

Electrical Engineering and Computer Sciences

Bachelor of Science (BS)

The Berkeley Electrical Engineering and Computer Sciences major (EECS), offered through the College of Engineering, combines fundamentals of computer science and electrical engineering in one major.

Note that students wishing to study computer science (http://www.eecs.berkeley.edu/Programs/two_ways.html) at UC Berkeley have two different major options: The EECS major leads to the Bachelor of Science (BS), while the College of Letters & Sciences offers a Bachelor of Arts (BA) degree. An essential difference between the two majors is that the EECS program requires a greater number of math and science courses than the CS program, which requires a greater number of non-technical, or breadth, courses. For further information on the BA program, please see the Computer Science program page in this Guide (<http://guide.berkeley.edu/undergraduate/degree-programs/computer-science/>).

After completing the required lower division courses, students in the EECS major are able to pursue coursework in computer science and/or electrical engineering, based on their personal interests.

Admission to the Major

Prospective undergraduates to the College of Engineering apply to a specific major within the college. For further information, please see the College of Engineering's website (<http://engineering.berkeley.edu/admissions/undergraduate-admissions/>).

Students accepted into colleges other than the College of Engineering will not be allowed to change to the College of Engineering in order to declare the EECS major. Prospective undergraduates interested in the EECS major must apply for admission to the College of Engineering.

Accreditation

All UC Berkeley programs are accredited through the Accrediting Commission for Schools, Western Association of Schools and Colleges (ACS WASC).

Honors Program

The EECS honors degree program is designed to provide accomplished undergraduate students a greater connection to the department. Honors students pursue undergraduate research and select an academic concentration outside of EECS. In addition, students receive a special faculty adviser, engage in research, receive official notation of the honors degree on their Berkeley transcript, and are invited to special events with faculty and EECS honors alumni.

For more information regarding this program, please click here (<http://eecs.berkeley.edu/resources/undergrads/honors/>).

Five-Year BS/MS Program

The Five-Year Bachelor/Master Program, called the 5th Year MS Program for short, offers qualified Berkeley EECS and L&S Computer Science students a unique opportunity to begin graduate study immediately after their undergraduate program, thereby accelerating

the master's degree by requiring only one additional year beyond the bachelor's degree. This is not a concurrent degree program. Students earn their bachelor's degree first and then the master's. However, careful planning during the undergraduate program allows motivated students to begin a research project and complete some master's course requirements while still in undergraduate standing. Depending on how quickly a student progresses through the undergraduate program, the additional graduate year may come sooner than the fifth year at Berkeley. The Five-Year Program is not intended for those who wish to pursue a PhD. For further information regarding this program, please see the Five-Year BS/MS tab on this page or the Department's website (<http://www.eecs.berkeley.edu/FiveYearMS/>).

Minor Program

The EECS minor, offered through the College of Engineering, is an optional program for students interested in a coherent program of EECS coursework outside their major. It is open to any undergraduate who has declared a major other than EECS and has completed four of the course requirements. For further information regarding the requirements and declaration process, please see the Minor Requirements tab.

The EECS Department also offers minors in Computer Science and Electronic Intelligent Systems. For information about these programs, please see the Computer Science (<http://guide.berkeley.edu/undergraduate/degree-programs/computer-science/>) or the Electronic Intelligent Systems (<http://guide.berkeley.edu/undergraduate/degree-programs/electronic-intelligent-systems/>) pages in this Guide.

Joint Majors

The EECS Department also offers two joint majors with other departments in the College of Engineering. For further information on these programs, please click the links below: Electrical Engineering and Computer Sciences/Materials Science and Engineering (<http://guide.berkeley.edu/undergraduate/degree-programs/electrical-engineering-computer-sciences-materials/>) (Department of Materials Science and Engineering) Electrical Engineering and Computer Sciences/Nuclear Engineering (<http://guide.berkeley.edu/undergraduate/degree-programs/electrical-engineering-computer-sciences-nuclear-joint-major/>) (Department of Nuclear Engineering)

In addition to the University, campus, and college requirements, students must fulfill the below requirements specific to their major program.

General Guidelines

1. All technical courses taken in satisfaction of major requirements must be taken for a letter grade.
2. No more than one upper division course may be used to simultaneously fulfill requirements for a student's major and minor programs.
3. A minimum overall grade point average (GPA) of 2.0 is required for all work undertaken at UC Berkeley.
4. A minimum GPA of 2.0 is required for all technical courses taken in satisfaction of major requirements.

For information regarding residence requirements and unit requirements, please see the College of Engineering Requirements tab.

For a detailed plan of study by year and semester, please see the Plan of Study tab.

Summary of Major Requirements

For more detailed curriculum options for the EECS major, please see the EECS Department website (<http://www.eecs.berkeley.edu/Programs/Notes/>) or the College of Engineering site (<https://engineering.berkeley.edu/academics/undergraduate-guide/degree-requirements/>). (<https://engineering.berkeley.edu/academics/undergraduate-guide/degree-requirements/>)

Natural sciences: three courses

Mathematics: four courses

EECS lower division core: five courses

Upper division EECS electives: 20 units minimum ⁷

Technical Elective: 4 units minimum ²

Ethics requirement: one course

Technical engineering courses: 40 units minimum

Courses taken to satisfy the EECS lower division core and EECS upper division electives count toward this 40 units.

If courses in these two categories do not total at least 40 units, additional letter-graded engineering courses must be taken to fulfill this requirement. ⁸

Natural Sciences

PHYSICS 7A Physics for Scientists and Engineers 8
& PHYSICS 7B and Physics for Scientists and Engineers ³

or PHYSICS 5A Introductory Mechanics and Relativity
& PHYSICS 5B Introductory Electromagnetism, Waves, and Optics
and Introduction to Experimental Physics I

Natural Science Elective - Select one course from the following: ¹ 3-5

ASTRON 7A Introduction to Astrophysics 4

ASTRON 7B Introduction to Astrophysics 4

ASTRON 7AB Introduction to Astrophysics: From Planets to Cosmology 4

BIOLOGY 1A General Biology Lecture 5
& 1AL and General Biology Laboratory

BIOLOGY 1B General Biology Lecture and Laboratory 4

CHEM 1A General Chemistry 5
& 1AL and General Chemistry Laboratory

CHEM 1B General Chemistry 4

CHEM 3A Chemical Structure and Reactivity 5
& 3AL and Organic Chemistry Laboratory

CHEM 3B Chemical Structure and Reactivity 5
& 3BL and Organic Chemistry Laboratory

CHEM 4A General Chemistry and Quantitative Analysis ⁴ 5

CHEM 4B General Chemistry and Quantitative Analysis ⁴ 5

MCELLBI 32 Introduction to Human Physiology 5
& 32L and Introduction to Human Physiology Laboratory

PHYSICS 5C Introductory Thermodynamics and Quantum 5
& 5CL Mechanics and Introduction to Experimental Physics II

PHYSICS 7C Physics for Scientists and Engineers 4

Any upper division letter graded course of 3 units or more in astronomy, chemistry, earth and planetary science, integrative biology, molecular & cell biology, physics, or plant & microbial biology ¹

Mathematics

MATH 1A Calculus 4

MATH 1B Calculus 4

MATH 53 Multivariable Calculus 4

COMPSCI 70 Discrete Mathematics and Probability Theory 4

EECS Lower Division Core

EECS 16A Designing Information Devices and Systems I 4

EECS 16B Designing Information Devices and Systems II 4

COMPSCI 61A The Structure and Interpretation of Computer Programs 4

COMPSCI 61B Data Structures 4

or COMPSCI 6 Data Structures and Programming Methodology

COMPSCI 61C Great Ideas of Computer Architecture (Machine Structures) 4

or COMPSCI 61 Machine Structures (Lab-Centric)

Upper Division EECS Electives

Select a minimum of 20 units of upper division EECS courses. ⁷ 20

At least one of the courses must be a design elective. Select from the following design courses:

EL ENG C128 Feedback Control Systems [4]

EL ENG 130 Integrated-Circuit Devices [4]

EL ENG 140 Linear Integrated Circuits [4]

EL ENG 143 Microfabrication Technology [4]

EL ENG 192 Mechatronic Design Laboratory [4]

COMPSCI 160 User Interface Design and Development [4]

COMPSCI 161 Computer Security [4] ⁶

COMPSCI 162 Operating Systems and System Programming [4]

COMPSCI 164 Programming Languages and Compilers [4]

COMPSCI 169 Software Engineering [3-4]

or COMPSCI Introduction to Software Engineering

or COMPSCI Software Engineering Team Project

or COMPSCI Software Engineering

COMPSCI 182 Designing, Visualizing and Understanding Deep Neural Networks [4]

COMPSCI 184 Foundations of Computer Graphics [4]

COMPSCI 186 Introduction to Database Systems [4]

or COMPSCI Introduction to Database Systems

COMPSCI 194 Special Topics [4] (Section 26: Intro to Computer Vision and Computational Photography)

COMPSCI 285 Deep Reinforcement Learning, Decision Making, and Control [3]

EECS C106A Introduction to Robotics [4]

EECS C106B Robotic Manipulation and Interaction [4]

EECS 149 Introduction to Embedded and Cyber Physical Systems [4]

EECS 151 Introduction to Digital Design and Integrated Circuits
& 151LA and Application Specific Integrated Circuits Laboratory
or EECS 151 Introduction to Digital Design and Integrated Circuits
& 151LB and Field-Programmable Gate Array Laboratory

Technical Elective: 4 units ²

Ethics Requirement

Select one course from the following:		1-4
BIO ENG 100	Ethics in Science and Engineering ⁵	3
COMPSCI 195	Social Implications of Computer Technology	1
COMPSCI H195	Honors Social Implications of Computer Technology	3
DATA C104	Human Contexts and Ethics of Data - DATA/History/STS ⁵	4
ENE,RES C100	Energy and Society ⁵	4
ENGIN 125	Ethics, Engineering, and Society ⁵	3
ENGIN 157AC	Engineering, The Environment, and Society ⁵	4
ENGIN 185	The Art of STEM Communication ⁵	3
HISTORY C184D	Human Contexts and Ethics of Data - DATA/History/STS ⁵	4
IAS 157AC	Engineering, The Environment, and Society ⁵	4
ISF 100D	Introduction to Technology, Society, and Culture ⁵	4
ISF 100G	Introduction to Science, Society, and Ethics ⁵	4
MEDIAST 104D	Privacy in the Digital Age ⁵	3
NWMEDIA 151A	Transforming Tech: Issues and Interventions in STEM and Silicon Valley ⁵	4
PUB POL C184	Energy and Society ⁵	4
STS C104D	Human Contexts and Ethics of Data - DATA/History/STS ⁵	4

¹ The following courses cannot fulfill the Natural Science requirements: CHEM 100, CHEM 149, CHEM 192, EPS C100, INTEG BI C105, INTEG BI 101, INTEG BI 191, PHYSICS 100.

² Students must complete 4 units of Technical Elective(s) chosen from any lower or upper division course in the following departments: astronomy, chemistry, data science, earth and planetary science, integrative biology, mathematics, molecular cell biology, physics, plant & microbial biology, statistics or any engineering department (including EECS). The 4 units of technical elective(s) must be in addition to the natural science elective and the 20 units of required EECS upper division technical electives. If the 4 units of technical elective(s) are from an engineering department, the units can count toward the required 40 units of engineering coursework (see footnote 5). The 4 units of Technical Elective(s) cannot include: any course taken on a P/NP basis; any course that only counts as H/SS; courses numbered 24, 32 (except MCELLBI 32 and MCELLBI 32L), 39, 84, H194, 196, H196, H196A, H196B; BIOENG 100; CHEM 100, 149, 192; COMPSCI 10 (if taken after COMPSCI 61x), C79; DATA C104; DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 183 series, 185, 187, 195 series; EPS C100; INDENG 95, 185, 186, 190 series, 191, 192, 195; INTEG BI 35AC, 88, 101, C105, 191; MATH 55, C103, 151, 152, 153, 160; MECENG 190K, 191K; PHYSICS 100.

³ Students may choose to take the Physics 7 series or the Physics 5 series. Students who fulfill PHYSICS 7A with an AP exam score, transfer work, or at Berkeley may complete the physics requirement

by taking either PHYSICS 7B, or PHYSICS 5B and PHYSICS 5BL. Students who take PHYSICS 5A must take PHYSICS 5B and PHYSICS 5BL to complete the physics requirement. Completion of PHYSICS 5A and PHYSICS 7B will not fulfill the physics requirement.

⁴ CHEM 4A and CHEM 4B are intended for students majoring in chemistry or a closely-related field.

⁵ These courses also satisfy one upper division humanities/social sciences course.

⁶ COMPSCI 161 can fulfill the Design requirement if taken Spring 2019 or later.

⁷ In addition to upper division EECS courses, the following courses can count toward the 20 units of upper division EECS: INFO 159, INFO 213, COMPSCI 270, COMPSCI C280, COMPSCI 285, COMPSCI 288, EL ENG 229A, COMPSCI 294-84 (Interactive Device Design), COMPSCI 294-129 (Designing, Visualizing and Understanding Deep Neural Networks). Note that no more than two graduate level courses (courses numbered 200-294) can be used to fulfill requirements for your B.S. degree. The 20 units of upper division EECS courses cannot include any course taken on a P/NP basis, COMPSCI H196A, COMPSCI H196B, EENG H196A, or EENG H196B.

⁸ The 40 units of engineering courses cannot include: any course taken on a P/NP basis; courses numbered 24, 32, 39, 84, H194, H196; BIOENG 100; COMPSCI 70, C79; DATA C104, DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 183 series, 185, 187, 195 series; INDENG 95, 185, 186, 190 series, 191, 192, 195; MECENG 190K, 191K.

The Five-Year Bachelor/Master Program, called the 5th Year MS Program for short, offers qualified Berkeley EECS and L&S Computer Science undergraduate students a unique opportunity to begin graduate study immediately after graduation, thereby accelerating the master's degree by requiring only one additional year beyond the bachelor's degree. This is not a concurrent degree program. Students earn their bachelor's degree first and then the master's. However, careful planning during the undergraduate program allows motivated students to begin a research project and complete some master's course requirements while still in undergraduate standing. Depending on how quickly a student progresses through the undergraduate program, the additional graduate year may come sooner than the fifth year at Berkeley. For further information regarding this program, please see the Department's website (<http://www.eecs.berkeley.edu/FiveYearMS/>).

This program is intended for those students who would like to pursue an education beyond the BS/BA, allowing them to achieve greater breadth and depth of knowledge, and furthering the level of research they may have begun as undergraduates. It is not intended for students who have definitely decided to pursue a PhD immediately following graduation. Those students are advised to apply for a PhD program at Berkeley or elsewhere during their senior year. Students who enter the 5th Year MS and then decide that they would like to continue on for a PhD will need to submit applications for the PhD program at Berkeley or at other universities. Their admission to the Berkeley PhD program in EECS or CS would be competitive with all other PhD applicants.

The Fifth Year MS program is focused on interdisciplinary training at a graduate level, with at least eight units of course work outside EECS required. Students will emerge as leaders in their technical and professional fields.

- Program is focused on interdisciplinary study and more experience in aligned technical fields such as physics, materials science, statistics,

biology, etc., and/or professional disciplines such as management of technology, business, law and public policy.

- If admitted to the program, students must begin their graduate program in the Fall semester immediately following the conferral of the bachelor's degree.
- Only one additional year (two semesters) is permitted beyond the bachelor's degree.
- Only available to Berkeley EECS and L&S CS undergraduates.
- Participants in program may serve as Graduate Student Instructors with approval from their faculty research advisor and the 5th Year MS Committee.
- Participants in the program should plan to provide their own financial support.

Minor programs are areas of concentration requiring fewer courses than an undergraduate major. These programs are optional but can provide depth and breadth to a UC Berkeley education. Colleges typically do not offer additional time to complete a minor, but it is usually possible to finish within the allotted time with careful course planning. Students are encouraged to meet with their adviser to discuss the feasibility of completing a minor program.

Students do not need to be in the College of Engineering to pursue the EECS minor.

General Guidelines

1. All minors must be declared no later than one semester before a student's Expected Graduation Term (EGT). If the semester before EGT is fall or spring, the deadline is the last day of RRR week. If the semester before EGT is summer, the deadline is the final Friday of Summer Sessions. To declare a minor, contact the department advisor for information on requirements, and the declaration process.
2. All courses taken to fulfill the minor requirements must be completed with a letter grade.
3. A minimum grade point average (GPA) of 2.0 is required to apply for the minor.
4. A minimum grade point average (GPA) of 2.0 is required for courses used to fulfill the minor requirements.
5. Completion of the minor program cannot delay a student's graduation.
6. No more than one upper division course may be used to simultaneously fulfill requirements for a student's major and minor programs.
7. L&S Computer Science and Data Science majors may not pursue the EECS minor due to the redundancy in curriculum.
8. Student must submit the Minor Declaration Form (<https://berkeley.app.box.com/s/cxr67xfrprany6z9k8577bbakk0rum1w/>) once they have four or more of the minor requirements completed.
9. All students must submit the EECS Minor Completion Form (https://eecs.berkeley.edu/sites/default/files/media-inline/fillable_eecs_minor_completion_form_2017.pdf), signed by their Major or ESS Advisor, during their final semester.

