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 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/).

See the

https://engineering.berkeley.edu/academics/undergraduate-guide/degree-requirements/

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

Summary of Major Requirements

Natural sciences: three courses
Mathematics: four courses
EECS lower division core: five courses
Upper division EECS electives: 20 units minimum
Technical Elective: 4 units minimum
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.

Natural Sciences

PHYSICS 7A Physics for Scientists and Engineers 8
& PHYSICS 7B Physics for Scientists and Engineers 3
& PHYSICS 5A Introductory Mechanics and Relativity
& PHYSICS 5B Introductory Electromagnetism, Waves, and Optics
& PHYSICS 5B Optics and Introduction to Experimental Physics I

Upper Division EECS Electives

Select a minimum of 20 units of upper division EECS courses. At least one of these 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 162 Operating Systems and System Programming [4]
COMPSCI 164 Programming Languages and Compilers [4]
COMPSCI 169 Software Engineering [2-4]
or COMPSCI 169 Software Engineering Team Project
or COMPSCI 169A Software Engineering

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

COMPSCI 186 Introduction to Database Systems [4]
or COMPSCI 188 Introduction to Database Systems

COMPSCI 285 Deep Reinforcement Learning, Decision Making, and Control [3]
ECE C106A Introduction to Robotics [4]
EECS C106B Robotic Manipulation and Interaction [4]
EECS 149 Introduction to Embedded Systems [4]
EECS 151 Introduction to Digital Design and Integrated Circuits [4]

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

Upper Division EECS Electives

Select a minimum of 20 units of upper division EECS courses. At least one of these 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 162 Operating Systems and System Programming [4]
COMPSCI 164 Programming Languages and Compilers [4]
COMPSCI 169 Software Engineering [2-4]
or COMPSCI 169 Software Engineering Team Project
or COMPSCI 169A Software Engineering

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

COMPSCI 186 Introduction to Database Systems [4]
or COMPSCI 188 Introduction to Database Systems

COMPSCI 285 Deep Reinforcement Learning, Decision Making, and Control [3]
ECE C106A Introduction to Robotics [4]
EECS C106B Robotic Manipulation and Interaction [4]
EECS 149 Introduction to Embedded Systems [4]
EECS 151 Introduction to Digital Design and Integrated Circuits [4]

Any upper division letter graded course of 3 units or more in aerospace engineering, earth and planetary science, integrative biology, molecular & cell biology, physics, or plant & microbial biology.
Technical Elective: 4 units

Ethics Requirement

Select one course from the following:

- BIO ENG 100 Ethics in Science and Engineering
- COMPSCI 195 Social Implications of Computer Technology
- COMPSCI H195 Honors Social Implications of Computer Technology
- DATA C104 Human Contexts and Ethics of Data - DATA/History/STS
- ENE,RES C100 Energy and Society
- ENGIN 125 Ethics, Engineering, and Society
- ENGIN 157AC Engineering, The Environment, and Society
- ENGIN 185 The Art of STEM Communication
- HISTORY C184D Human Contexts and Ethics of Data - DATA/History/STS
- IAS 157AC Engineering, The Environment, and Society
- INFO 88A Data and Ethics
- ISF 100D Introduction to Technology, Society, and Culture
- ISF 100G Introduction to Science, Society, and Ethics
- NWMEDIA 151AC Transforming Tech: Issues and Interventions in STEM and Silicon Valley
- PUB POL C184 Energy and Society
- STS C104D Human Contexts and Ethics of Data - DATA/History/STS

The following courses cannot fulfill the Natural Science requirements:

- CHEM 100, CHEM 149, CHEM 192, EPS C100, INTEGBI C105, INTEGBI 101, INTEGBI 191, PHYSICS 100.

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, 39, 84, H194, 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, 185, 187; 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.

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.

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

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

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

In addition to upper division EECS courses, the following courses can count toward the 20 units of upper division EECS: INFO 159, COMPSCI 270, COMPSCI 280, COMPSCI 285, 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, ELEENG H196A, or ELEENG H196B.

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; DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 185, 187; 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. The fifth-year program is not intended for those who wish to pursue a PhD. For further information regarding this program, please see the Department’s website (http://www.eecs.berkeley.edu/FiveYearMS/).

