ADVANCED ANALOG CIRCUITS & SYSTEMS

Theoretical and practical design background on analog signal processing circuits and systems that are most widely used.

DIGITAL COMMUNICATION

Introduction to digital communication theory and systems; coding of analog and digital information; digital modulation techniques. Introduction to information theory.

DIGITAL SIGNAL PROCESSING

Relations between continuous-and discrete-time Fourier expansions. Sampling, aliasing, sampling rate conversion. Operator concepts in signal processing, all-pass systems, FFT, digital filter design

ELECTRONIC PROPERTIES OF MATERIALS, DEVICES, AND NANOSTRUCTURES 4400:598 – Grade: A

Electronic properties of crystalline solids and nanostructures, including: classical and quantum descriptions of electrical transport and optoelectronic effects. Physical models of solid-state devices.

EMBEDDED SCIENTIFIC COMPUTING

Organization of scientific and engineering problems for computer solutions. Analysis of error and convergence properties of algorithms.

EMBEDDED SYSTEMS INTERFACING

Micro-controller structures and embedded peripherals. Interfaces to physical environments. Software access to peripherals, timers, ADCs and DACs. Synchronous and asynchronous communications. Interrupts. Real-time operating systems.

INFORMATION THEORY

Source and channel models, entropy, relative entropy, mutual information, data compression, random coding bound and channel coding theorem, channel capacity for Gaussian channels, practical coding schemes, network information theory.

OPTICAL ELECTRONICS AND PHOTONIC DEVICES

Lightwave engineering, photonic principles and optical electronic device technology.

POWER ELECTRONICS

Elements of power electronics circuits. Rectifiers, converters, inverters analysis and design.

4400:441 - Grade: B

4450:540 - Grade: A

4400:693 - Grade: A

4450:410 - Grade: A

4450:422 – Grade: A

4400:643 - Grade: A-

4400:561 – Grade: A

4400:483 – Grade: B

STOCHASTIC PROCESSES AND COMMUNICATIONS

Principles and properties of stochastic processes in discrete/continuous-time linear/nonlinear systems, Markov Chains, estimation theory, filtering and prediction, and other specialized topics such as queuing theory. All the topics are introduced with the applications to communications, computer networks, computer architecture, computer science, and control systems

VLSI CIRCUITS AND SYSTEMS

MOSFET structures, design rules, and fabrication. Static, dynamic CMOS. PLAs, ROMs, and RAMs. Layout methodologies and tools. System architecture.

VLSI DESIGN

Digital logic circuits. Very large-scale integration (VLSI) fabrication processes and layout design. Delay and power of digital circuits. Latches and flip-flops in VLSI. Memory design. System-level design issues. Design project.

WIRELESS COMMUNICATIONS

Theory and analysis of wireless communication systems, wireless propagation, multiple access, modulation, demodulation, multipath channel characterization, diversity, cellular, and PCS services and standards.

4450:567 – Grade: A

4450:567 – Grade: B

4450:567 – Grade: A

4400:445 – Grade: A