Requirements

Lower division

EECS 16A	Designing Information Devices and Systems I	4
EECS 16B	Designing Information Devices and Systems II	4
COMPSCI 61A	The Structure and Interpretation of Computer Programs ²	4
or ENGIN 7	Introduction to Computer Programming for Scientists and Engineers	

Select one from the following:

COMPSCI 61B	Data Structures	4
COMPSCI 61BL	Data Structures and Programming Methodology	4
COMPSCI 61C	Great Ideas of Computer Architecture (Machine Structures)	4
COMPSCI 61CL	Machine Structures (Lab-Centric)	4

Upper division

Select three upper division EE, CS, or EECS courses, for a total of 9 units minimum^{1 2}

¹ EL ENG 100, 195, H196, 197, 198, or 199, and COMPSCI 195, H196, 197, 198, or 199 may not be used to fulfill this requirement. If you are unsure, please check with the EECS Minor Advisor.

² Info 159 and STAT/DATA/CS C100 are the only non CS/EE/EECS titled classes that may be used to fulfill this requirement.

Students in the College of Engineering must complete no fewer than 120 semester units with the following provisions:

1. Completion of the requirements of one engineering major program (<https://engineering.berkeley.edu/students/undergraduate-guide/degree-requirements/major-programs/>) of study.
2. A minimum overall grade point average of 2.00 (C average) and a minimum 2.00 grade point average in upper division technical coursework required of the major.
3. The final 30 units and two semesters must be completed in residence in the College of Engineering on the Berkeley campus.
4. All technical courses (math, science, and engineering) that can fulfill requirements for the student's major must be taken on a letter graded basis (unless they are only offered P/NP).
5. Entering freshmen are allowed a maximum of eight semesters to complete their degree requirements. Entering junior transfers are allowed five semesters to complete their degree requirements. Summer terms are optional and do not count toward the maximum. Students are responsible for planning and satisfactorily completing all graduation requirements within the maximum allowable semesters.
6. Adhere to all college policies and procedures (<https://engineering.berkeley.edu/students/undergraduate-guide/policies-procedures/>) as they complete degree requirements.
7. Complete lower division technical courses before enrolling in upper division technical courses.

Humanities and Social Sciences (H/SS) Requirement

To promote a rich and varied educational experience outside of the technical requirements for each major, the College of Engineering has a six-course Humanities and Social Sciences breadth requirement

(<http://engineering.berkeley.edu/student-services/degree-requirements/humanities-and-social-sciences/>), which must be completed to graduate. This requirement, built into all the engineering programs of study, includes two Reading and Composition courses (R&C), and four additional courses within which a number of specific conditions must be satisfied. See the humanities and social sciences (<https://engineering.berkeley.edu/students/undergraduate-guide/degree-requirements/humanities-and-social-sciences/>) section of our website for details.

Class Schedule Requirements

- Minimum units per semester: 12.0
- Maximum units per semester: 20.5
- Minimum technical courses: College of Engineering undergraduates must include at least two letter graded technical courses (of at least 3 units each) in their semester program. Every semester students are expected to make satisfactory progress in their declared major. Satisfactory progress is determined by the student's Engineering Student Services Advisor. (Note: For most majors, normal progress (<https://engineering.berkeley.edu/academics/undergraduate-guide/policies-procedures/scholarship-progress/#ac12282>) will require enrolling in 3-4 technical courses required of your current major each semester.) Students who are not in compliance with this policy by the end of the fifth week of the semester are subject to a registration block that will delay enrollment for the following semester.
- All technical courses (math, science, engineering) that satisfy requirements for the major must be taken on a letter-graded basis (unless only offered as P/NP).

Minimum Academic Requirements

- Students must have a minimum overall and semester grade point average of 2.00 (C average). Students will be subject to dismissal from the University if during any fall or spring semester their overall UC GPA falls below a 2.00, or their semester GPA is less than 2.00.
- Students must achieve a minimum grade point average of 2.00 (C average) in upper division technical courses required for the major curriculum each semester.
- A minimum overall grade point average of 2.00 and a minimum 2.00 grade point average in upper division technical course work required for the major are required to earn a Bachelor of Science in the College of Engineering.
- Students must make normal degree progress toward the Bachelor of Science degree and their officially declared major.

Unit Requirements

To earn a Bachelor of Science in Engineering, students must complete at least 120 semester units of courses subject to certain guidelines:

- Completion of the requirements of one engineering major program (<https://engineering.berkeley.edu/students/undergraduate-guide/degree-requirements/major-programs/>) of study.
- A maximum of 16 units of special studies coursework (courses numbered 97, 98, 99, 197, 198, or 199) is allowed to count towards the B.S. degree, and no more than 4 units in any single term can be counted.
- A maximum of 4 units of physical education from any school attended will count towards the 120 units.
- Passed (P) grades may account for no more than one third of the total units completed at UC Berkeley, Fall Program for Freshmen

(FPF), UC Education Abroad Program (UCEAP), or UC Berkeley Washington Program (UCDC) toward the 120 overall minimum unit requirement. Transfer credit is not factored into the limit. This includes transfer units from outside of the UC system, other UC campuses, credit-bearing exams, as well as UC Berkeley Extension XB units.

Normal Progress

Students in the College of Engineering must enroll in a full-time program and make normal progress (<https://engineering.berkeley.edu/students/undergraduate-guide/policies-procedures/scholarship-progress/#ac12282>) each semester toward their declared major. Students who fail to achieve normal academic progress shall be subject to dismissal. (Note: Students with official accommodations established by the Disabled Students' Program, with health or family issues, or with other reasons deemed appropriate by the dean may petition for an exception to normal progress rules.)

University of California Requirements

Entry Level Writing (<http://guide.berkeley.edu/undergraduate/education/#earningyourdegreertext>)

All students who will enter the University of California as freshmen must demonstrate their command of the English language by satisfying the Entry Level Writing Requirement (ELWR). The UC Entry Level Writing Requirement website (<https://admission.universityofcalifornia.edu/elwr/>) provides information on how to satisfy the requirement.

American History and American Institutions (<http://guide.berkeley.edu/undergraduate/education/#earningyourdegreertext>)

The American History and Institutions (AH&I) requirements are based on the principle that a US resident graduated from an American university should have an understanding of the history and governmental institutions of the United States.

Campus Requirement

American Cultures (<http://guide.berkeley.edu/undergraduate/education/#earningyourdegreertext>)

The American Cultures requirement is a Berkeley campus requirement, one that all undergraduate students at Berkeley need to pass in order to graduate. You satisfy the requirement by passing, with a grade not lower than C- or P, an American Cultures course. You may take an American Cultures course any time during your undergraduate career at Berkeley. The requirement was instituted in 1991 to introduce students to the diverse cultures of the United States through a comparative framework. Courses are offered in more than fifty departments in many different disciplines at both the lower and upper division level.

For more detailed information regarding the courses listed below (e.g., elective information, GPA requirements, etc.), please see the Major Requirements tab.

	Freshman	
	Fall Units	Spring Units
MATH 1A		4 MATH 1B 4
COMPSCI 61A		4 COMPSCI 61B 4
Natural Science Elective ¹		3-5 EECS 16A 4

Reading and Composition Part A ⁷	4 Reading and Composition Part B ⁷	4
15-17		16
Sophomore		
Fall Units		Spring Units
MATH 53	4 PHYSICS 7B or 5B <i>and</i> 5BL ²	4-5
PHYSICS 7A or 5A ²	3-4 COMPSCI 61C	4
EECS 16B	4 COMPSCI 70	4
Humanities/Social Sciences course ⁷	3-4 Humanities/Social Sciences course ⁷	3-4
14-16		15-17
Junior		
Fall Units		Spring Units
2 EECS Upper Division Electives ³	8 2 EECS Upper Division Electives ³	8
Technical Elective ⁴	4 Humanities/Social Sciences course ⁷	3-4
Humanities/Social Sciences course ⁷	3-4 Ethics/Social Implications of Technology ⁵	1-4
15-16		12-16
Senior		
Fall Units		Spring Units
EECS Upper Division Elective ³	4 Free Electives ⁶	17
Free Electives ⁶	12	
16		17
Total Units: 120-131		

Alternative and Accelerated Program Plans

Program plans are available from the EECS Department for students with various backgrounds (including junior transfer students) and for those considering graduating in less than four years. All program plans are provided as a sample, and we encourage you to devise your own program with the help of an Adviser. Additional Program Plans. (<https://eecs.berkeley.edu/resources/undergrads/eecs/study-plans/>)

¹ Students must complete one course from the following list: ASTRON 7A, ASTRON 7B, ASTRON 7AB; BIOLOGY 1A and BIOLOGY 1AL (must take both), BIOLOGY 1B; CHEM 1A and CHEM 1AL (must take both), CHEM 1B, CHEM 3A and CHEM 3AL (must take both), CHEM 3B and CHEM 3BL (must take both), CHEM 4A, CHEM 4B; MCELLBI 32 and MCELLBI 32L (must take both); PHYSICS 7C, PHYSICS 5C and PHYSICS 5CL (must take both); or an upper division course of 3 units or more in astronomy, chemistry (except 100, 149, 192), earth and planetary science (except C100), integrative biology (except 101, C105, 191), molecular cell biology, physics (except 100), or plant & microbial biology. This requirement is listed in the freshman year curriculum, but many of the options would not be appropriate for a first year student. Complete this requirement in the semester when it is most appropriate to do so (i.e., take PHYSICS 7C after completing PHYSICS 7B). Your ESS or Faculty Adviser can help guide your selection for this requirement.

² Students may choose to take the Physics 7 series or the Physics 5 series. Students who fulfill PHYSICS 7A with an AP exam score, transfer work, or at Berkeley may complete the physics requirement by taking either PHYSICS 7B, or PHYSICS 5B and PHYSICS 5BL. Students who take PHYSICS 5A must take PHYSICS 5B and PHYSICS 5BL to complete the physics requirement. Completion of PHYSICS 5A and PHYSICS 7B will not fulfill the physics requirement.

³ Students must complete a minimum of 20 units of upper division EECS courses. One course must provide a major design experience, and be selected from the following list: EL ENG C128, EL ENG 130, EL ENG 140, EL ENG 143, EL ENG 192, COMPSCI 160, COMPSCI 161 (if taken Spring 2019 or later), COMPSCI 162, COMPSCI 164, COMPSCI 169 (or COMPSCI 169A, COMPSCI 169L, COMPSCI W169A), COMPSCI 182, COMPSCI 184, COMPSCI 186 (or COMPSCI W186), COMPSCI 194-26 (Intro to Computer Vision and Computational Photography), COMPSCI 285, EECS C106A, EECS C106B, EECS 149, EECS 151 and EECS 151LA (must take both), EECS 151 and EECS 151LB (must take both). In addition to upper division EECS courses, the following courses can count toward the 20 units of upper division EECS: INFO 159, INFO 213, COMPSCI 270, COMPSCI C280, COMPSCI 288, COMPSCI 294-84 (Interactive Device Design), COMPSCI 294-129 (Designing, Visualizing and Understanding Deep Neural Networks), and EL ENG 229A. Note that no more than two graduate level courses (courses numbered 200-294) can be used to fulfill requirements for your B.S. degree. The 20 units of upper division EECS courses cannot include any course taken on a P/NP basis, COMPSCI H196A, COMPSCI H196B, E1ENG H196A, or E1ENG H196B.

⁴ Students must complete 4 units of Technical Elective(s) chosen from any lower or upper division course in the following departments: astronomy, chemistry, data science, earth and planetary science, integrative biology, mathematics, molecular cell biology, physics, plant & microbial biology, statistics or any engineering department (including EECS). The 4 units of technical elective(s) must be in addition to the natural science elective and the 20 units of required EECS upper division technical electives. If the 4 units of technical elective(s) are from an engineering department, the units can count toward the required 40 units of engineering coursework (see footnote 5). The 4 units of Technical Elective(s) cannot include: any course taken on a P/NP basis; any course that counts as H/SS; courses numbered 24, 32 (except MCELLBI 32 and MCELLBI 32L), 39, 84, H194, 196, H196, H196A, H196B; BIOENG 100; CHEM 100, 149, 192; COMPSCI 10 (if taken after COMPSCI 61x), C79; DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 183 series, 185, 187, 195 series; EPS C100; INDENG 95, 185, 186, 190 series, 191, 192, 195; INTEGBI 35AC, 88, 101, C105, 191; MATH 55, C103, 151, 152, 153, 160; MECENG 190K, 191K; PHYSICS 100.

⁵ Students must complete one course about engineering ethics or social implications of technology. This may be fulfilled by completing one of the following courses: BIO ENG 100*, COMPSCI 195, COMPSCI H195, DATA C104, ENE,RES C100*, ENGIN 125*, ENGIN 157AC*, ENGIN 185*, HISTORY C184D*, IAS 157AC*, ISF 100D*, ISF 100G*, MEDIAST 104D*, NWMEDIA 151AC*, PUB POL C184*, STS C104D*. Courses marked with an asterisk fulfill both a humanities/social science requirement and the EECS ethics/social implication of technology requirement.

⁶ Students must complete a minimum of 40 units of engineering courses. Included in these units are COMPSCI 61A, 61B, 61C, EECS 16A, 16B, and the required 20 units of upper division EECS. The 40 units of engineering courses cannot include: any course taken on a P/NP basis; courses numbered 24, 32, 39, 84, H194, 196, H196, H196A, H196B;

BIOENG 100; COMPSCI 70, C79; DATA C104; DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 183 series, 185, 187, 195 series; INDENG 95, 185, 186, 190 series, 191, 192, 195; MECENG 190K, 191K.

⁷ The Humanities/Social Sciences (H/SS) requirement includes two approved Reading & Composition (R&C) courses and four additional approved courses, with which a number of specific conditions must be satisfied. R&C courses must be taken for a letter grade (C- or better required). The first half (R&C Part A) must be completed by the end of the freshman year; the second half (R&C Part B) must be completed by no later than the end of the sophomore year. The remaining courses may be taken at any time during the program. See engineering.berkeley.edu/hss (<https://engineering.berkeley.edu/academics/undergraduate-guide/degree-requirements/humanities-and-social-sciences/>) for complete details and a list of approved courses.

Mission

1. Preparing graduates to pursue postgraduate education in electrical engineering, computer science, or related fields.
2. Preparing graduates for success in technical careers related to electrical and computer engineering, or computer science and engineering.
3. Preparing graduates to become leaders in fields related to electrical and computer engineering or computer science and engineering.

Learning Goals for the Major

EE

1. An ability to apply knowledge of mathematics, science, and engineering.
2. An ability to configure, apply test conditions, and evaluate outcomes of experimental systems.
3. An ability to design systems, components, or processes that conform to given specifications and cost constraints.
4. An ability to work cooperatively, respectfully, creatively, and responsibly as a member of a team.
5. An ability to identify, formulate, and solve engineering problems.
6. An understanding of the norms of expected behavior in engineering practice and their underlying ethical foundations.
7. An ability to communicate effectively by oral, written, and graphical means.
8. An awareness of global and societal concerns and their importance in developing engineering solutions.
9. An ability to independently acquire and apply required information, and an appreciation of the associated process of life-long learning.
10. A knowledge of contemporary issues.
11. An in-depth ability to use a combination of software, instrumentation, and experimental techniques practiced in circuits, physical electronics, communication, networks and systems, hardware, programming, and computer science theory.

CS

1. An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline.
2. An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.
3. An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.

4. An ability to function effectively on teams to accomplish a common goal.
5. An understanding of professional, ethical, legal, security and social issues and responsibilities.
6. An ability to communicate effectively with a range of audiences.
7. An ability to analyze the local and global impact of computing on individuals, organizations, and society.
8. Recognition of the need for and an ability to engage in continuing professional development.
9. An ability to use current techniques, skills, and tools necessary for computing practice.

Major Maps help undergraduate students discover academic, co-curricular, and discovery opportunities at UC Berkeley based on intended major or field of interest. Developed by the Division of Undergraduate Education in collaboration with academic departments, these experience maps will help you:

- **Explore** your major and gain a better understanding of your field of study
- **Connect** with people and programs that inspire and sustain your creativity, drive, curiosity and success
- **Discover** opportunities for independent inquiry, enterprise, and creative expression
- **Engage** locally and globally to broaden your perspectives and change the world
- **Reflect** on your academic career and prepare for life after Berkeley

Use the major map below as a guide to planning your undergraduate journey and designing your own unique Berkeley experience.