This program is geared toward students who would like to pursue an education beyond the BS/BA, which would allow them to achieve greater breadth and/or depth of knowledge, and who would like to try their hand at research as well. 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 have been accepted into the five-year BA/MS or BS/MS are, of course, free to change their minds later and apply to enter the PhD program or apply to a PhD program at another university. Their admission to our PhD 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 the graduate portion in the 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://engineering.berkeley.edu/academics/undergraduate-guide/degree-requirements/major-programs/) of study.
9. 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.
10. 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).
11. 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.

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.
6. Adhere to all college policies and procedures (http://engineering.berkeley.edu/academics/undergraduate-guide/) as they complete degree requirements.
7. Complete the lower division program before enrolling in upper division engineering courses.

Requirements

Lower division

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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<tbody>
<tr>
<td>EECS 16A</td>
<td>Designing Information Devices and Systems I</td>
<td>4</td>
</tr>
<tr>
<td>EECS 16B</td>
<td>Designing Information Devices and Systems II</td>
<td>4</td>
</tr>
<tr>
<td>COMPSCI 61A</td>
<td>The Structure and Interpretation of Computer Programs</td>
<td>4</td>
</tr>
<tr>
<td>COMPSCI 61B</td>
<td>Data Structures</td>
<td>4</td>
</tr>
<tr>
<td>COMPSCI 61BL</td>
<td>Data Structures and Programming Methodology</td>
<td>4</td>
</tr>
<tr>
<td>COMPSCI 61C</td>
<td>Great Ideas of Computer Architecture (Machine Structures)</td>
<td>4</td>
</tr>
<tr>
<td>COMPSCI 61CL</td>
<td>Machine Structures (Lab-Centric)</td>
<td>4</td>
</tr>
</tbody>
</table>

Upper division

Select three upper division EE, CS, or EECS courses, for a total of 9 units minimum

1. EL ENG 100, 195, H196, 197, 198, of 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.
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 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 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 (Grade) Requirements

• Minimum overall and semester grade point averages of 2.00 (C average) are required of engineering undergraduates. 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.

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 (FFF), 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 the bachelor's degree. The continued enrollment of students who fail to achieve minimum academic progress shall be subject to the approval of the dean. (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 (https://www.ucop.edu/elwr/)

All students who will enter the University of California as freshmen must demonstrate their command of the English language by fulfilling the Entry Level Writing Requirement. Satisfaction of this requirement is also a prerequisite to enrollment in all Reading and Composition courses at UC Berkeley.

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

The American History and Institutions requirements are based on the principle that a U.S. resident who has 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/#campusrequirementstext)

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.

The American Cultures requirement and courses constitute an approach that responds directly to the problem encountered in numerous disciplines of how better to present the diversity of American experience to the diversity of American students whom we now educate.

Faculty members from many departments teach American Cultures courses, but all courses have a common framework. The courses focus on themes or issues in United States history, society, or culture; address theoretical or analytical issues relevant to understanding race,
culture, and ethnicity in American society; take substantial account of
groups drawn from at least three of the following: African Americans,
indigenous peoples of the United States, Asian Americans, Chicano/ 
Latino Americans, and European Americans; and are integrative and 
comparative in that students study each group in the larger context of 
American society, history, or culture.

This is not an ethnic studies requirement, nor a Third World cultures 
requirement, nor an adjusted Western civilization requirement. These 
courses focus upon how the diversity of America's constituent cultural 
traditions have shaped and continue to shape American identity and 
experience.

Visit the Class Schedule (http://classes.berkeley.edu/) or the American 
Cultures website (http://americancultures.berkeley.edu/) for the specific 
American Cultures courses offered each semester. For a complete list 
of approved American Cultures courses at UC Berkeley and California 
Community Colleges, please see the American Cultures Subcommittee's 
website (https://academic-senate.berkeley.edu/committees/amcult/). See 
your academic adviser if you have questions about your responsibility to 
satisfy the American Cultures breadth requirement.

