grad.
These skills will enable you to go further faster...

More Neurons than Transistors?

“The apparatus they [animals] use for timing their movements has more in common with an electronic computer, although it is strictly different in fundamental operation. The basic unit of biological computers, the nerve cell or neurone, is really nothing like a transistor in its internal workings. Certainly the code in which neurones communicate with each other seems to be a little like the pulse codes of digital computers, but the individual neurone is a much more sophisticated data-processing unit than the transistor. Instead of just three connections with other components, a single neurone may have tens of thousands. The neurone is slower than the transistor, but it has gone much further in the direction of miniaturization, a trend which has dominated the electronics industry over the past two decades. This is brought home by the fact that there are some ten thousand million neurones in a human brain: you could pack only a few hundred transistors into a skull.”


Bottom Up Approach Provides a Firm Understanding

Why do we build from the ground up?
- Helps you develop a solid understanding of the design and operation of each level.
- Easier to make effective use of abstractions and to improve those abstractions.
- Our students have been successful based on this approach (alumni feedback).
Where to Find Information

Start with the Wiki!

One way: remember this link
https://wiki.illinois.edu/wiki/display/ece120/home

Another way:
◦ type “Steve Lumetta” into Google
◦ Follow link to 120 F16 page under “Classes”

Read the Wiki Every Day

https://wiki.illinois.edu/wiki/display/ece120/home

What you will find includes:
◦ announcements from course staff
◦ course information and timing
◦ assignments, solutions, exams, and due dates
◦ a place for exchanging information
◦ ask any non-personal questions here
◦ do not post answers

What to Read (and What Not to Read)

Reading materials
◦ Patt & Patel, 2nd edition
◦ ~150 pages of notes (free online)

Read the notes (see the Wiki for which parts)
◦ before class
◦ AND after class

Look at learning objectives in notes summary sections.
Use the online tools to practice skills.
Be wary of the Web. No one has screened the content for accuracy.

Workload Includes Labs and Homework

Weekly lab assignments
◦ Software and hardware
◦ Usually due Wednesdays at 5 p.m.
◦ See assignment for specifics of how and when to turn in

FIRST LAB: WEDNESDAY 31 AUGUST

Weekly homework assignments
◦ Paper and computer-based
◦ Due Fridays at 4 p.m. (box near 3070ECEB)

FIRST HOMEWORK: FRIDAY 2 SEPTEMBER
Workload Also Includes Exams

Three midterms
- Tuesday 20 September, 7-8:30 p.m.
- Tuesday 18 October, 7-8:30 p.m.
- Tuesday 15 November, 7-8:30 p.m.

Final exam
- Wednesday 14 December, 1:30-4:30 p.m.

Let Us Know About Conflicts Early

University has clear rules for conflicts (online)
- Midterms: Section 3-202 of Student Code
- Finals: Section 3-201 of Student Code

Finals rules
- depend on class sizes;
- if you can’t tell, ask Laurie Fisher in advising.

If you have a conflict, let us know early!
(specific deadlines are on the Wiki)

And Workload Includes Discussions

A question for you:
What skill least developed in many ECE grads?
The answer that many alumni and employers give: soft skills!
In discussion section every Thursday, you will...
- work in small groups
- solve fun problems related to lecture together
- practice working with others

How Will We Grade?

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labs</td>
<td>15% *</td>
</tr>
<tr>
<td>Homework</td>
<td>15% *</td>
</tr>
<tr>
<td>Discussions</td>
<td>5% *</td>
</tr>
<tr>
<td>Midterms</td>
<td>10%, 15%, 15%</td>
</tr>
<tr>
<td>Final</td>
<td>25%</td>
</tr>
</tbody>
</table>

* Lowest scores (of all weeks) dropped for labs, homeworks, and discussion sheets.

No late assignments accepted.
ECE120 Grading Scale is Absolute

90% of total points → A of some sort
80% of total points → B of some sort
70% of total points → C of some sort
(more detail on the Wiki)

Many of your classes here will be curved.

Get to Know Your Fellow Students

Say “hi” to the person next to you in lecture, discussion, Krannert, the movie theater. Go ahead, try it now. Really!
Use the “red book” in Terry Peterson’s office (in ECE advising) to find others in the class.
Make use of the open lab time:
   every Wednesday 9-5 in 2022 ECEB

Don’t Cheat!

See Section 1-402 of the Academic code.

Discussion sections are done in groups.
In some labs you will have partners.
Otherwise, work must be your own.
It’s ok to talk and help each other understand, but it’s not ok to give/share/lend/copy/allow someone to copy answers.

Your Guide to the Slides

The title gives the main point.
Definitions and key messages in bold blue.
Parameters and variables in bold green.
Other colors used on a per-slide basis.