View the Electrical Engineering and Computer Sciences Major Map PDF. (https://ue.berkeley.edu/sites/default/files/electrical_engineering_and_computer_sciences.pdf)

Select a subject to view courses

- Electrical Engineering and Computer Sciences (p. 7)
- Computer Science (p. 14)
- Electrical Engineering (p. 39)

Electrical Engineering and Computer Sciences

Expand all course descriptions [+] Collapse all course descriptions [-]

EECS 16A Designing Information Devices and Systems I 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

This course and its follow-on course EECS16B 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.

Designing Information Devices and Systems I: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: MATH 1A and MATH 1B (1B may be taken concurrently); COMPSCI 61A (encouraged to be taken concurrently)

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 2 hours of discussion, and 3 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 4 hours of discussion, and 6 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/ Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Alon, Arcak, Ayazifar, Maharbiz, Niknejad, Ranade, Sahai, Subramanian, Tomlin

Formerly known as: Electrical Engineering 16A

Designing Information Devices and Systems I: Read Less [\[-\]](#)

EECS 16B Designing Information Devices and Systems II 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

This course is a follow-on to EECS 16A, and focuses on the fundamentals of designing and building modern information devices and systems that interface with the real world. The course sequence provides a comprehensive introduction to core EECS topics in machine learning, circuit design, control, and signal processing while developing 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 exercises. The courses are aimed at entering students as well as non-majors seeking a broad introduction to the field.

Designing Information Devices and Systems II: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 2 hours of discussion, and 3 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 4 hours of discussion, and 6 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/ Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Alon, Ayazifar, Lustig, Maharbiz, Subramanian, Tomlin

Formerly known as: Electrical Engineering 16B

Designing Information Devices and Systems II: Read Less [\[-\]](#)

EECS 47D Completion of work in Electrical Engineering 16A 1 - 3 Units

Terms offered: Fall 2021

This course allows students who have had a linear algebra and/or basic circuit theory course to complete the work in EE16A and be ready for EE16B or EE47E. The course focuses on the fundamentals of designing modern information devices and systems that interface with the real world and provides a comprehensive foundation for core EECS topics in signal processing, learning, control, and circuit design. 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.

Completion of work in Electrical Engineering 16A: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: MATH 1A, MATH 1B, COMPSCI 61A (encouraged to be taken concurrently), college level courses in linear algebra and/or circuit theory, and consent of the instructor

Hours & Format

Fall and/or spring: 15 weeks - 2-8 hours of self-paced per week

Summer: 8 weeks - 4-13 hours of self-paced per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Alon, Arcak, Ayazifar, Maharbiz, Niknejad, Ranade, Sahai, Subramanian, Tomlin

Completion of work in Electrical Engineering 16A: Read Less [\[-\]](#)

EECS 47E Completion of work in Electrical Engineering 16B 1 - 3 Units

Terms offered: Prior to 2007

This course allows students who have had a linear algebra and/or basic circuit theory course to complete the work in EE16B. The course focuses on the fundamentals of designing modern information devices and systems that interface with the real world and provides a comprehensive foundation for core EECS topics in signal processing (DFT), learning (SVD/PCA), feedback control, and circuit design. 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.

Completion of work in Electrical Engineering 16B: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: MATH 1A, MATH 1B, and COMPSCI 61A; and EECS 16A, EECS 47D, or MATH 54; college level courses in linear algebra and/or circuit theory, and consent of the instructor

Hours & Format

Fall and/or spring: 15 weeks - 3-8 hours of self-paced per week

Summer: 8 weeks - 6-16 hours of self-paced per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Alon, Arcak, Ayazifar, Maharbiz, Niknejad, Ranade, Sahai, Subramanian, Tomlin

Completion of work in Electrical Engineering 16B: Read Less [\[-\]](#)

EECS 47F Completion of work in Computer Science 70 1 - 3 Units

Terms offered: Prior to 2007

This course allows students who have had a discrete math and/or probability course to complete the work in CS70. Logic, infinity, and induction; applications include undecidability and stable marriage problem. Modular arithmetic and GCDs; applications include primality testing and cryptography. Polynomials; examples include error correcting codes and interpolation. Probability including sample spaces, independence, random variables, law of large numbers; examples include load balancing, existence arguments, Bayesian inference.

Completion of work in Computer Science 70: [Read More](#) [+]

Rules & Requirements

Prerequisites: Sophomore mathematical maturity, programming experience equivalent to that gained in COMPSCI 61A, a prior college level course on discrete math and/or probability, and consent of the instructor

Hours & Format

Fall and/or spring: 15 weeks - 3-8 hours of self-paced per week

Summer: 8 weeks - 6-16 hours of self-paced per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Ranade, Rao, Sahai, Seshia, Vazirani, Walrand

Completion of work in Computer Science 70: [Read Less](#) [-]

EECS C106A Introduction to Robotics 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022, Fall 2021, Fall 2020, Fall 2019

This course is an introduction to the field of robotics. It covers the fundamentals of kinematics, dynamics, control of robot manipulators, robotic vision, sensing, forward & inverse kinematics of serial chain manipulators, the manipulator Jacobian, force relations, dynamics, & control. We will present techniques for geometric motion planning & obstacle avoidance. Open problems in trajectory generation with dynamic constraints will also be discussed. The course also presents the use of the same analytical techniques as manipulation for the analysis of images & computer vision. Low level vision, structure from motion, & an introduction to vision & learning will be covered. The course concludes with current applications of robotics.

Introduction to Robotics: [Read More](#) [+]

Rules & Requirements

Prerequisites: Familiarity with linear algebra at the level of EECS 16A/EECS 16B or Math 54. Experience coding in python at the level of COMPSCI 61A. Preferred: experience developing software at the level of COMPSCI 61B and experience using Linux

Credit Restrictions: Students will receive no credit for Electrical Engineering and Computer Science C106A/Bioengineering C106A after completing EE C106A/BioE C125, Electrical Engineering 206A, or Electrical Engineering and Computer Science 206A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 2 hours of discussion, and 6 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructor: Sastry

Also listed as: BIO ENG C106A/MEC ENG C106A

Introduction to Robotics: [Read Less](#) [-]

EECS C106B Robotic Manipulation and Interaction 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022, Spring 2021, Spring 2020, Spring 2019

The course is a sequel to EECS/BIOE/MEC106A/EECS206A, which covers the mathematical fundamentals of robotics including kinematics, dynamics and control as well as an introduction to path planning, obstacle avoidance, and computer vision. This course will present several areas of robotics and active vision, at a deeper level and informed by current research. Concepts will include the review at an advanced level of robot control, the kinematics, dynamics and control of multi-fingered hands, grasping and manipulation of objects, mobile robots: including non-holonomic motion planning and control, path planning, Simultaneous Localization And Mapping (SLAM), and active vision. Additional research topics covered at the instructor's discretion.

Robotic Manipulation and Interaction: Read More [+]

Rules & Requirements

Prerequisites: EECS C106A / BIO ENG C106A / MEC ENG C106A / EECS C206A or an equivalent course. A strong programming background, knowledge of Python and Matlab, and some coursework in feedback controls (such as EL ENG C128 / MEC ENG C134) are also useful. Students who have not taken the prerequisite course should have a strong programming background, knowledge of Python and Matlab, and exposure to linear algebra, Lagrangian dynamics, and feedback controls at the intermediate level. EECS C106A

Credit Restrictions: Students will receive no credit for Electrical Engineering and Computer Science C106B/Bioengineering C106B after completing Electrical Engineering C106B/Bioengineering C125B, Electrical Engineering 206B, or Electrical Engineering and Computer Science 206B.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructor: Sastry

Also listed as: BIO ENG C106B/MEC ENG C106B

Robotic Manipulation and Interaction: Read Less [-]

EECS 107 Introduction to AR/VR and Applications in Metaverse 4 Units

Terms offered: Not yet offered

This course develops a fundamental understanding of computer vision (CV) and computer graphics (CG) that underpin the emerging AR/VR and Metaverse applications. The syllabus includes 3D perception, near-eye optics, depth cameras, 3D localization, and immersive 3D user experience. The companion lab helps students to acquire basic AR/VR coding skills in Unity and develop Metaverse applications. The course builds a strong foundation for students to take more advanced course: CS 294-137.

Introduction to AR/VR and Applications in Metaverse: Read More [+]

Rules & Requirements

Prerequisites: Familiarity with Linear Algebra at the level of EECS 16A/B or MATH 54. Experience on coding proficiency and data structures at the level of CS61 A/B

Repeat rules: Course may be repeated for credit with instructor consent.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 2 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Alternate method of final assessment during regularly scheduled final exam group (e.g., presentation, final project, etc.).

Instructor: Yang

Introduction to AR/VR and Applications in Metaverse: Read Less [-]

EECS 126 Probability and Random Processes 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This course covers the fundamentals of probability and random processes useful in fields such as networks, communication, signal processing, and control. Sample space, events, probability law. Conditional probability. Independence. Random variables. Distribution, density functions. Random vectors. Law of large numbers. Central limit theorem. Estimation and detection. Markov chains.
Probability and Random Processes: Read More [+]

Rules & Requirements

Prerequisites: COMPSI 70 preferred but not required; Familiarity with linear algebra

Credit Restrictions: Students will receive no credit for EECS 126 after completing EE 126.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Ramchandran

Probability and Random Processes: Read Less [-]

EECS 127 Optimization Models in Engineering 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This course offers an introduction to optimization models and their applications, ranging from machine learning and statistics to decision-making and control, with emphasis on numerically tractable problems, such as linear or constrained least-squares optimization.
Optimization Models in Engineering: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B, or consent of instructor

Credit Restrictions: Students will receive no credit for EECS 127 after taking EECS 227AT or Electrical Engineering 127/227AT.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: El Ghaoui

Formerly known as: Electrical Engineering 127

Optimization Models in Engineering: Read Less [-]

EECS 149 Introduction to Embedded and Cyber Physical Systems 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

This course introduces students to the basics of modeling, analysis, and design of embedded, cyber-physical systems. Students learn how to integrate computation with physical processes to meet a desired specification. Topics include models of computation, control, analysis and verification, interfacing with the physical world, real-time behaviors, mapping to platforms, and distributed embedded systems. The course has a strong laboratory component, with emphasis on a semester-long sequence of projects.

Introduction to Embedded and Cyber Physical Systems: [Read More](#) [+]

Objectives & Outcomes

Course Objectives: To develop the skills to realize embedded systems that are safe, reliable, and efficient in their use of resources.

To learn how to model and design the joint dynamics of software, networks, and physical processes.

To learn to think critically about technologies that are available for achieving such joint dynamics.

Rules & Requirements

Prerequisites: COMPSCI 61C and COMPSCI 70; EECS 16A and EECS 16B, or permission of instructor

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/ Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructors: Seshia, Lee, Dutta

Introduction to Embedded and Cyber Physical Systems: [Read Less](#) [-]

EECS 151 Introduction to Digital Design and Integrated Circuits 3 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

An introduction to digital and system design. The material provides a top-down view of the principles, components, and methodologies for large scale digital system design. The underlying CMOS devices and manufacturing technologies are introduced, but quickly abstracted to higher-levels to focus the class on design of larger digital modules for both FPGAs (field programmable gate arrays) and ASICs (application specific integrated circuits). The class includes extensive use of industrial grade design automation and verification tools for assignments, labs and projects.

The class has two lab options: ASIC Lab (EECS 151LA) and FPGA Lab (EECS 151LB). Students must enroll in at least one of the labs concurrently with the class.

Introduction to Digital Design and Integrated Circuits: [Read More](#) [+]

Objectives & Outcomes

Course Objectives: The Verilog hardware description language is introduced and used. Basic digital system design concepts, Boolean operations/combinational logic, sequential elements and finite-state-machines, are described. Design of larger building blocks such as arithmetic units, interconnection networks, input/output units, as well as memory design (SRAM, Caches, FIFOs) and integration are also covered. Parallelism, pipelining and other micro-architectural optimizations are introduced. A number of physical design issues visible at the architecture level are covered as well, such as interconnects, power, and reliability.

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Credit Restrictions: Students must enroll concurrently in at least one the lab flavors EECS151LA or EECS151LB. Students wishing to take a second lab flavor next term can sign-up only for that Lab section and receive a Letter grade. The pre-requisite for “Lab-only” enrollment that term will be EECS151 from previous terms.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/ Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Stojanovic, Wawrzynnek

Introduction to Digital Design and Integrated Circuits: [Read Less](#) [-]

EECS 151LA Application Specific Integrated Circuits Laboratory 2 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This lab lays the foundation of modern digital design by first presenting the scripting and hardware description language base for specification of digital systems and interactions with tool flows. The labs are centered on a large design with the focus on rapid design space exploration. The lab exercises culminate with a project design, e.g., implementation of a three-stage RISC-V processor with a register file and caches. The design is mapped to simulation and layout specification.

Application Specific Integrated Circuits Laboratory: Read More [\[+\]](#)

Objectives & Outcomes

Course Objectives: Software testing of digital designs is covered leading to a set of exercises that cover the design flow. Digital synthesis, floor-planning, placement and routing are covered, as well as tools to evaluate timing and power consumption. Chip-level assembly is covered, including instantiation of custom blocks: I/O pads, memories, PLLs, etc.

Rules & Requirements

Prerequisites: COMPSCI 61C, EECS 16A, EECS 16B, and EL ENG 105

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam not required.

Instructors: Stojanovic, Wawrzynek

Application Specific Integrated Circuits Laboratory: Read Less [\[-\]](#)

EECS 151LB Field-Programmable Gate Array Laboratory 2 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This lab covers the design of modern digital systems with Field-Programmable Gate Array (FPGA) platforms. A series of lab exercises provide the background and practice of digital design using a modern FPGA design tool flow. Digital synthesis, partitioning, placement, routing, and simulation tools for FPGAs are covered in detail. The lab exercises culminate with a large design project, e.g., an implementation of a full three-stage RISC-V processor system, with caches, graphics acceleration, and external peripheral components. The design is mapped and demonstrated on an FPGA hardware platform.

Field-Programmable Gate Array Laboratory: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A, EECS 16B, and COMPSCI 61C; EL ENG 105 recommended

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engin and Computer Sci/
Undergraduate

Grading/Final exam status: Letter grade. Final exam not required.

Instructors: Stojanovic, Wawrzynek

Field-Programmable Gate Array Laboratory: Read Less [\[-\]](#)

Computer Science

Expand all course descriptions [\[+\]](#)Collapse all course descriptions [\[-\]](#)

COMPSCI C8 Foundations of Data Science 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024, Fall 2023, Spring 2023, Fall 2022, Spring 2022, Fall 2021, Summer 2021 8 Week Session, Fall 2020

Foundations of data science from three perspectives: inferential thinking, computational thinking, and real-world relevance. Given data arising from some real-world phenomenon, how does one analyze that data so as to understand that phenomenon? The course teaches critical concepts and skills in computer programming and statistical inference, in conjunction with hands-on analysis of real-world datasets, including economic data, document collections, geographical data, and social networks. It delves into social and legal issues surrounding data analysis, including issues of privacy and data ownership.

Foundations of Data Science: Read More [+]

Rules & Requirements

Prerequisites: This course may be taken on its own, but students are encouraged to take it concurrently with a data science connector course (numbered 88 in a range of departments)

Credit Restrictions: Students will receive no credit for DATA C8\COMPSCI C8\INFO C8\STAT C8 after completing COMPSCI 8, or DATA 8. A deficient grade in DATA C8\COMPSCI C8\INFO C8\STAT C8 may be removed by taking COMPSCI 8, COMPSCI 8, or DATA 8.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 2 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture and 4 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Formerly known as: Computer Science C8/Statistics C8/Information C8

Also listed as: DATA C8/INFO C8/STAT C8

Foundations of Data Science: Read Less [-]

COMPSCI 9A Matlab for Programmers 2 Units

Terms offered: Fall 2018, Spring 2018, Fall 2017

Introduction to the constructs in the Matlab programming language, aimed at students who already know how to program. Array and matrix operations, functions and function handles, control flow, plotting and image manipulation, cell arrays and structures, and the Symbolic Mathematics toolbox.

Matlab for Programmers: Read More [+]

Rules & Requirements

Prerequisites: Programming experience equivalent to that gained in COMPSCI 10; familiarity with applications of matrix processing

Repeat rules: Course may be repeated for credit up to a total of 4 units.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

Matlab for Programmers: Read Less [-]

COMPSCI 9C C for Programmers 2 Units

Terms offered: Spring 2019, Fall 2018, Spring 2018

Self-paced course in the C programming language for students who already know how to program. Computation, input and output, flow of control, functions, arrays, and pointers, linked structures, use of dynamic storage, and implementation of abstract data types.

C for Programmers: Read More [+]

Rules & Requirements

Prerequisites: Programming experience with pointers (or addresses in assembly language) and linked data structures equivalent to that gained in COMPSCI 9B, COMPSCI 61A or ENGIN 7

Credit Restrictions: Students will receive no credit for COMPSCI 9C after completing COMPSCI 61A.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

C for Programmers: Read Less [-]

COMPSCI 9D Scheme and Functional Programming for Programmers 2 Units

Terms offered: Spring 2016, Fall 2015, Spring 2015

Self-paced course in functional programming, using the Scheme programming language, for students who already know how to program. Recursion; higher-order functions; list processing; implementation of rule-based querying.