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

<table>
<thead>
<tr>
<th>Course</th>
<th>Fall Units</th>
<th>Spring Units</th>
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<tbody>
<tr>
<td>MATH 1A</td>
<td>4 MATH 1B</td>
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<td>COMPSCI 61A</td>
<td>4 COMPSCI 61</td>
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<td>Natural Science Elective</td>
<td>3-5 EECS 16A</td>
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<td>Reading and Composition Part A</td>
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15-17 16

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<tr>
<td>MATH 53</td>
<td>4 PHYSICS 7B or 5B and 5BL</td>
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<td>PHYSICS 7A or 5A</td>
<td>3-4 COMPSCI 61C</td>
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<td>EECS 16B</td>
<td>4 COMPSCI 70</td>
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<td>Humanities/Social Sciences course</td>
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14-16 15-17

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<th>Course</th>
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<tr>
<td>2 EECS Upper Division Electives</td>
<td>8 2 EECS Upper Division Electives</td>
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<td>Technical Elective</td>
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<td>Humanities/Social Sciences course</td>
<td>3-4 Ethics/Social Implications of Technology</td>
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15-16 12-16

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<tr>
<td>EECS Upper Division Elective</td>
<td>4 Free Electives</td>
<td>17</td>
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</table>

### 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; 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; MOCELLBI 32 and MOCELLBI 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 (or COMPSCI 182, COMPSCI W182), COMPSCI 184, COMPSCI 186 (or COMPSCI W186), 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, COMPSCI 270, COMPSCI C280, 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, ELENG H196A, or ELENG H196B.
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, 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, 185, 187; EPS C100; INDENG 95, 185, 186, 190 series, 191, 192, 195; INTEG35AC, 88, 101, C105, 191; MATH 55, C103, 151, 152, 153, 160; MECENG 190K, 191K; PHYSICS 100. 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*, INFO 88A, ISF 100D*, ISF 100G*, 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. 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, H196A, H196B; BIOENG 100; COMPSCI 70, C79; DESINV courses (except DESINV 15, 22, 23, 90E, 190E); ENGIN 125, 157AC, 180, 185, 187; INDENG 95, 185, 186, 190 series, 191, 192, 195; MECENG 190K, 191K. 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.

**Select a subject to view courses**

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- Computer Science (p. 14)
- Electrical Engineering (p. 38)

**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 2021, Spring 2021, Fall 2020
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 2021, Spring 2021, Fall 2020
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: Prior to 2007
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 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.

Completion of work in Computer Science 70: 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 2021, Spring 2020, Spring 2019
This course is a sequel to EECS C106A/Bioengineering C106A, 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.

EECS 126 Probability and Random Processes 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020

Rules & Requirements
Prerequisites: COMPSCI 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

Robotic Manipulation and Interaction: Read More [+]
EECS 127 Optimization Models in Engineering 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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 Systems 4 Units
Terms offered: Fall 2021, Fall 2020, Fall 2019
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 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
Introduction to Embedded Systems: Read Less [-]
EECS 151 Introduction to Digital Design and Integrated Circuits 3 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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, Wawrzynek

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

EECS 151LA Application Specific Integrated Circuits Laboratory 2 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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 2021, Spring 2021, Fall 2020
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 labs 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 C6 Introduction to Computational Thinking with Data 3 Units
Terms offered: Prior to 2007
An introduction to computational thinking and quantitative reasoning, preparing students for further coursework, especially Foundations of Data Science (CS/Info/Stat C8). Emphasizes the use of computation to gain insight about quantitative problems with real data. Expressions, data types, collections, and tables in Python. Programming practices, abstraction, and iteration. Visualizing univariate and bivariate data with bar charts, histograms, plots, and maps. Introduction to statistical concepts including averages and distributions, predicting one variable from another, association and causality, probability and probabilistic simulation. Relationship between numerical functions and graphs. Sampling and introduction to inference.
Introduction to Computational Thinking with Data: Read More [+]

Objectives & Outcomes
Course Objectives: C6 also includes quantitative reasoning concepts that aren’t covered in Data 8. These include certain topics in: principles of data visualization; simulation of random processes; and understanding numerical functions through their graphs. This will help prepare students for computational and quantitative courses other than Data 8. C6 takes advantage of the complementarity of computing and quantitative reasoning to enliven abstract ideas and build students’ confidence in their ability to solve real problems with quantitative tools. Students learn computer science concepts and immediately apply them to plot functions, visualize data, and simulate random events.

Foundations of Data Science (CS/Info/Stat C8, a.k.a. Data 8) is an increasingly popular class for entering students at Berkeley. Data 8 builds students’ computing skills in the first month of the semester, and students rely on these skills as the course progresses. For some students, particularly those with little prior exposure to computing, developing these skills benefits from further time and practice. C6 is a rapid introduction to Python programming, visualization, and data analysis, which will prepare students for success in Data 8.