Scheme and Functional Programming for Programmers: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Programming experience similar to that gained in COMPSCI 10 or ENGIN 7

Credit Restrictions: Students will receive no credit for COMPSCI 9D after completing COMPSCI 61A.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

Scheme and Functional Programming for Programmers: Read Less [\[-\]](#)

COMPSCI 9E Productive Use of the UNIX Environment 2 Units

Terms offered: Spring 2019, Fall 2018, Spring 2018

Use of UNIX utilities and scripting facilities for customizing the programming environment, organizing files (possibly in more than one computer account), implementing a personal database, reformatting text, and searching for online resources.

Productive Use of the UNIX Environment: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Programming experience similar to that gained in COMPSCI 61A or ENGIN 7; DOS or UNIX experience

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

Productive Use of the UNIX Environment: Read Less [\[-\]](#)

COMPSCI 9F C++ for Programmers 2 Units

Terms offered: Spring 2019, Fall 2018, Spring 2018

Self-paced introduction to the constructs provided in the C++ programming language for procedural and object-oriented programming, aimed at students who already know how to program.

C++ for Programmers: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Programming experience equivalent to that gained in COMPSCI 61A or ENGIN 7

Credit Restrictions: Students will receive no credit for COMPSCI 9F after completing COMPSCI 61A.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

C++ for Programmers: Read Less [\[-\]](#)

COMPSCI 9G JAVA for Programmers 2 Units

Terms offered: Spring 2019, Fall 2018, Spring 2018

Self-paced course in Java for students who already know how to program. Applets; variables and computation; events and flow of control; classes and objects; inheritance; GUI elements; applications; arrays, strings, files, and linked structures; exceptions; threads.

JAVA for Programmers: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 9C, COMPSCI 9F, or COMPSCI 61A plus experience with object-oriented programming or C-based language

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Garcia

JAVA for Programmers: Read Less [\[-\]](#)

COMPSCI 9H Python for Programmers 2 Units

Terms offered: Spring 2019, Fall 2018, Spring 2018

Introduction to the constructs provided in the Python programming language, aimed at students who already know how to program. Flow of control; strings, tuples, lists, and dictionaries; CGI programming; file input and output; object-oriented programming; GUI elements.

Python for Programmers: [Read More](#) [+]

Rules & Requirements

Prerequisites: Programming experience equivalent to that gained in COMPSCI 10

Hours & Format

Fall and/or spring: 15 weeks - 1 hour of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam required.

Instructor: Hilfinger

Python for Programmers: [Read Less](#) [-]

COMPSCI 10 The Beauty and Joy of Computing 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

An introductory course for students with minimal prior exposure to computer science. Prepares students for future computer science courses and empowers them to utilize programming to solve problems in their field of study. Presents an overview of the history, great principles, and transformative applications of computer science, as well as a comprehensive introduction to programming. Topics include abstraction, recursion, algorithmic complexity, higher-order functions, concurrency, social implications of computing (privacy, education, algorithmic bias), and engaging research areas (data science, AI, HCI). Students will program in Snap! (a friendly graphical language) and Python, and will design and implement two projects of their choice.

The Beauty and Joy of Computing: [Read More](#) [+]

Rules & Requirements

Credit Restrictions: Students will receive no credit for 10 after having taken W10, 61A, 61B, or 61C.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of lecture, 1 hour of discussion, and 4 hours of laboratory per week

Summer: 8 weeks - 4 hours of lecture, 2 hours of discussion, and 8 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Garcia, Hug

The Beauty and Joy of Computing: [Read Less](#) [-]

COMPSCI W10 The Beauty and Joy of Computing 4 Units

Terms offered: Fall 2012

This course meets the programming prerequisite for 61A. An introduction to the beauty and joy of computing. The history, social implications, great principles, and future of computing. Beautiful applications that have changed the world. How computing empowers discovery and progress in other fields. Relevance of computing to the student and society will be emphasized. Students will learn the joy of programming a computer using a friendly, graphical language, and will complete a substantial team programming project related to their interests.

The Beauty and Joy of Computing: [Read More](#) [+]

Rules & Requirements

Credit Restrictions: Students will receive no credit for W10 after taking 10, 61A, 61B or 61C. A deficient grade in 10 may be removed by taking W10.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of web-based lecture and 5 hours of web-based discussion per week

Summer: 8 weeks - 4 hours of web-based lecture and 10 hours of web-based discussion per week

Online: This is an online course.

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Garcia, Hug

The Beauty and Joy of Computing: [Read Less](#) [-]

COMPSCI 36 CS Scholars Seminar: The Educational Climate in CS & CS61A technical discussions 2 Units

Terms offered: Fall 2019, Fall 2018, Spring 2018

Computer Science 36 is a seminar for CS Scholars who are concurrently taking CS61A: The Structure and Interpretation of Computer Programs. CS Scholars is a cohort-model program to provide support in exploring and potentially declaring a CS major for students with little to no computational background prior to coming to the university. CS 36 provides an introduction to the CS curriculum at UC Berkeley, and the overall CS landscape in both industry and academia—through the lens of accessibility and its relevance to diversity. Additionally, CS36 provides technical instruction to review concepts in CS61A, in order to support CS Scholars' individual learning and success in the CS61A course. CS Scholars Seminar: The Educational Climate in CS & CS61A technical discussions: Read More [\[+\]](#)

Objectives & Outcomes

Student Learning Outcomes: Students will know where to find several support services including tutoring, advising, counseling, and career advice.

Students will perform as well as possible in the CS61A prerequisite for the CS major. They will also have customized program plans for completing the major within four years.

Rules & Requirements

Prerequisites: Prerequisite satisfied Concurrently: Participating in the CS Scholars program, and concurrently taking COMPSCI 61A

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Alternative to final exam.

Instructor: Hunn

CS Scholars Seminar: The Educational Climate in CS & CS61A technical discussions: Read Less [\[-\]](#)

COMPSCI 39 Freshman/Sophomore Seminar 1.5 - 2 Units

Terms offered: Fall 2023, Spring 2022, Spring 2019

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring: 15 weeks - 2-3 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final Exam To be decided by the instructor when the class is offered.

Freshman/Sophomore Seminar: Read Less [\[-\]](#)

COMPSCI 39J Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Fall 2010, Spring 2010, Fall 2009

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: Read Less [\[-\]](#)

COMPSCI 39K Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Spring 2013, Spring 2011, Spring 2010

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: [Read More](#) [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: [Read Less](#) [-]

COMPSCI 39M Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Fall 2008

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: [Read More](#) [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: [Read Less](#) [-]

COMPSCI 39N Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Fall 2010, Fall 2009

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: [Read More](#) [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: [Read Less](#) [-]

COMPSCI 39P Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Fall 2013, Spring 2013, Fall 2012

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: [Read More](#) [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: [Read Less](#) [-]

COMPSCI 39Q Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Fall 2011

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: Read More [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: Read Less [-]

COMPSCI 39R Freshman/Sophomore Seminar 1.5 - 4 Units

Terms offered: Spring 2016, Spring 2013

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: Read More [+]

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: Read Less [-]

COMPSCI 47A Completion of Work in Computer Science 61A 1 Unit

Terms offered: Fall 2024, Spring 2024, Fall 2023

Implementation of generic operations. Streams and iterators. Implementation techniques for supporting functional, object-oriented, and constraint-based programming in the Scheme programming language. Together with 9D, 47A constitutes an abbreviated, self-paced version of 61A for students who have already taken a course equivalent to 61B. Completion of Work in Computer Science 61A: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61B, COMPSCI 9D, and consent of instructor

Credit Restrictions: Students will receive no credit for 47A after taking 61A.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Garcia

Completion of Work in Computer Science 61A: Read Less [-]

COMPSCI 47B Completion of Work in Computer Science 61B 1 Unit

Terms offered: Fall 2024, Spring 2024, Fall 2023

Iterators. Hashing, applied to strings and multi-dimensional structures. Heaps. Storage management. Design and implementation of a program containing hundreds of lines of code. Students who have completed a portion of the subject matter of COMPSCI 61B may, with consent of instructor, complete COMPSCI 61B in this self-paced course. Please note that students in the College of Engineering are required to receive additional permission from the College as well as the EECS department for the course to count in place of COMPSCI 61B. Completion of Work in Computer Science 61B: Read More [+]

Completion of Work in Computer Science 61B: Read More [+]

Rules & Requirements

Prerequisites: A course in data structures, COMPSCI 9G, and consent of instructor

Credit Restrictions: Students will receive no credit for 47B after taking 61B.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Garcia

Completion of Work in Computer Science 61B: Read Less [-]

COMPSCI 47C Completion of Work in Computer Science 61C 1 Unit

Terms offered: Fall 2024, Spring 2024, Fall 2023

MIPS instruction set simulation. The assembly and linking process.

Caches and virtual memory. Pipelined computer organization. Students with sufficient partial credit in 61C may, with consent of instructor, complete the credit in this self-paced course.

Completion of Work in Computer Science 61C: [Read More](#) [+]

Rules & Requirements

Prerequisites: Experience with assembly language including writing an interrupt handler, COMPSCI 9C, and consent of instructor

Credit Restrictions: Students will receive no credit for COMPSCI 47C after completing COMPSCI 61C, or COMPSCI 61CL.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of self-paced per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Garcia

Completion of Work in Computer Science 61C: [Read Less](#) [-]

COMPSCI 61A The Structure and Interpretation of Computer Programs 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

An introduction to programming and computer science focused on abstraction techniques as means to manage program complexity.

Techniques include procedural abstraction; control abstraction using recursion, higher-order functions, generators, and streams; data abstraction using interfaces, objects, classes, and generic operators; and language abstraction using interpreters and macros. The course exposes students to programming paradigms, including functional, object-oriented, and declarative approaches. It includes an introduction to asymptotic analysis of algorithms. There are several significant programming projects.

The Structure and Interpretation of Computer Programs: [Read More](#) [+]

Rules & Requirements

Prerequisites: MATH 1A (may be taken concurrently) or Math 10A or Math 16A. Programming experience equivalent to that gained from a score of 3 or above on the Advanced Placement Computer Science exam

Credit Restrictions: Students will receive no credit for COMPSCI 61A after completing COMPSCI 47A, COMPSCI 61AS, or COMPSCI W61A. A deficient grade in COMPSCI 61A may be removed by taking COMPSCI 61AS, or COMPSCI W61A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1.5 hours of discussion, and 1.5 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 3 hours of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Garcia, Hilfinger

The Structure and Interpretation of Computer Programs: [Read Less](#) [-]

COMPSCI 61B Data Structures 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Fundamental dynamic data structures, including linear lists, queues, trees, and other linked structures; arrays strings, and hash tables.

Storage management. Elementary principles of software engineering.

Abstract data types. Algorithms for sorting and searching. Introduction to the Java programming language.

Data Structures: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61A, COMPSCI 88, or ENGIN 7

Credit Restrictions: Students will receive no credit for COMPSCI 61B after completing COMPSCI 61BL, or COMPSCI 47B. A deficient grade in COMPSCI 61B may be removed by taking COMPSCI 61BL.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 2 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 2 hours of discussion, and 4 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Hilfinger, Shewchuk

Data Structures: Read Less [-]

COMPSCI 61BL Data Structures and Programming Methodology 4 Units

Terms offered: Summer 2024 8 Week Session, Summer 2023 8 Week Session, Summer 2022 8 Week Session

The same material as in 61B, but in a laboratory-based format.

Data Structures and Programming Methodology: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61A, COMPSCI 88, or ENGIN 7

Credit Restrictions: Students will receive no credit for COMPSCI 61BL after completing COMPSCI 47B, or COMPSCI 61B. A deficient grade in COMPSCI 61BL may be removed by taking COMPSCI 61B.

Hours & Format

Fall and/or spring: 15 weeks - 1 hour of lecture and 6 hours of laboratory per week

Summer: 8 weeks - 2 hours of lecture and 12 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Hilfinger

Data Structures and Programming Methodology: Read Less [-]

COMPSCI 61C Great Ideas of Computer Architecture (Machine Structures) 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

The internal organization and operation of digital computers. Machine architecture, support for high-level languages (logic, arithmetic, instruction sequencing) and operating systems (I/O, interrupts, memory management, process switching). Elements of computer logic design.

Tradeoffs involved in fundamental architectural design decisions.

Great Ideas of Computer Architecture (Machine Structures): Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61A, along with either COMPSCI 61B or COMPSCI 61BL, or programming experience equivalent to that gained in COMPSCI 9C, COMPSCI 9F, or COMPSCI 9G

Credit Restrictions: Students will receive no credit for COMPSCI 61C after completing COMPSCI 61CL.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 2 hours of laboratory per week

Summer: 8 weeks - 6 hours of lecture, 2 hours of discussion, and 4 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Garcia, Katz, Stojanovic

Great Ideas of Computer Architecture (Machine Structures): Read Less [-]

COMPSCI 61CL Machine Structures (Lab-Centric) 4 Units

Terms offered: Fall 2009, Spring 2009, Fall 2008

The same material as in 61C but in a lab-centric format.

Machine Structures (Lab-Centric): Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61A, along with COMPSCI 61B or COMPSCI 61BL, or programming experience equivalent to that gained in COMPSCI 9C, COMPSCI 9F, or COMPSCI 9G

Credit Restrictions: Students will receive no credit for COMPSCI 61CL after completing COMPSCI 61C, or COMPSCI 47C.

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of lecture, 1 hour of discussion, and 4 hours of laboratory per week

Summer: 8 weeks - 4 hours of lecture, 2 hours of discussion, and 8 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Garcia, Patterson

Machine Structures (Lab-Centric): Read Less [-]

COMPSCI W61A The Structure and Interpretation of Computer Programs (Online) 4 Units

Terms offered: Summer 2019 8 Week Session

An introduction to programming and computer science focused on abstraction techniques as means to manage program complexity. Techniques include procedural abstraction; control abstraction using recursion, higher-order functions, generators, and streams; data abstraction using interfaces, objects, classes, and generic operators; and language abstraction using interpreters and macros. The course exposes students to programming paradigms, including functional, object-oriented, and declarative approaches. It includes an introduction to asymptotic analysis of algorithms. There are several significant programming projects.

The Structure and Interpretation of Computer Programs (Online): Read More [+]

Rules & Requirements

Prerequisites: MATH 1A (may be taken concurrently); programming experience equivalent to that gained from a score of 3 or above on the Advanced Placement Computer Science A exam

Credit Restrictions: Students will receive no credit for Computer Science W61A after completing Computer Science 47A or Computer Science 61A. A deficient grade in Computer Science W61A may be removed by taking Computer Science 61A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of web-based lecture, 1.5 hours of laboratory, and 1.5 hours of web-based discussion per week

Summer: 8 weeks - 6 hours of web-based lecture, 3 hours of laboratory, and 3 hours of web-based discussion per week

Online: This is an online course.

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Denero

The Structure and Interpretation of Computer Programs (Online): Read Less [-]

COMPSCI 70 Discrete Mathematics and Probability Theory 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024
Logic, infinity, and induction; applications include undecidability and stable marriage problem. Modular arithmetic and GCDs; applications include primality testing and cryptography. Polynomials; examples include error correcting codes and interpolation. Probability including sample spaces, independence, random variables, law of large numbers; examples include load balancing, existence arguments, Bayesian inference.

Discrete Mathematics and Probability Theory: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Sophomore mathematical maturity, and programming experience equivalent to that gained with a score of 3 or above on the Advanced Placement Computer Science A exam

Credit Restrictions: Students will receive no credit for Computer Science 70 after taking Mathematics 55.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 2 hours of discussion per week

Summer: 8 weeks - 6 hours of lecture and 4 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Rao, Vazirani, Wagner, Sahai

Discrete Mathematics and Probability Theory: Read Less [\[-\]](#)

COMPSCI C79 Societal Risks and the Law 3 Units

Terms offered: Spring 2013

Defining, perceiving, quantifying and measuring risk; identifying risks and estimating their importance; determining whether laws and regulations can protect us from these risks; examining how well existing laws work and how they could be improved; evaluating costs and benefits. Applications may vary by term. This course cannot be used to complete engineering unit or technical elective requirements for students in the College of Engineering.

Societal Risks and the Law: Read More [\[+\]](#)

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam not required.

Also listed as: POL SCI C79/STAT C79

Societal Risks and the Law: Read Less [\[-\]](#)

COMPSCI 84 Sophomore Seminar 1 or 2 Units

Terms offered: Fall 2007

Sophomore seminars are small interactive courses offered by faculty members in departments all across the campus. Sophomore seminars offer opportunity for close, regular intellectual contact between faculty members and students in the crucial second year. The topics vary from department to department and semester to semester. Enrollment limited to 15 sophomores.

Sophomore Seminar: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: At discretion of instructor

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring:

5 weeks - 3-6 hours of seminar per week

10 weeks - 1.5-3 hours of seminar per week

15 weeks - 1-2 hours of seminar per week

Summer:

6 weeks - 2.5-5 hours of seminar per week

8 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Sophomore Seminar: Read Less [\[-\]](#)

COMPSCI C88C Computational Structures in Data Science 3 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024, Spring 2023, Fall 2022

Development of Computer Science topics appearing in Foundations of Data Science (C8); expands computational concepts and techniques of abstraction. Understanding the structures that underlie the programs, algorithms, and languages used in data science and elsewhere. Mastery of a particular programming language while studying general techniques for managing program complexity, e.g., functional, object-oriented, and declarative programming. Provides practical experience with composing larger systems through several significant programming projects. Computational Structures in Data Science: Read More [+]

Objectives & Outcomes

Course Objectives: Develop a foundation of computer science concepts that arise in the context of data analytics, including algorithm, representation, interpretation, abstraction, sequencing, conditional, function, iteration, recursion, types, objects, and testing, and develop proficiency in the application of these concepts in the context of a modern programming language at a scale of whole programs on par with a traditional CS introduction course.

Student Learning Outcomes: Students will be able to demonstrate a working knowledge of these concepts and a proficiency of programming based upon them sufficient to construct substantial stand-alone programs.

Rules & Requirements

Prerequisites: This course is a Data Science connector course and may only be taken concurrently with or after COMPSCI C8/DATA C8/INFO C8/STAT C8. Students may take more than one Data Science connector (88) course if they wish, concurrent with or after having taken the C8 course

Credit Restrictions: Students will receive no credit for DATA C88C after completing COMPSCI 61A.

Hours & Format

Fall and/or spring: 15 weeks - 2-2 hours of lecture, 2-2 hours of laboratory, and 0-1 hours of supplement per week

Summer: 8 weeks - 4-4 hours of lecture, 4-4 hours of laboratory, and 0-2 hours of supplement per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Ball, Culler

Formerly known as: Computer Science 88

Also listed as: DATA C88C

Computational Structures in Data Science: Read Less [-]

COMPSCI 94 Special Topics 1 - 4 Units

Terms offered: Fall 2015

Topics will vary semester to semester. See the Computer Science Division announcements.

Special Topics: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of lecture per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Special Topics: Read Less [-]

COMPSCI 97 Field Study 1 - 4 Units

Terms offered: Fall 2015, Spring 2015, Fall 2014

Students take part in organized individual field sponsored programs with off-campus companies or tutoring/mentoring relevant to specific aspects and applications of computer science on or off campus. Note Summer CPT or OPT students: written report required. Course does not count toward major requirements, but will be counted in the cumulative units toward graduation.

Field Study: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor (see department adviser)

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of fieldwork per week

Summer:

6 weeks - 2.5-10 hours of fieldwork per week

8 weeks - 2-7.5 hours of fieldwork per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Field Study: Read Less [-]

COMPSCI 98 Directed Group Study 1 - 4 Units

Terms offered: Fall 2018, Fall 2016, Fall 2015

Seminars for group study of selected topics, which will vary from year to year. Intended for students in the lower division.

Directed Group Study: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of directed group study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Directed Group Study: Read Less [-]

COMPSCI 99 Individual Study and Research for Undergraduates 1 - 2 Units

Terms offered: Fall 2015, Fall 2014, Spring 2014

A course for lower division students in good standing who wish to undertake a program of individual inquiry initiated jointly by the student and a professor. There are no other formal prerequisites, but the supervising professor must be convinced that the student is able to profit by the program.

Individual Study and Research for Undergraduates: Read More [+]

Rules & Requirements

Prerequisites: GPA of 3.4 or better

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of independent study per week

Summer:

6 weeks - 1-5 hours of independent study per week

8 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Individual Study and Research for Undergraduates: Read Less [-]

COMPSCI C100 Principles & Techniques of Data Science 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024, Summer 2023 8 Week Session, Fall 2022, Fall 2021, Fall 2020

In this course, students will explore the data science lifecycle, including question formulation, data collection and cleaning, exploratory data analysis and visualization, statistical inference and prediction, and decision-making. This class will focus on quantitative critical thinking and key principles and techniques needed to carry out this cycle. These include languages for transforming, querying and analyzing data; algorithms for machine learning methods including regression, classification and clustering; principles behind creating informative data visualizations; statistical concepts of measurement error and prediction; and techniques for scalable data processing.

Principles & Techniques of Data Science: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI C8 / DATA C8 / INFO C8 / STAT C8 with a C- or better, or Pass; and COMPSCI 61A, COMPSCI/DATA C88C, or ENGIN 7 with a C- or better, or Pass; Corequisite: MATH 54, 56 or EECS 16A (C- or better, or Pass, required if completed prior to Data C100)

Credit Restrictions: Students will receive no credit for DATA C100\STAT C100\COMPSCI C100 after completing DATA 100. A deficient grade in DATA C100\STAT C100\COMPSCI C100 may be removed by taking DATA 100.

Hours & Format

Fall and/or spring: 15 weeks - 3-3 hours of lecture, 1-1 hours of discussion, and 0-1 hours of laboratory per week

Summer: 8 weeks - 6-6 hours of lecture, 2-2 hours of discussion, and 0-2 hours of laboratory per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Gonzalez, Nourozi, Perez, Yan

Formerly known as: Statistics C100/Computer Science C100

Also listed as: DATA C100/STAT C100

Principles & Techniques of Data Science: Read Less [-]

COMPSCI 146L Programmable Digital Systems Laboratory 2 Units

Terms offered: Spring 2015

Hardware description languages for digital system design and interactions with tool flows. Design, implementation, and verification of digital designs. Digital synthesis, partitioning, placement, routing, and simulation for Field-Programmable Gate Arrays. Large digital-system design concepts. Project design component – example, a full processor implementation with peripherals.

Programmable Digital Systems Laboratory: Read More [\[+\]](#)

Objectives & Outcomes

Student Learning Outcomes: This course is a one-time offering to supplement the EE141 course offered in the Fall 2014, with a lab and project section that cover the design of larger digital systems on a programmable chip platform (FPGA). The EE141 lectures in the Fall 2014 already covered the necessary lecture material, so students who took the EE141 lab in the Fall of 2014 will have a chance to expand their skills into the area of FPGA Digital System Design. Hence the pre-requisite for this course is that a student has taken the EE141 course in the Fall 2014.

Rules & Requirements

Prerequisites: COMPSCI 61C; EL ENG 105 recommended

Credit Restrictions: Students will receive no credit for Computer Science 146L after taking Fall 2014 version of Computer Science 150.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of laboratory and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Instructor: Stojanovic

Programmable Digital Systems Laboratory: Read Less [\[-\]](#)

COMPSCI 152 Computer Architecture and Engineering 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Instruction set architecture, microcoding, pipelining (simple and complex). Memory hierarchies and virtual memory. Processor parallelism: VLIW, vectors, multithreading. Multiprocessors.

Computer Architecture and Engineering: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61C

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 2 hours of discussion per week

Summer: 8 weeks - 6 hours of lecture and 4 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructors: Asanovic, Culler, Kubiawicz, Wawrzyniak

Computer Architecture and Engineering: Read Less [\[-\]](#)

COMPSCI 160 User Interface Design and Development 4 Units

Terms offered: Summer 2024 8 Week Session, Spring 2024, Summer 2023 8 Week Session

The design, implementation, and evaluation of user interfaces. User-centered design and task analysis. Conceptual models and interface metaphors. Usability inspection and evaluation methods. Analysis of user study data. Input methods (keyboard, pointing, touch, tangible) and input models. Visual design principles. Interface prototyping and implementation methodologies and tools. Students will develop a user interface for a specific task and target user group in teams.

User Interface Design and Development: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B or COMPSCI 61BL

Credit Restrictions: Students will receive no credit for Computer Science 160 after taking Computer Science 260A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Agrawala, Canny, Hartmann, Paulos

User Interface Design and Development: Read Less [\[-\]](#)

COMPSCI 161 Computer Security 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024
Introduction to computer security. Cryptography, including encryption, authentication, hash functions, cryptographic protocols, and applications. Operating system security, access control. Network security, firewalls, viruses, and worms. Software security, defensive programming, and language-based security. Case studies from real-world systems.
Computer Security: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B, COMPSCI 61C, and COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3-3 hours of lecture and 1-1.5 hours of discussion per week

Summer: 8 weeks - 6-6 hours of lecture and 2-3 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Paxson, Song, Wagner

Computer Security: Read Less [\[-\]](#)

COMPSCI 162 Operating Systems and System Programming 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023
Basic concepts of operating systems and system programming. Utility programs, subsystems, multiple-program systems. Processes, interprocess communication, and synchronization. Memory allocation, segmentation, paging. Loading and linking, libraries. Resource allocation, scheduling, performance evaluation. File systems, storage devices, I/O systems. Protection, security, and privacy.
Operating Systems and System Programming: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B, COMPSCI 61C, and COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Joseph, Kubiawicz, Stoica

Operating Systems and System Programming: Read Less [\[-\]](#)

COMPSCI 164 Programming Languages and Compilers 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023
Survey of programming languages. The design of modern programming languages. Principles and techniques of scanning, parsing, semantic analysis, and code generation. Implementation of compilers, interpreters, and assemblers. Overview of run-time organization and error handling.
Programming Languages and Compilers: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 61C

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Bodik, Hilfinger, Necula

Programming Languages and Compilers: Read Less [\[-\]](#)

COMPSCI 168 Introduction to the Internet: Architecture and Protocols 4 Units

Terms offered: Spring 2024, Fall 2022, Spring 2020
This course is an introduction to the Internet architecture. We will focus on the concepts and fundamental design principles that have contributed to the Internet's scalability and robustness and survey the various protocols and algorithms used within this architecture. Topics include layering, addressing, intradomain routing, interdomain routing, reliable delivery, congestion control, and the core protocols (e.g., TCP, UDP, IP, DNS, and HTTP) and network technologies (e.g., Ethernet, wireless).
Introduction to the Internet: Architecture and Protocols: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 162

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Katz, Paxson, Ratnasamy, Shenker, Stoica

Introduction to the Internet: Architecture and Protocols: Read Less [\[-\]](#)

COMPSCI 169 Software Engineering 4 Units

Terms offered: Fall 2019, Spring 2019, Fall 2017

Ideas and techniques for designing, developing, and modifying large software systems. Function-oriented and object-oriented modular design techniques, designing for re-use and maintainability. Specification and documentation. Verification and validation. Cost and quality metrics and estimation. Project team organization and management. Students will work in teams on a substantial programming project.

Software Engineering: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 61C; COMPSCI 70 or MATH 113

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Brewer, Fox, Necula, Sen

Software Engineering: Read Less [-]

COMPSCI 169A Introduction to Software Engineering 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Fall 2023

Ideas and techniques for designing, developing, and modifying large software systems. Service-oriented architecture, behavior-driven design with user stories, cloud computing, test-driven development, automated testing, cost and quality metrics for maintainability and effort estimation, practical performance and security in software operations, design patterns and refactoring, specification and documentation, agile project team organization and management.

Introduction to Software Engineering: Read More [+]

Objectives & Outcomes

Student Learning Outcomes: Students will learn how to approach and add functionality to a legacy code base;

Students will learn how to identify, measure, and resolve maintainability problems in code;

Students will learn how to work with nontechnical customers and convert customer requirements into a software plan that can be effort-estimated, built, and deployed to the public cloud, including the use of behavior-driven design, user stories, and velocity;

Students will learn how to write automated tests and measure test coverage;

Students will learn practical security and performance considerations for SaaS applications.

Students will learn the architecture and machinery of software as a service; the agile/XP methodology for software development and how it compares with other methodologies, including "Plan-and-document" methodologies;

Students will learn the role of software design patterns in refactoring, and how to identify opportunities to use them;

Rules & Requirements

Prerequisites: COMPSCI 61A and COMPSCI 61B; COMPSCI 70 is recommended

Credit Restrictions: Students will receive no credit for COMPSCI 169A after completing COMPSCI 169, or COMPSCI W169A. A deficient grade in COMPSCI 169A may be removed by taking COMPSCI 169, or COMPSCI W169A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Fox, Fox, Ball

Introduction to Software Engineering: Read Less [-]

COMPSCI 169L Software Engineering Team Project 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Open-ended design project enhancing or creating software for real customers in an agile team setting. Teamwork coordination, effective customer meetings, pre- and post-iteration team meetings, running scrums and standups, technical communication. Contributing as a team to an open-source project; tools and workflows associated with open source collaboration, including fork-and-pull, rebase, upstream merge, continuous deployment & integration.

Software Engineering Team Project: [Read More](#) [+]

Objectives & Outcomes

Course Objectives: Students will work in a team to develop new software or enhance existing software for a customer with a real business need.

Student Learning Outcomes: Students will learn how to conduct effective meetings with nontechnical customers and work with their feedback;

Students will learn how to coordinate teamwork on developing, testing, and deploying features; and in most cases, how to approach a legacy codebase and add features to it.

Students will learn to run a small team including rotation of team roles such as product owner, scrum master, and so on;

Rules & Requirements

Prerequisites: COMPSCI 169A or COMPSCI W169A

Credit Restrictions: Students will receive no credit for COMPSCI 169L after completing COMPSCI 169.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of discussion and 8 hours of fieldwork per week

Summer: 8 weeks - 6 hours of discussion and 16 hours of fieldwork per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructors: Fox, Sen

Software Engineering Team Project: [Read Less](#) [-]

COMPSCI W169A Software Engineering 3 Units

Terms offered: Summer 2021 8 Week Session, Fall 2020, Summer 2020 8 Week Session

This course presents ideas and techniques for designing, developing, and modifying large software systems using Agile techniques and tools. Topics include: function-oriented and object-oriented modular design techniques, designing for re-use and maintainability including proper use of design patterns, behavior-driven design, test-driven development, user stories for requirements elicitation & documentation, verification and validation, cost and quality metrics and estimation, project team organization and management, analyzing and refactoring legacy code. Software Engineering: [Read More](#) [+]

Objectives & Outcomes

Student Learning Outcomes: Students will learn how to apply BDD & TDD to identify the main parts of a legacy code base, measure code quality, and refactor code to improve its quality;

Students will learn how to apply behavior-driven development (BDD) to elicit customer needs and express them as user stories that will drive development;

Students will learn how to apply the key ideas of learning a new framework to construct and deploy simple Rails applications;

Students will learn how to apply the key ideas of learning a new language in order to construct programs in Ruby;

Students will learn how to construct unit- and module-level tests and measure their coverage;

Students will learn how to exercise best practices in planning, effort estimation, and coordination of the efforts of small software teams, using appropriate tools to support those practices;

Students will learn how to identify and repair potential app-level security and performance problems.

Students will learn how to recognize when an appropriate Design Pattern may improve code quality, and refactor code to apply those Design Patterns;

Students will learn how to summarize the key architectural elements of RESTful SaaS applications and microservices;

Students will learn to articulate the primary differences between Agile and Plan-and-Document methodologies;

Rules & Requirements

Prerequisites: COMPSCI 61A and COMPSCI 61B

Credit Restrictions: Students will receive no credit for COMPSCI W169A after completing COMPSCI 169, or COMPSCI 169A. A deficient grade in COMPSCI W169A may be removed by taking COMPSCI 169, or COMPSCI 169A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of web-based lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of web-based lecture and 0 hours of discussion per week

Online: This is an online course.

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Fox, Sen

Software Engineering: [Read Less](#) [-]

COMPSCI 170 Efficient Algorithms and Intractable Problems 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Concept and basic techniques in the design and analysis of algorithms; models of computation; lower bounds; algorithms for optimum search trees, balanced trees and UNION-FIND algorithms; numerical and algebraic algorithms; combinatorial algorithms. Turing machines, how to count steps, deterministic and nondeterministic Turing machines, NP-completeness. Unsolvability and intractable problems.

Efficient Algorithms and Intractable Problems: [Read More](#) [+]

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Demmel, Papadimitriou, Rao, Wagner, Vazirani

Efficient Algorithms and Intractable Problems: [Read Less](#) [-]

COMPSCI 171 Cryptography 4 Units

Terms offered: Spring 2024, Spring 2021

Cryptography or cryptology is the science of designing algorithms and protocols for enabling parties to communicate and compute securely in an untrusted environment (e.g. secure communication, digital signature, etc.) Over the last four decades, cryptography has transformed from an ad hoc collection of mysterious tricks into a rigorous science based on firm complexity-theoretic foundations. This modern complexity-theoretic approach to cryptography will be the focus. E.g., in the context of encryption we will begin by giving a precise mathematical definition for what it means to be a secure encryption scheme and then give a construction (realizing this security notion) assuming various computational hardness assumptions (e.g. factoring).