Student Learning Outcomes: Students will be able to perform basic computations in Python, including working with tabular data. Students will be able to understand basic probabilistic simulations. Students will be able to understand the syntactic structure of Python code. Students will be able to use good practices in Python programming. Students will be able to use visualizations to understand univariate data and to identify associations or causal relationships in bivariate data.

Rules & Requirements
Credit Restrictions: Students will receive no credit for DATA C6/COMPSCI C6/STAT C6 after completing DATA C8, or DATA 6. A deficient grade in DATA C6/COMPSCI C6/STAT C6 may be removed by taking DATA 6.

Hours & Format
Summer: 6 weeks - 4 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.
Formerly known as: Computer Science C8R/Statistics C8R
Also listed as: DATA C6/STAT C6

Introduction to Computational Thinking with Data: Read Less [-]
COMPSCI C8 Foundations of Data Science 4 Units
Terms offered: Fall 2021, Summer 2021 8 Week Session, Spring 2021, 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.

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.

Rules & Requirements

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 More [+]

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.

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.

Rules & Requirements

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.

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.

Rules & Requirements

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.
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.

Rules & Requirements

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

Rules & Requirements

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.
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.

Rules & Requirements

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

Rules & Requirements

Additional Details

Instructor: Garcia
**COMPSCI 9H Python for Programmers 2**  
Units: 17  
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.  
**Prerequisites:** Programming experience equivalent to that gained in COMPSCI 10  
**Rules & Requirements**  
**Rules & Requirements**  
**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 More [+]

**COMPSCI 10 The Beauty and Joy of Computing 4 Units**  
Terms offered: Fall 2021, Summer 2021 8 Week Session, Spring 2021  
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 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: Spring 2019, Fall 2017, Spring 2017
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.

**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 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.

**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.

**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.

**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 2021, Spring 2021, Fall 2020
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 2021, Spring 2021, Fall 2020
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 [+]

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 2021, Spring 2021, Fall 2020
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 2021, Summer 2021 8 Week Session, Spring 2021
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); 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 61A after completing Computer Science 47A or Computer Science 61AS. A deficient grade in Computer Science 61AS may be removed by taking Computer Science 61A.
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 2021, Spring 2021, Fall 2020
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 2021 8 Week Session, Summer 2020 8 Week Session, Summer 2019 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 61BL after taking 47B or 61B. Deficiency in 61B may be removed by taking 61BL.

Hours & Format
Fall and/or spring: 15 weeks - 1 hour of lecture and 6 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
Data Structures and Programming Methodology: Read Less [-]

COMPSCI 61C Great Ideas of Computer Architecture (Machine Structures) 4 Units
Terms offered: Fall 2021, Summer 2021 8 Week Session, Spring 2021
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, Stoianovic
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.

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.

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 W61B Data Structures (Online) 4 Units
Terms offered: Prior to 2007
Identical to CS61B, but in an online format. 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.

Rules & Requirements
Prerequisites: COMPSCI 61A, COMPSCI W61A, COMPSCI 88 or ENGIN 7
Credit Restrictions: Students will receive no credit for COMPSCI W61B after completing COMPSCI 61B. A deficient grade in COMPSCI W61B may be removed by taking COMPSCI 61B.

Hours & Format
Fall and/or spring: 15 weeks - 3 hours of web-based lecture, 2 hours of laboratory, and 1 hour of web-based discussion per week
Summer: 8 weeks - 6 hours of web-based lecture, 4 hours of laboratory, and 2 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: Hug

Data Structures (Online): Read More [+]

COMPSCI 70 Discrete Mathematics and Probability Theory 4 Units
Terms offered: Fall 2021, Summer 2021 8 Week Session, Spring 2021
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.

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.

Rules & Requirements

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 88 Computational Structures in Data Science 3 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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.

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: MATH 1A. Also, 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 may receive no credit for Computer Science 88 after completing Computer Science 61A.

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

Additional Details
Subject/Course Level: Computer Science/Undergraduate
Grading/Final exam status: Letter grade. Final exam required.

COMPSCI 94 Special Topics 1 - 4 Units
Terms offered: Fall 2015
Topics will vary semester to semester. See the Computer Science Division announcements.

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.