Cryptography: [Read More](#) [+]

Rules & Requirements

Prerequisites: COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Garg

Cryptography: [Read Less](#) [-]

COMPSCI 172 Computability and Complexity 4 Units

Terms offered: Fall 2022, Spring 2022, Spring 2021

Finite automata, Turing machines and RAMs. Undecidable, exponential, and polynomial-time problems. Polynomial-time equivalence of all reasonable models of computation. Nondeterministic Turing machines. Theory of NP-completeness: Cook's theorem, NP-completeness of basic problems. Selected topics in language theory, complexity and randomness.

Computability and Complexity: [Read More](#) [+]

Rules & Requirements

Prerequisites: COMPSCI 170

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Papadimitriou, Seshia, Sinclair, Vazirani

Computability and Complexity: [Read Less](#) [-]

COMPSCI 174 Combinatorics and Discrete Probability 4 Units

Terms offered: Spring 2023, Spring 2022, Fall 2019

Permutations, combinations, principle of inclusion and exclusion, generating functions, Ramsey theory. Expectation and variance, Chebychev's inequality, Chernov bounds. Birthday paradox, coupon collector's problem, Markov chains and entropy computations, universal hashing, random number generation, random graphs and probabilistic existence bounds.

Combinatorics and Discrete Probability: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 170

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Bartlett, Papadimitriou, Sinclair, Vazirani

Combinatorics and Discrete Probability: Read Less [-]

COMPSCI 176 Algorithms for Computational Biology 4 Units

Terms offered: Fall 2020, Fall 2018, Fall 2017

Algorithms and probabilistic models that arise in various computational biology applications: suffix trees, suffix arrays, pattern matching, repeat finding, sequence alignment, phylogenetics, genome rearrangements, hidden Markov models, gene finding, motif finding, stochastic context free grammars, RNA secondary structure. There are no biology prerequisites for this course, but a strong quantitative background will be essential.

Algorithms for Computational Biology: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 70 and COMPSCI 170; experience programming in a language such as C, C++, Java, or Python

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Song

Algorithms for Computational Biology: Read Less [-]

COMPSCI C176 Algorithms for Computational Biology 4 Units

Terms offered: Fall 2022

This course will provide familiarity with algorithms and probabilistic models that arise in various computational biology applications, such as suffix trees, suffix arrays, pattern matching, repeat finding, sequence alignment, phylogenetics, hidden Markov models, gene finding, motif finding, linear/logistic regression, random forests, convolutional neural networks, genome-wide association studies, pathogenicity prediction, and sequence-to-epigenome prediction.

Algorithms for Computational Biology: Read More [+]

Objectives & Outcomes

Student Learning Outcomes: Understand the basic elements of molecular, cell, and evolutionary biology.

Understand the key probabilistic and machine learning models used in computational biology applications.

Understand various data structures and algorithms that arise in computational biology.

Rules & Requirements

Prerequisites: COMPSCI 70 and COMPSCI 170, MATH 54 or EECS 16A or an equivalent linear algebra course

Credit Restrictions: Students will receive no credit for COMPSCI C176 after completing COMPSCI 176. A deficient grade in COMPSCI C176 may be removed by taking COMPSCI 176.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Song, Yun, Ioannidis

Also listed as: CMPBIO C176

Algorithms for Computational Biology: Read Less [-]

COMPSCI C177 Algorithmic Economics 4 Units

Terms offered: Spring 2024

The class provides an introduction to algorithmic questions in economic design. The class will cover problems of public goods and social choice, as well as allocative questions and private consumption. The focus is on normative questions: From the perspective of social goals, these are efficiency, fairness, and equity. In terms of private goals, the focus is on revenue maximization. The course will cover voting, fair division, pricing and market mechanisms. There is an emphasis on the algorithmic questions that arise naturally in economic design.

Algorithmic Economics: Read More [+]

Rules & Requirements

Prerequisites: Students should be comfortable with formal mathematical proofs, and will be expected to write proofs on their own

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Also listed as: ECON C147

Algorithmic Economics: Read Less [-]

COMPSCI 180 Intro to Computer Vision and Computational Photography 4 Units

Terms offered: Fall 2024, Fall 2023

This advanced undergraduate course introduces students to computing with visual data (images and video). We will cover acquisition, representation, and manipulation of visual information from digital photographs (image processing), image analysis and visual understanding (computer vision), and image synthesis (computational photography). Key algorithms will be presented, ranging from classical to contemporary, with an emphasis on using these techniques to build practical systems. The hands-on emphasis will be reflected in the programming assignments, where students will acquire their own images and develop, largely from scratch, image analysis and synthesis tools for real-world applications.

Intro to Computer Vision and Computational Photography: Read More [+]

Objectives & Outcomes

Course Objectives: Students will learn classic algorithms in image manipulation with Gaussian and Laplacian Pyramids, understand the hierarchy of image transformations including homographies, and how to warp an image with these transformations.

Students will learn how to apply Convolutional Neural Networks for computer vision problems and how they can be used for image manipulation.

Students will learn the fundamentals of 3D vision: stereo, multi-view geometry, camera calibration, structure-from-motion, multi-view stereo, and the plenoptic function.

Students will learn the fundamentals of image processing from the mechanics of a pin-hole camera, representation of images as pixels, physics of light and the process of image formation, to manipulating the visual information using signal processing techniques in the spatial and frequency domains.

Student Learning Outcomes: After this class, students will be comfortable implementing, from scratch, these algorithms in modern programming languages and deep learning libraries.

Rules & Requirements

Prerequisites: COMPSCI 61B, COMPSCI 70, and MATH 53 (or other vector calculus course). MATH 54, MATH 110, or EECS 16A. COMPSCI 182 is strongly recommended

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Efros, Kanazawa

Intro to Computer Vision and Computational Photography: Read Less [-]

COMPSCI 182 Designing, Visualizing and Understanding Deep Neural Networks 4 Units

Terms offered: Fall 2023, Spring 2023, Fall 2022

Deep Networks have revolutionized computer vision, language technology, robotics and control. They have growing impact in many other areas of science and engineering. They do not however, follow a closed or compact set of theoretical principles. In Yann Lecun's words they require "an interplay between intuitive insights, theoretical modeling, practical implementations, empirical studies, and scientific analyses." This course attempts to cover that ground.

Designing, Visualizing and Understanding Deep Neural Networks: Read More [\[+\]](#)

Objectives & Outcomes

Student Learning Outcomes: Students will come to understand visualizing deep networks. Exploring the training and use of deep networks with visualization tools.

Students will learn design principles and best practices: design motifs that work well in particular domains, structure optimization and parameter optimization.

Understanding deep networks. Methods with formal guarantees: generative and adversarial models, tensor factorization.

Rules & Requirements

Prerequisites: MATH 53, MATH 54, and COMPSCI 61B; COMPSCI 70 or STAT 134; COMPSCI 189 is recommended

Credit Restrictions: Students will receive no credit for COMPSCI 182 after completing COMPSCI W182, or COMPSCI L182. A deficient grade in COMPSCI 182 may be removed by taking COMPSCI W182, or COMPSCI L182.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructor: Canny

Designing, Visualizing and Understanding Deep Neural Networks: Read Less [\[-\]](#)

COMPSCI 184 Foundations of Computer Graphics 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Techniques of modeling objects for the purpose of computer rendering: boundary representations, constructive solids geometry, hierarchical scene descriptions. Mathematical techniques for curve and surface representation. Basic elements of a computer graphics rendering pipeline; architecture of modern graphics display devices. Geometrical transformations such as rotation, scaling, translation, and their matrix representations. Homogeneous coordinates, projective and perspective transformations. Algorithms for clipping, hidden surface removal, rasterization, and anti-aliasing. Scan-line based and ray-based rendering algorithms. Lighting models for reflection, refraction, transparency. Foundations of Computer Graphics: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 61B or COMPSCI 61BL; programming skills in C, C++, or Java; linear algebra and calculus

Credit Restrictions: Students will receive no credit for Comp Sci 184 after taking Comp Sci 284A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: O'Brien, Ng

Foundations of Computer Graphics: Read Less [\[-\]](#)

COMPSCI 185 Deep Reinforcement Learning, Decision Making, and Control 3 Units

Terms offered: Not yet offered

This course will cover the intersection of control, reinforcement learning, and deep learning. This course will provide an advanced treatment of the reinforcement learning formalism, the most critical model-free reinforcement learning algorithms (policy gradients, value function and Q-function learning, and actor-critic), a discussion of model-based reinforcement learning algorithms, an overview of imitation learning, and a range of advanced topics, including exploration, model-based learning with video prediction, transfer learning, multi-task learning, and meta-learning. Homework assignments will cover imitation learning, policy gradients, Q-learning, and model-based reinforcement learning, as well as a final project.

Deep Reinforcement Learning, Decision Making, and Control: Read More [+]

Rules & Requirements

Prerequisites: CS189/289A or equivalent is a prerequisite for the course. This course will assume some familiarity with reinforcement learning, numerical optimization and machine learning, as well as a basic working knowledge of how to train deep neural networks (which is taught in CS182 and briefly covered in CS189)

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructor: Levine

Deep Reinforcement Learning, Decision Making, and Control: Read Less [-]

COMPSCI 186 Introduction to Database Systems 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Access methods and file systems to facilitate data access. Hierarchical, network, relational, and object-oriented data models. Query languages for models. Embedding query languages in programming languages. Database services including protection, integrity control, and alternative views of data. High-level interfaces including application generators, browsers, and report writers. Introduction to transaction processing. Database system implementation to be done as term project.

Introduction to Database Systems: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61C or COMPSCI 47C. COMPSCI 47C may be taken as a co-requisite for transfer students

Credit Restrictions: Students will receive no credit for COMPSCI 186 after completing COMPSCI W186. A deficient grade in COMPSCI 186 may be removed by taking COMPSCI W186.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Cheung, Hellerstein

Introduction to Database Systems: Read Less [-]

COMPSCI W186 Introduction to Database Systems 4 Units

Terms offered: Fall 2021, Spring 2021, Spring 2020

Broad introduction to systems for storing, querying, updating and managing large databases. Computer science skills synthesizing viewpoints from low-level systems architecture to high-level modeling and declarative logic. System internals, including the complex details of query optimization and execution, concurrency control, indexing, and memory management. More abstract issues in query languages and data modeling – students are exposed to formal relational languages, SQL, full-text search, entity-relationship modeling, normalization, and physical database design. Recent technological trends in the field, including “Big Data” programming libraries like MapReduce, and distributed key-value stores with various consistency models.

Introduction to Database Systems: [Read More](#) [+]

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 61C

Credit Restrictions: Students will receive no credit for COMPSCI W186 after completing COMPSCI 186. A deficient grade in COMPSCI W186 may be removed by taking COMPSCI 186.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of web-based lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of web-based lecture and 2 hours of discussion per week

Online: This is an online course.

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Hellerstein

Introduction to Database Systems: [Read Less](#) [-]

COMPSCI 188 Introduction to Artificial Intelligence 4 Units

Terms offered: Fall 2024, Summer 2024 8 Week Session, Spring 2024

Ideas and techniques underlying the design of intelligent computer systems. Topics include search, game playing, knowledge representation, inference, planning, reasoning under uncertainty, machine learning, robotics, perception, and language understanding. Introduction to Artificial Intelligence: [Read More](#) [+]

Rules & Requirements

Prerequisites: COMPSCI 61A, COMPSCI 61B, and COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3-3 hours of lecture and 1-1.5 hours of discussion per week

Summer: 8 weeks - 6-6 hours of lecture and 2-3 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Abbeel, Klein, Russell

Introduction to Artificial Intelligence: [Read Less](#) [-]

COMPSCI 189 Introduction to Machine Learning 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Theoretical foundations, algorithms, methodologies, and applications for machine learning. Topics may include supervised methods for regression and classification (linear models, trees, neural networks, ensemble methods, instance-based methods); generative and discriminative probabilistic models; Bayesian parametric learning; density estimation and clustering; Bayesian networks; time series models; dimensionality reduction; programming projects covering a variety of real-world applications.

Introduction to Machine Learning: Read More [+]

Rules & Requirements

Prerequisites: MATH 53 and MATH 54; and COMPSCI 70 or consent of instructor

Credit Restrictions: Students will receive no credit for Comp Sci 189 after taking Comp Sci 289A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Abbeel, Bartlett, Darrell, El Ghaoui, Jordan, Klein, Malik, Russell

Introduction to Machine Learning: Read Less [-]

COMPSCI C191 Introduction to Quantum Computing 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This multidisciplinary course provides an introduction to fundamental conceptual aspects of quantum mechanics from a computational and informational theoretic perspective, as well as physical implementations and technological applications of quantum information science. Basic sections of quantum algorithms, complexity, and cryptography, will be touched upon, as well as pertinent physical realizations from nanoscale science and engineering.

Introduction to Quantum Computing: Read More [+]

Rules & Requirements

Prerequisites: Linear Algebra (EECS 16A or PHYSICS 89 or MATH 54) AND either discrete mathematics (COMPSCI 70 or MATH 55), or quantum mechanics (PHYSICS 7C or PHYSICS 137A or CHEM 120A)

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Also listed as: CHEM C191/PHYSICS C191

Introduction to Quantum Computing: Read Less [-]

COMPSCI 194 Special Topics 1 - 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Topics will vary semester to semester. See the Computer Science Division announcements.

Special Topics: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of lecture per week

Summer: 8 weeks - 2-8 hours of lecture per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Special Topics: Read Less [-]

COMPSCI 195 Social Implications of Computer Technology 1 Unit

Terms offered: Fall 2023, Spring 2023, Fall 2022

Topics include electronic community; the changing nature of work; technological risks; the information economy; intellectual property; privacy; artificial intelligence and the sense of self; pornography and censorship; professional ethics. Students will lead discussions on additional topics.

Social Implications of Computer Technology: Read More [\[+\]](#)

Rules & Requirements

Credit Restrictions: Students will receive no credit for 195 after taking C195/Interdisciplinary Field Study C155 or H195.

Hours & Format

Fall and/or spring: 15 weeks - 1.5 hours of lecture per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Instructor: Harvey

Social Implications of Computer Technology: Read Less [\[-\]](#)

COMPSCI H195 Honors Social Implications of Computer Technology 3 Units

Terms offered: Fall 2024, Fall 2023, Spring 2023

Topics include electronic community; the changing nature of work; technological risks; the information economy; intellectual property; privacy; artificial intelligence and the sense of self; pornography and censorship; professional ethics. Students may lead discussions on additional topics.

Honors Social Implications of Computer Technology: Read More [\[+\]](#)

Rules & Requirements

Credit Restrictions: Student will receive no credit for H195 after taking 195 or C195.

Hours & Format

Fall and/or spring: 15 weeks - 1.5 hours of lecture and 1.5 hours of discussion per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Instructor: Harvey

Honors Social Implications of Computer Technology: Read Less [\[-\]](#)

COMPSCI H196A Senior Honors Thesis Research 1 - 4 Units

Terms offered: Fall 2021, Fall 2020, Fall 2016

Thesis work under the supervision of a faculty member. To obtain credit the student must, at the end of two semesters, submit a satisfactory thesis to the Electrical Engineering and Computer Science department archive. A total of four units must be taken. The units may be distributed between one or two semesters in any way. H196A-H196B count as graded technical elective units, but may not be used to satisfy the requirement for 27 upper division technical units in the College of Letters and Science with a major in Computer Science.

Senior Honors Thesis Research: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Open only to students in the computer science honors program

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Senior Honors Thesis Research: Read Less [\[-\]](#)

COMPSCI H196B Senior Honors Thesis Research 1 - 4 Units

Terms offered: Spring 2023, Spring 2010, Spring 2009

Thesis work under the supervision of a faculty member. To obtain credit the student must, at the end of two semesters, submit a satisfactory thesis to the Electrical Engineering and Computer Science department archive. A total of four units must be taken. The units may be distributed between one or two semesters in any way. H196A-H196B count as graded technical elective units, but may not be used to satisfy the requirement for 27 upper division technical units in the College of Letters and Science with a major in Computer Science.

Senior Honors Thesis Research: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Open only to students in the computer science honors program

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Senior Honors Thesis Research: Read Less [\[-\]](#)

COMPSCI 197 Field Study 1 - 4 Units

Terms offered: Fall 2024, Fall 2023, Spring 2019

Students take part in organized individual field sponsored programs with off-campus companies or tutoring/mentoring relevant to specific aspects and applications of computer science on or off campus. Note Summer CPT or OPT students: written report required. Course does not count toward major requirements, but will be counted in the cumulative units toward graduation.

Field Study: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Consent of instructor (see department adviser)

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of fieldwork per week

Summer:

6 weeks - 2.5-10 hours of fieldwork per week

8 weeks - 2-7.5 hours of fieldwork per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Field Study: Read Less [\[-\]](#)

COMPSCI 198 Directed Group Studies for Advanced Undergraduates 1 - 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Group study of selected topics in Computer Sciences, usually relating to new developments.

Directed Group Studies for Advanced Undergraduates: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: 2.0 GPA or better; 60 units completed

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of directed group study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Directed Group Studies for Advanced Undergraduates: Read Less [\[-\]](#)

COMPSCI 199 Supervised Independent Study 1 - 4 Units

Terms offered: Fall 2021, Spring 2020, Fall 2018

Supervised independent study. Enrollment restrictions apply.