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.
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.
Direct 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.
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 2021, Summer 2021 8 Week Session, Spring 2021, Fall 2020, Summer 2020 8 Week Session
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.
Rules & Requirements
Prerequisites: COMPSCI C8 / DATA C8 / INFO C8 / STAT C8; and COMPSCI 61A, COMPSCI 88, or ENGIN 7; Corequisite: MATH 54 or EECS 16A
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 hours of lecture, 1 hour of discussion, and 1 hour of laboratory per week
Summer: 8 weeks - 6 hours of lecture, 2 hours of discussion, and 2 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: 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 2021, Spring 2020, Spring 2019
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

Additional Details
Subject/Course Level: Computer Science/Undergraduate
Grading/Final exam status: Letter grade. Alternative to final exam.
Instructors: Asanovic, Culler, Kubiatowicz, Wawrzynek
Computer Architecture and Engineering: Read Less [-]

COMPSCI 160 User Interface Design and Development 4 Units
Terms offered: Summer 2021 8 Week Session, Fall 2020, Spring 2020
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 2021, Summer 2021 8 Week Session, Spring 2021
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.

Prerequisites: COMPSCI 61C; and COMPSCI 70 or MATH 55

Rules & Requirements

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: Paxson, Song, Tygar, Wagner

Computer Security: Read Less [-]

COMPSCI 162 Operating Systems and System Programming 4 Units
Terms offered: Fall 2021, Summer 2021 8 Week Session, Spring 2021

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

Rules & Requirements

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: Paxson, Song, Tygar, Wagner

Operating Systems and System Programming: Read Less [-]

COMPSCI 164 Programming Languages and Compilers 4 Units
Terms offered: Fall 2021, Fall 2020, Fall 2019

Prerequisites: COMPSCI 61B and COMPSCI 61C

Rules & Requirements

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 2020, Fall 2018, Fall 2017
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).

Prerequisites: COMPSCI 61B and COMPSCI 162

Rules & Requirements

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 3 Units
Terms offered: Fall 2021
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. A deficient grade in COMPSCI 169A may be removed by taking COMPSCI 169.

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, Sen

Introduction to Software Engineering: Read Less [-]
COMPSCI 169L Software Engineering Team Project 2 Units
Terms offered: Spring 2021
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

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

Hours & Format

Fall and/or spring: 15 weeks - 1 hour of discussion per week
Summer: 8 weeks - 2 hours of discussion 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 2021, Spring 2021, Fall 2020
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. Unsolvable 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 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: Spring 2021, Spring 2019, Spring 2016
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: Fall 2019, Spring 2019, Spring 2018
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.

Rules & Requirements
Prerequisites: COMPSCI 170

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.

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

COMPSCI 182 Designing, Visualizing and Understanding Deep Neural Networks 4 Units
Terms offered: Spring 2019
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.

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.

Instructor: Canny

COMPSCI W174/174A Introduction to Combinatorics 4 Units
Terms offered: Fall 2018

COMPSCI 177 Network Science 4 Units
Terms offered: Spring 2019

COMPSCI 178 Introduction to Algorithms and Data Structures 4 Units
Terms offered: Fall 2018

COMPSCI 189 Computer Programming 4 Units
Terms offered: Fall 2019, Spring 2019, Spring 2018

COMPSCI 199 Introduction to Scientific Computing 4 Units
Terms offered: Spring 2019
**COMPSCI L182** Designing, Visualizing and Understanding Deep Neural Networks 4 Units

Terms offered: Spring 2020

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 and Math 54 or equivalent; Computer Science 70 or Statistics 134 or Electrical Engineering and Computer Sciences 126; Computer Science 61B or equivalent; Computer Science 189 (recommended)

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

**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 W182** Designing, Visualizing and Understanding Deep Neural Networks 4 Units

Terms offered: Spring 2021, Spring 2020

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 and MATH 54 or equivalent; COMPSCI 70 or STAT 134 or EECS 126; COMPSCI 61B or equivalent; and COMPSCI 189 (recommended)

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

**Hours & Format**

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

**Online:** This is an online course.

**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 2021, Summer 2020 8 Week Session, Spring 2020

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 186 Introduction to Database Systems 4 Units
Terms offered: Fall 2020, Fall 2018, Spring 2018
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. Foundations of Computer Graphics: Read More [+]

Rules & Requirements

Prerequisites: COMPSCI 61B and COMPSCI 61C

Credit Restrictions: Students will receive no credit for Comp Sci 186 after taking Comp Sci 286A.

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: Franklin, 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 2021, Summer 2021 8 Week Session, Spring 2021
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 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, Klein, Russell

Introduction to Artificial Intelligence: Read Less [-]
COMPSCI 189 Introduction to Machine Learning 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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

COMPSCI C191 Quantum Information Science and Technology 3 Units
Terms offered: Fall 2021, Fall 2020, Spring 2020
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.
Quantum Information Science and Technology: 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 per week
Additional Details
Subject/Course Level: Computer Science/Undergraduate
Grading/Final exam status: Letter grade. Final exam required.
Also listed as: CHEM C191/PHYSICS C191
Quantum Information Science and Technology: Read Less [-]

COMPSCI 194 Special Topics 1 - 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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 2021, Spring 2021, Fall 2020
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 2021, Fall 2020, Spring 2014
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.
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.
Instructor: Harvey
Honors Social Implications of Computer Technology: Read Less [-]

COMPSCI H196B Senior Honors Thesis Research 1 - 4 Units
Terms offered: Spring 2010, Spring 2009, Fall 2008
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.
Instructor: Harvey
Honors Social Implications of Computer Technology: Read Less [-]
COMPSCI 197 Field Study 1 - 4 Units
Terms offered: Spring 2019, Fall 2018, Fall 2016
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 2021, Spring 2021, Fall 2020
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: Spring 2020, Fall 2018, Fall 2016
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 2021, Fall 2017, Spring 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: Fall 2021, Fall 2019, Fall 2018
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 - 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.

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
Fall and/or spring: 15 weeks - 1-2 hours of seminar per week
Summer: 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 84 Sophomore Seminar 1 or 2 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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: 15 weeks - 1-4 hours of fieldwork per week
Summer: 5 weeks - 3-6 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 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 2020, Fall 2016, Spring 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 - 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 105 Microelectronic Devices and Circuits 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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 113 Power Electronics 4 Units
Terms offered: Fall 2021, Fall 2020, Fall 2019
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 consent 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 Engineering/Undergraduate

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

Power Electronics: Read Less [-]
EL ENG 117 Electromagnetic Fields and Waves 4 Units
Terms offered: Spring 2021, Spring 2020, Spring 2019
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 2021, Fall 2020, Fall 2019

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 recitation 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 2021, Spring 2021, Fall 2020

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.

Instructor: Yablonovitch

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.

Instructors: Waller, Kante

Introduction to Digital Communication Systems: Read Less [-]
EL ENG 122 Introduction to Communication Networks 4 Units
Terms offered: Spring 2020, Spring 2019, Spring 2018
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

EL ENG 123 Digital Signal Processing 4 Units
Terms offered: Spring 2021, Spring 2020, Spring 2019
Digital Signal Processing: Read More [+]
Rules & Requirements
Prerequisites: EL ENG 120

EL ENG 126 Probability and Random Processes 4 Units
Terms offered: Spring 2017, Fall 2016, Spring 2016
Probability and Random Processes: Read More [+]
Rules & Requirements
Prerequisites: EECS 16A and EECS 16B

EL ENG C128 Feedback Control Systems 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020, Spring 2020
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

Also listed as: MEC ENG C134
EL ENG 130 Integrated-Circuit Devices 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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.
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 2021, Spring 2020, Spring 2019
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.
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.
Instructor: Arias
Fundamentals of Photovoltaic Devices: Read Less [-]

EL ENG 137A Introduction to Electric Power Systems 4 Units
Terms offered: Fall 2021, Fall 2020, Fall 2019
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.
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 2021, Spring 2020, Spring 2019
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.
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 2021, Fall 2020, Spring 2020
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.

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

EL ENG 142 Integrated Circuits for Communications 4 Units
Terms offered: Spring 2021, Fall 2019, Fall 2018
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.

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.

EL ENG 143 Microfabrication Technology 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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.

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.

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 2021, Fall 2020, Fall 2019
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
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.
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 More [+]

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.
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 2021, Fall 2020, Fall 2019
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, COMPSCI 61A, COMPSCI 61B, COMPSCI 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: Spring 2021, Spring 2020, Fall 2018
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: Spring 2018, Spring 2016, Fall 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 198 Directed Group Study for Advanced Undergraduates 1 - 4 Units
Terms offered: Fall 2021, Spring 2021, Fall 2020
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: Fall 2018, Spring 2018, Fall 2017
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 [-]