Supervised Independent Study: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Consent of instructor and major adviser

Credit Restrictions: Enrollment is restricted; see the Introduction to Courses and Curricula section of this catalog.

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of independent study per week

Summer:

6 weeks - 1-5 hours of independent study per week

8 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Computer Science/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Supervised Independent Study: Read Less [\[-\]](#)

Electrical Engineering

Expand all course descriptions [\[+\]](#)Collapse all course descriptions [\[-\]](#)

EL ENG 24 Freshman Seminar 1 Unit

Terms offered: Fall 2022, Fall 2021, Fall 2017

The Freshman Seminar Program has been designed to provide new students with the opportunity to explore an intellectual topic with a faculty member in a small seminar setting. Freshman seminars are offered in all campus departments, and topics may vary from department to department and semester to semester.

Freshman Seminar: Read More [\[+\]](#)

Rules & Requirements

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1 hour of seminar per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman Seminar: Read Less [\[-\]](#)

EL ENG 25 What Electrical Engineers Do--Feedback from Recent Graduates 1 Unit

Terms offered: Fall 2011

A Berkeley Electrical Engineering and Computer Sciences degree opens the door to many opportunities, but what exactly are they? Graduation is only a few years away and it's not too early to find out. In this seminar students will hear from practicing engineers who recently graduated. What are they working on? Are they working in a team? What do they wish they had learned better? How did they find their jobs? What Electrical Engineers Do--Feedback from Recent Graduates: Read More [\[+\]](#)

Hours & Format

Fall and/or spring: 15 weeks - 1 hour of lecture per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Instructor: Boser

What Electrical Engineers Do--Feedback from Recent Graduates: Read Less [\[-\]](#)

EL ENG 39 Freshman/Sophomore Seminar 2 - 4 Units

Terms offered: Spring 2023, Fall 2022, Spring 2022

Freshman and sophomore seminars offer lower division students the opportunity to explore an intellectual topic with a faculty member and a group of peers in a small-seminar setting. These seminars are offered in all campus departments; topics vary from department to department and from semester to semester. Enrollment limits are set by the faculty, but the suggested limit is 25.

Freshman/Sophomore Seminar: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Priority given to freshmen and sophomores

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring: 15 weeks - 2-4 hours of seminar per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Freshman/Sophomore Seminar: Read Less [\[-\]](#)

EL ENG 42 Introduction to Digital Electronics 3 Units

Terms offered: Fall 2013, Summer 2013 8 Week Session, Spring 2013

This course serves as an introduction to the principles of electrical engineering, starting from the basic concepts of voltage and current and circuit elements of resistors, capacitors, and inductors. Circuit analysis is taught using Kirchhoff's voltage and current laws with Thevenin and Norton equivalents. Operational amplifiers with feedback are introduced as basic building blocks for amplification and filtering. Semiconductor devices including diodes and MOSFETS and their IV characteristics are covered. Applications of diodes for rectification, and design of MOSFETs in common source amplifiers are taught. Digital logic gates and design using CMOS as well as simple flip-flops are introduced. Speed and scaling issues for CMOS are considered. The course includes as motivating examples designs of high level applications including logic circuits, amplifiers, power supplies, and communication links. Introduction to Digital Electronics: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Mathematics 1B

Credit Restrictions: Students will receive no credit for 42 after taking 40 or 100.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Summer: 8 weeks - 6 hours of lecture and 2 hours of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Introduction to Digital Electronics: Read Less [\[-\]](#)

EL ENG 49 Electronics for the Internet of Things 4 Units

Terms offered: Spring 2020, Spring 2019, Fall 2018

Electronics has become pervasive in our lives as a powerful technology with applications in a wide range of fields including healthcare, environmental monitoring, robotics, or entertainment. This course teaches how to build electronic circuits that interact with the environment through sensors and actuators and how to communicate wirelessly with the internet to cooperate with other devices and with humans. In the laboratory students design and build representative samples such as solar harvesters, robots, that exchange information with or are controlled from the cloud.

Electronics for the Internet of Things: Read More [+]

Objectives & Outcomes

Course Objectives: Electronics has become a powerful and ubiquitous technology supporting solutions to a wide range of applications in fields ranging from science, engineering, healthcare, environmental monitoring, transportation, to entertainment. The objective of this course is to teach students majoring in these and related subjects how to use electronic devices to solve problems in their areas of expertise.

Through the lecture and laboratory, students gain insight into the possibilities and limitations of the technology and how to use electronics to help solve problems. Students learn to use electronics to interact with the environment through sound, light, temperature, motion using sensors and actuators, and how to use electronic computation to orchestrate the interactions and exchange information wirelessly over the internet.

Student Learning Outcomes: Deploy electronic sensors and interface them to microcontrollers through digital and analog channels as well as common protocols (I2C, SPI), Design, build and test electronic devices leveraging these concepts. Interact with the internet and cloud services using protocols such as http, MQTT, Blynk, Interface DC motors, steppers and servos to microcontrollers, Represent information with voltage, current, power, and energy and how to measure these quantities with laboratory equipment, To use and program low-cost and low-power microcontrollers for sensing, actuation, and information processing, and find and use program libraries supporting these tasks Understand and make basic low-pass and high-pass filters, Wheatstone bridge etc. Use electronics to sense and actuate physical parameters such as temperature, humidity, sound, light, and motion,

Rules & Requirements

Prerequisites: ENGIN 7, COMPSCI 10, or equivalent background in computer programming (including COMPSCI 61A or COMPSCI C8 / INFO C8 / STAT C8); MATH 1A or equivalent background in Calculus

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 2 hours of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Boser

Electronics for the Internet of Things: Read Less [-]

EL ENG 84 Sophomore Seminar 1 or 2 Units

Terms offered: Fall 2022, Spring 2022, Fall 2021

Sophomore seminars are small interactive courses offered by faculty members in departments all across the campus. Sophomore seminars offer opportunity for close, regular intellectual contact between faculty members and students in the crucial second year. The topics vary from department to department and semester to semester. Enrollment limited to 15 sophomores.

Sophomore Seminar: Read More [+]

Rules & Requirements

Prerequisites: At discretion of instructor

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring:

5 weeks - 3-6 hours of seminar per week

10 weeks - 1.5-3 hours of seminar per week

15 weeks - 1-2 hours of seminar per week

Summer:

6 weeks - 2.5-5 hours of seminar per week

8 weeks - 1.5-3.5 hours of seminar per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: The grading option will be decided by the instructor when the class is offered. Final exam required.

Sophomore Seminar: Read Less [-]

EL ENG 97 Field Study 1 - 4 Units

Terms offered: Spring 2016, Fall 2015, Spring 2015

Students take part in organized individual field sponsored programs with off-campus companies or tutoring/mentoring relevant to specific aspects and applications of computer science on or off campus. Note Summer CPT or OPT students: written report required. Course does not count toward major requirements, but will be counted in the cumulative units toward graduation.

Field Study: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor (see department adviser)

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of fieldwork per week

Summer:

6 weeks - 2.5-10 hours of fieldwork per week

8 weeks - 2-7.5 hours of fieldwork per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Field Study: Read Less [-]

EL ENG 98 Directed Group Study for Undergraduates 1 - 4 Units

Terms offered: Fall 2021, Fall 2020, Fall 2016

Group study of selected topics in electrical engineering, usually relating to new developments.

Directed Group Study for Undergraduates: Read More [\[+\]](#)

Rules & Requirements

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of directed group study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Directed Group Study for Undergraduates: Read Less [\[-\]](#)

EL ENG 99 Individual Study and Research for Undergraduates 1 - 4 Units

Terms offered: Spring 2016, Fall 2015, Spring 2015

Supervised independent study and research for students with fewer than 60 units completed.

Individual Study and Research for Undergraduates: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Freshman or sophomore standing and consent of instructor. Minimum GPA of 3.4 required

Credit Restrictions: Enrollment is restricted; see the Introduction to Courses and Curricula section of this catalog.

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of independent study per week

Summer:

6 weeks - 1-5 hours of independent study per week

8 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Individual Study and Research for Undergraduates: Read Less [\[-\]](#)

EL ENG 105 Microelectronic Devices and Circuits 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

This course covers the fundamental circuit and device concepts needed to understand analog integrated circuits. After an overview of the basic properties of semiconductors, the p-n junction and MOS capacitors are described and the MOSFET is modeled as a large-signal device. Two port small-signal amplifiers and their realization using single stage and multistage CMOS building blocks are discussed. Sinusoidal steady-state signals are introduced and the techniques of phasor analysis are developed, including impedance and the magnitude and phase response of linear circuits. The frequency responses of single and multi-stage amplifiers are analyzed. Differential amplifiers are introduced.

Microelectronic Devices and Circuits: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Credit Restrictions: Students will receive no credit for EL ENG 105 after completing EL ENG 240A, or EL ENG 140.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Microelectronic Devices and Circuits: Read Less [\[-\]](#)

EL ENG C106A Introduction to Robotics 4 Units

Terms offered: Fall 2017, Fall 2016, Fall 2015

An introduction to the kinematics, dynamics, and control of robot manipulators, robotic vision, and sensing. The course covers forward and inverse kinematics of serial chain manipulators, the manipulator Jacobian, force relations, dynamics, and control. It presents elementary principles on proximity, tactile, and force sensing, vision sensors, camera calibration, stereo construction, and motion detection. The course concludes with current applications of robotics in active perception, medical robotics, and other areas.

Introduction to Robotics: Read More [+]

Rules & Requirements

Prerequisites: EL ENG 120 or consent of instructor

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Bajcsy

Formerly known as: Electrical Engineering C125/Bioengineering C125

Also listed as: BIO ENG C125

Introduction to Robotics: Read Less [-]

EL ENG C106B Robotic Manipulation and Interaction 4 Units

Terms offered: Spring 2017, Spring 2016

This course is a sequel to Electrical Engineering C106A/Bioengineering C125, which covers kinematics, dynamics and control of a single robot. This course will cover dynamics and control of groups of robotic manipulators coordinating with each other and interacting with the environment. Concepts will include an introduction to grasping and the constrained manipulation, contacts and force control for interaction with the environment. We will also cover active perception guided manipulation, as well as the manipulation of non-rigid objects. Throughout, we will emphasize design and human-robot interactions, and applications to applications in manufacturing, service robotics, tele-surgery, and locomotion.

Robotic Manipulation and Interaction: Read More [+]

Rules & Requirements

Prerequisites: EECS C106A / BIO ENG C125 or consent of the instructor

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Alternative to final exam.

Instructors: Bajcsy, Sastry

Also listed as: BIO ENG C125B

Robotic Manipulation and Interaction: Read Less [-]

EL ENG 108 Introduction to Electric Power and Renewable Energy 4 Units

Terms offered: Spring 2024

This course is designed to provide an introduction to electric power conversion, distribution, and generation with renewable energy sources. The course will introduce fundamental concepts in the area of electric power, such as complex and reactive power, phasors, impedance, magnetic circuits and transformers, power factor, power quality, three-phase power, ac-dc conversion, and a conceptual overview of renewable energy and the integration of sustainable energy sources on the electric grid. Real world applications, ranging from ground-fault circuit interrupters to residential power distribution and solar photovoltaic dc-ac inverters will be explored in live lecture demonstration.

Introduction to Electric Power and Renewable Energy: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Differential equations and linear algebra (Math 54 or equivalent). Electricity and magnetism (Physics 7B or equivalent). Introduction to electric circuits (EE 16AB or equivalent). Students should enter the course with a basic working knowledge of RLC circuits

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Pilawa

Introduction to Electric Power and Renewable Energy: Read Less [\[-\]](#)

EL ENG 113 Power Electronics 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

Power conversion circuits and techniques. Characterization and design of magnetic devices including transformers, reactors, and electromagnetic machinery. Characteristics of bipolar and MOS power semiconductor devices. Applications to motor control, switching power supplies, lighting, power systems, and other areas as appropriate.

Power Electronics: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EL ENG 105 or background in circuit analysis (KVL, KCL, voltage/current relationships, etc.)

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Pilawa, Boles

Power Electronics: Read Less [\[-\]](#)

EL ENG 113B Power Electronics Design 4 Units

Terms offered: Spring 2024

This course is the second in a two-semester series to equip students with the skills needed to analyze, design, and prototype power electronic converters. While EE 113/213A provides an overview of power electronics fundamentals and applications, EE 113B/213B focuses on the practical design and hardware implementation of power converters. The primary focus of

EE 113B/213B is time in the laboratory, with sequential modules on topics such as power electronic components, PCB layout, closed-loop control, and experimental validation. At the end of the course, students will have designed, prototyped, and validated a power converter from scratch, demonstrating a skill set that is critical for power electronics engineers in research and industry.

Power Electronics Design: Read More [\[+\]](#)

Rules & Requirements

Repeat rules: Course may be repeated for credit with instructor consent.

Hours & Format

Fall and/or spring: 15 weeks - 1.5 hours of lecture and 6 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Alternate method of final assessment during regularly scheduled final exam group (e.g., presentation, final project, etc.).

Instructor: Boles

Power Electronics Design: Read Less [\[-\]](#)

EL ENG 117 Electromagnetic Fields and Waves 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Review of static electric and magnetic fields and applications; Maxwell's equations; transmission lines; propagation and reflection of plane waves; introduction to guided waves, microwave networks, and radiation and antennas. Minilabs on statics, transmission lines, and waves. Explanation of cellphone antennas, WiFi communication, and other wireless technologies.

Electromagnetic Fields and Waves: Read More [+]

Rules & Requirements

Prerequisites: EECS 16B, MATH 53, and MATH 54; PHYSICS 7B or equivalent that covers AC circuits and electromagnetics up to Maxwell's equations

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 2 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Yablonovitch

Electromagnetic Fields and Waves: Read Less [-]

EL ENG 118 Introduction to Optical Engineering 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

Fundamental principles of optical systems. Geometrical optics and aberration theory. Stops and apertures, prisms, and mirrors. Diffraction and interference. Optical materials and coatings. Radiometry and photometry. Basic optical devices and the human eye. The design of optical systems. Lasers, fiber optics, and holography.

Introduction to Optical Engineering: Read More [+]

Rules & Requirements

Prerequisites: MATH 53; EECS 16A and EECS 16B, or MATH 54

Credit Restrictions: Students will receive no credit for Electrical Engineering 118 after taking Electrical Engineering 218A. A deficient grade in Electrical Engineering 119 may be removed by taking Electrical Engineering 118.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Waller, Kante

Introduction to Optical Engineering: Read Less [-]

EL ENG 120 Signals and Systems 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Continuous and discrete-time transform analysis techniques with illustrative applications. Linear and time-invariant systems, transfer functions. Fourier series, Fourier transform, Laplace and Z-transforms. Sampling and reconstruction. Solution of differential and difference equations using transforms. Frequency response, Bode plots, stability analysis. Illustrated by analysis of communication systems and feedback control systems.

Signals and Systems: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Hours & Format

Fall and/or spring: 15 weeks - 4 hours of lecture and 1 hour of recitation per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Signals and Systems: Read Less [-]

EL ENG 121 Introduction to Digital Communication Systems 4 Units

Terms offered: Spring 2016, Fall 2014, Fall 2013

Introduction to the basic principles of the design and analysis of modern digital communication systems. Topics include source coding, channel coding, baseband and passband modulation techniques, receiver design, and channel equalization. Applications to design of digital telephone modems, compact disks, and digital wireless communication systems. Concepts illustrated by a sequence of MATLAB exercises.

Introduction to Digital Communication Systems: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A, EECS 16B, and COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Introduction to Digital Communication Systems: Read Less [-]

EL ENG 122 Introduction to Communication Networks 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

This course focuses on the fundamentals of the wired and wireless communication networks. The course covers both the architectural principles for making these networks scalable and robust, as well as the key techniques essential for analyzing and designing them. The topics include graph theory, Markov chains, queuing, optimization techniques, the physical and link layers, switching, transport, cellular networks and Wi-Fi.

Introduction to Communication Networks: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: COMPSCI 70

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Introduction to Communication Networks: Read Less [\[-\]](#)

EL ENG 123 Digital Signal Processing 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Discrete time signals and systems: Fourier and Z transforms, DFT, 2-dimensional versions. Digital signal processing topics: flow graphs, realizations, FFT, chirp-Z algorithms, Hilbert transform relations, quantization effects, linear prediction. Digital filter design methods: windowing, frequency sampling, S-to-Z methods, frequency-transformation methods, optimization methods, 2-dimensional filter design.

Digital Signal Processing: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EL ENG 120

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 1 hour of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Digital Signal Processing: Read Less [\[-\]](#)

EL ENG 126 Probability and Random Processes 4 Units

Terms offered: Spring 2017, Fall 2016, Spring 2016

This course covers the fundamentals of probability and random processes useful in fields such as networks, communication, signal processing, and control. Sample space, events, probability law. Conditional probability. Independence. Random variables. Distribution, density functions. Random vectors. Law of large numbers. Central limit theorem. Estimation and detection. Markov chains.

Probability and Random Processes: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Probability and Random Processes: Read Less [\[-\]](#)

EL ENG C128 Feedback Control Systems 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

Analysis and synthesis of linear feedback control systems in transform and time domains. Control system design by root locus, frequency response, and state space methods. Applications to electro-mechanical and mechatronics systems.

Feedback Control Systems: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A or MEC ENG 100; MEC ENG 132 or EL ENG 120

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Also listed as: MEC ENG C134

Feedback Control Systems: Read Less [\[-\]](#)

EL ENG 130 Integrated-Circuit Devices 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Overview of electronic properties of semiconductor. Metal-semiconductor contacts, pn junctions, bipolar transistors, and MOS field-effect transistors. Properties that are significant to device operation for integrated circuits. Silicon device fabrication technology.

Integrated-Circuit Devices: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Credit Restrictions: Students will receive no credit for El Eng 130 after taking El Eng 230A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Integrated-Circuit Devices: Read Less [-]

EL ENG 134 Fundamentals of Photovoltaic Devices 4 Units

Terms offered: Spring 2024, Spring 2023, Spring 2022

This course is designed to give an introduction to, and overview of, the fundamentals of photovoltaic devices. Students will learn how solar cells work, understand the concepts and models of solar cell device physics, and formulate and solve relevant physical problems related to photovoltaic devices. Monocrystalline, thin film and third generation solar cells will be discussed and analyzed. Light management and economic considerations in a solar cell system will also be covered.

Fundamentals of Photovoltaic Devices: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B; or Math 54 and Physics 7B; or equivalent

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Arias

Fundamentals of Photovoltaic Devices: Read Less [-]

EL ENG 137A Introduction to Electric Power Systems 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

Overview of conventional electric power conversion and delivery, emphasizing a systemic understanding of the electric grid with primary focus at the transmission level, aimed toward recognizing needs and opportunities for technological innovation. Topics include aspects of a.c. system design, electric generators, components of transmission and distribution systems, power flow analysis, system planning and operation, performance measures, and limitations of legacy technologies.

Introduction to Electric Power Systems: Read More [+]

Rules & Requirements

Prerequisites: Physics 7B; EECS 16A and EECS 16B, or consent of instructor

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: von Meier

Introduction to Electric Power Systems: Read Less [-]

EL ENG 137B Introduction to Electric Power Systems 4 Units

Terms offered: Spring 2023, Spring 2022, Spring 2021

Overview of recent and potential future evolution of electric power systems with focus on new and emerging technologies for power conversion and delivery, primarily at the distribution level. Topics include power electronics applications, solar and wind generation, distribution system design and operation, electric energy storage, information management and communications, demand response, and microgrids.

Introduction to Electric Power Systems: Read More [+]

Rules & Requirements

Prerequisites: EL ENG 137A or consent of instructor

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: von Meier

Introduction to Electric Power Systems: Read Less [-]

EL ENG 140 Linear Integrated Circuits 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Single and multiple stage transistor amplifiers. Operational amplifiers. Feedback amplifiers, 2-port formulation, source, load, and feedback network loading. Frequency response of cascaded amplifiers, gain-bandwidth exchange, compensation, dominant pole techniques, root locus. Supply and temperature independent biasing and references. Selected applications of analog circuits such as analog-to-digital converters, switched capacitor filters, and comparators. Hardware laboratory and design project.

Linear Integrated Circuits: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EL ENG 105

Credit Restrictions: Students will receive no credit for El Eng 140 after taking El Eng 240A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Alon, Sanders

Linear Integrated Circuits: Read Less [\[-\]](#)

EL ENG 142 Integrated Circuits for Communications 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Analysis and design of electronic circuits for communication systems, with an emphasis on integrated circuits for wireless communication systems. Analysis of noise and distortion in amplifiers with application to radio receiver design. Power amplifier design with application to wireless radio transmitters. Radio-frequency mixers, oscillators, phase-locked loops, modulators, and demodulators.

Integrated Circuits for Communications: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A, EECS 16B, and EL ENG 105

Credit Restrictions: Students will receive no credit for El Eng 142 after taking El Eng 242A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture, 1 hour of discussion, and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Integrated Circuits for Communications: Read Less [\[-\]](#)

EL ENG 143 Microfabrication Technology 4 Units

Terms offered: Spring 2024, Fall 2023, Spring 2023

Integrated circuit device fabrication and surface micromachining technology. Thermal oxidation, ion implantation, impurity diffusion, film deposition, epitaxy, lithography, etching, contacts and interconnections, and process integration issues. Device design and mask layout, relation between physical structure and electrical/mechanical performance. MOS transistors and poly-Si surface microstructures will be fabricated in the laboratory and evaluated.

Microfabrication Technology: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: PHYSICS 7B

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Microfabrication Technology: Read Less [\[-\]](#)

EL ENG 144 Fundamental Algorithms for Systems Modeling, Analysis, and Optimization 4 Units

Terms offered: Fall 2015, Fall 2014, Fall 2013

The modeling, analysis, and optimization of complex systems requires a range of algorithms and design software. This course reviews the fundamental techniques underlying the design methodology for complex systems, using integrated circuit design as example. Topics include design flows, discrete and continuous models and algorithms, and strategies for implementing algorithms efficiently and correctly in software. Laboratory assignments and a class project will expose students to state-of-the-art tools.

Fundamental Algorithms for Systems Modeling, Analysis, and

Optimization: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: EECS 16A and COMPSCI 70, or consent of instructor

Hours & Format

Fall and/or spring: 15 weeks - 4 hours of lecture per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Keutzer, Lee, Roychowdhury, Seshia

Fundamental Algorithms for Systems Modeling, Analysis, and

Optimization: Read Less [\[-\]](#)

EL ENG C145B Medical Imaging Signals and Systems 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

Biomedical imaging is a clinically important application of engineering, applied mathematics, physics, and medicine. In this course, we apply linear systems theory and basic physics to analyze X-ray imaging, computerized tomography, nuclear medicine, and MRI. We cover the basic physics and instrumentation that characterizes medical image as an ideal perfect-resolution image blurred by an impulse response. This material could prepare the student for a career in designing new medical imaging systems that reliably detect small tumors or infarcts.

Medical Imaging Signals and Systems: [Read More](#) [+]

Rules & Requirements

Prerequisites: Prerequisites are introductory level skills in Python/Matlab; and either EECS 16A, EECS 16B, and EL ENG 120; or MATH 54, BIO ENG 105, and BIO ENG 101

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Conolly

Also listed as: BIO ENG C165

Medical Imaging Signals and Systems: [Read Less](#) [-]

EL ENG C145L Introductory Electronic Transducers Laboratory 3 Units

Terms offered: Fall 2014, Fall 2013, Fall 2012

Laboratory exercises exploring a variety of electronic transducers for measuring physical quantities such as temperature, force, displacement, sound, light, ionic potential; the use of circuits for low-level differential amplification and analog signal processing; and the use of microcomputers for digital sampling and display. Lectures cover principles explored in the laboratory exercises; construction, response and signal to noise of electronic transducers and actuators; and design of circuits for sensing and controlling physical quantities.

Introductory Electronic Transducers Laboratory: [Read More](#) [+]

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of lecture and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Derenzo

Also listed as: BIO ENG C145L

Introductory Electronic Transducers Laboratory: [Read Less](#) [-]

EL ENG C145M Introductory Microcomputer Interfacing Laboratory 3 Units

Terms offered: Spring 2013, Spring 2012, Spring 2011

Laboratory exercises constructing basic interfacing circuits and writing 20-100 line C programs for data acquisition, storage, analysis, display, and control. Use of the IBM PC with microprogrammable digital counter/timer, parallel I/O port. Circuit components include anti-aliasing filters, the S/H amplifier, A/D and D/A converters. Exercises include effects of aliasing in periodic sampling, fast Fourier transforms of basic waveforms, the use of the Hanning filter for leakage reduction, Fourier analysis of the human voice, digital filters, and control using Fourier deconvolution. Lectures cover principles explored in the lab exercises and design of microcomputer-based systems for data acquisitions, analysis and control. Introductory Microcomputer Interfacing Laboratory: [Read More](#) [+]

Rules & Requirements

Prerequisites: EE 16A & 16B

Hours & Format

Fall and/or spring: 15 weeks - 2 hours of lecture and 3 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Derenzo

Also listed as: BIO ENG C145M

Introductory Microcomputer Interfacing Laboratory: [Read Less](#) [-]

EL ENG C145O Laboratory in the Mechanics of Organisms 3 Units

Terms offered: Spring 2015, Spring 2014, Spring 2013, Spring 2012

Introduction to laboratory and field study of the biomechanics of animals and plants using fundamental biomechanical techniques and equipment.

Course has a series of rotations involving students in experiments demonstrating how solid and fluid mechanics can be used to discover the way in which diverse organisms move and interact with their physical environment. The laboratories emphasize sampling methodology, experimental design, and statistical interpretation of results. Latter third of course devoted to independent research projects. Written reports and class presentation of project results are required.

Laboratory in the Mechanics of Organisms: [Read More](#) [+]

Rules & Requirements

Prerequisites: INTEGBI 135 or consent of instructor. For Electrical Engineering and Computer Sciences students: EL ENG 105, EL ENG 120 or COMPSCI 184

Credit Restrictions: Students will receive no credit for C135L after taking 135L.

Hours & Format

Fall and/or spring: 15 weeks - 6 hours of laboratory, 1 hour of discussion, and 1 hour of fieldwork per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Formerly known as: Integrative Biology 135L

Also listed as: BIO ENG C136L/INTEGBI C135L

Laboratory in the Mechanics of Organisms: [Read Less](#) [-]

EL ENG 146L Application Specific Integrated Circuits Laboratory 2 Units

Terms offered: Spring 2015

This is a lab course that covers the design of modern Application-Specific Integrated Circuits (ASICs). The labs lay the foundation of modern digital design by first setting-up the scripting and hardware description language base for specification of digital systems and interactions with tool flows. Software testing of digital designs is covered leading into a set of labs that cover the design flow. Digital synthesis, floorplanning, placement and routing are covered, as well as tools to evaluate design timing and power. Chip-level assembly is covered, instantiation of custom IP blocks: I/O pads, memories, PLLs, etc. The labs culminate with a project design – implementation of a 3-stage RISC-V processor with register file and caches.

Application Specific Integrated Circuits Laboratory: [Read More](#) [+]

Objectives & Outcomes

Course Objectives: This course is a one-time offering to supplement the CS150 course offered in the Fall 2014, with a lab and project section that cover the Application-Specific Integrated Circuit Design. The CS150 lectures in the Fall 2014 already covered the necessary lecture material, so students who took the CS150 lab in the Fall of 2014 will have a chance to expand their skills into the area of Application-Specific Integrated Circuit design.

Hence the pre-requisite for this course is that a student has taken the CS150 course in the Fall 2014.

Rules & Requirements

Prerequisites: EECS 16B; EL ENG 105 recommended

Credit Restrictions: Students will receive no credit for Electrical Engineering 146L after taking Fall 2014 version of Electrical Engineering 141/241A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of laboratory and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Instructor: Stojanovic

Application Specific Integrated Circuits Laboratory: [Read Less](#) [-]

EL ENG 147 Introduction to Microelectromechanical Systems (MEMS) 3 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

This course will teach fundamentals of micromachining and microfabrication techniques, including planar thin-film process technologies, photolithographic techniques, deposition and etching techniques, and the other technologies that are central to MEMS fabrication. It will pay special attention to teaching of fundamentals necessary for the design and analysis of devices and systems in mechanical, electrical, fluidic, and thermal energy/signal domains, and will teach basic techniques for multi-domain analysis. Fundamentals of sensing and transduction mechanisms including capacitive and piezoresistive techniques, and design and analysis of micromachined miniature sensors and actuators using these techniques will be covered. Introduction to Microelectromechanical Systems (MEMS): Read More [+]

Rules & Requirements

Prerequisites: EECS 16A and EECS 16B

Credit Restrictions: Students will receive no credit for El Eng 147 after taking El Eng 247A.

Hours & Format

Fall and/or spring: 15 weeks - 3 hours of lecture and 1 hour of discussion per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructors: Maharbiz, Nguyen, Pister

Introduction to Microelectromechanical Systems (MEMS): Read Less [-]

EL ENG 192 Mechatronic Design Laboratory 4 Units

Terms offered: Spring 2021, Spring 2020, Spring 2019

Design project course, focusing on application of theoretical principles in electrical engineering to control of a small-scale system, such as a mobile robot. Small teams of students will design and construct a mechatronic system incorporating sensors, actuators, and intelligence.

Mechatronic Design Laboratory: Read More [+]

Rules & Requirements

Prerequisites: EECS 16A, EECS 16B, COMPSI 61A, COMPSI 61B, COMPSI 61C, and EL ENG 120

Hours & Format

Fall and/or spring: 15 weeks - 1.5 hours of lecture and 10 hours of laboratory per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Instructor: Fearing

Mechatronic Design Laboratory: Read Less [-]

EL ENG 194 Special Topics 1 - 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Topics will vary semester to semester. See the Electrical Engineering announcements.

Special Topics: Read More [+]

Rules & Requirements

Prerequisites: Consent of instructor

Repeat rules: Course may be repeated for credit when topic changes.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of lecture per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. Final exam required.

Special Topics: Read Less [-]

EL ENG H196A Senior Honors Thesis Research 1 - 4 Units

Terms offered: Spring 2016, Fall 2015, Spring 2015

Thesis work under the supervision of a faculty member. A minimum of four units must be taken; the units may be distributed between one and two semesters in any way. To obtain credit a satisfactory thesis must be submitted at the end of the two semesters to the Electrical and Engineering and Computer Science Department archive. Students who complete four units and a thesis in one semester receive a letter grade at the end of H196A. Students who do not, receive an IP in H196A and must enroll in H196B.

Senior Honors Thesis Research: Read More [+]

Rules & Requirements

Prerequisites: Open only to students in the Electrical Engineering and Computer Science honors program

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. This is part one of a year long series course. A provisional grade of IP (in progress) will be applied and later replaced with the final grade after completing part two of the series. Final exam required.

Senior Honors Thesis Research: Read Less [-]

EL ENG H196B Senior Honors Thesis Research 1 - 4 Units

Terms offered: Spring 2016, Spring 2015, Spring 2014

Thesis work under the supervision of a faculty member. A minimum of four units must be taken; the units may be distributed between one and two semesters in any way. To obtain credit a satisfactory thesis must be submitted at the end of the two semesters to the Electrical and Engineering and Computer Science Department archive. Students who complete four units and a thesis in one semester receive a letter grade at the end of H196A. Students who do not, receive an IP in H196A and must enroll in H196B.

Senior Honors Thesis Research: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Open only to students in the Electrical Engineering and Computer Science honors program

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Letter grade. This is part two of a year long series course. Upon completion, the final grade will be applied to both parts of the series. Final exam required.

Senior Honors Thesis Research: Read Less [\[-\]](#)

EL ENG 197 Field Study 1 - 4 Units

Terms offered: Fall 2024, Fall 2023, Fall 2022

Students take part in organized individual field sponsored programs with off-campus companies or tutoring/mentoring relevant to specific aspects and applications of computer science on or off campus. Note Summer CPT or OPT students: written report required. Course does not count toward major requirements, but will be counted in the cumulative units toward graduation.

Field Study: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Consent of instructor (see department adviser)

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of fieldwork per week

Summer:

6 weeks - 2.5-10 hours of fieldwork per week

8 weeks - 2-7.5 hours of fieldwork per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Field Study: Read Less [\[-\]](#)

EL ENG 198 Directed Group Study for Advanced Undergraduates 1 - 4 Units

Terms offered: Fall 2024, Spring 2024, Fall 2023

Group study of selected topics in electrical engineering, usually relating to new developments.

Directed Group Study for Advanced Undergraduates: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: 2.0 GPA or better; 60 units completed

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 1-4 hours of directed group study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Directed Group Study for Advanced Undergraduates: Read Less [\[-\]](#)

EL ENG 199 Supervised Independent Study 1 - 4 Units

Terms offered: Spring 2023, Fall 2018, Spring 2018

Supervised independent study. Enrollment restrictions apply.

Supervised Independent Study: Read More [\[+\]](#)

Rules & Requirements

Prerequisites: Consent of instructor and major adviser

Credit Restrictions: Enrollment is restricted; see the Introduction to Courses and Curricula section of this catalog.

Repeat rules: Course may be repeated for credit without restriction.

Hours & Format

Fall and/or spring: 15 weeks - 0 hours of independent study per week

Summer:

6 weeks - 1-5 hours of independent study per week

8 weeks - 1-4 hours of independent study per week

Additional Details

Subject/Course Level: Electrical Engineering/Undergraduate

Grading/Final exam status: Offered for pass/not pass grade only. Final exam not required.

Supervised Independent Study: Read Less [\[-\]](#)