

Welcome to EECS16A!

Designing Information Devices and Systems I



Prof. Laura Waller
Spring 2021

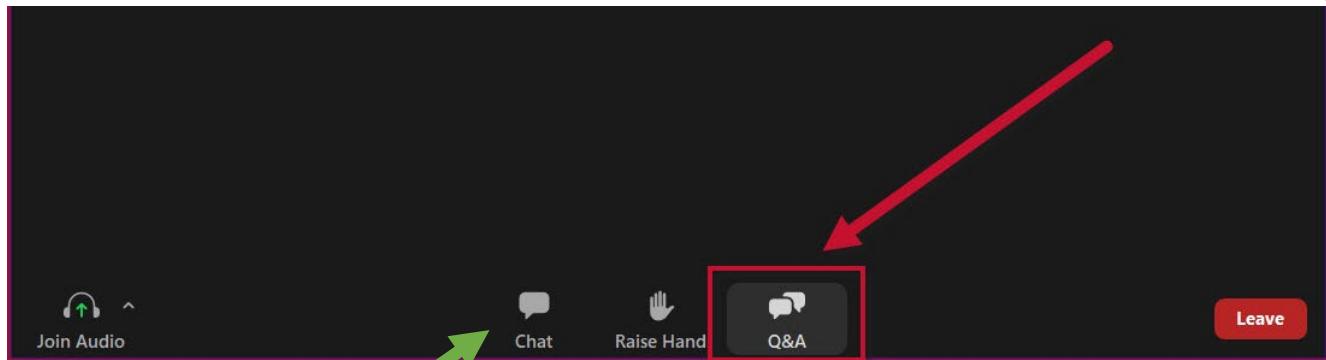




All of these extract information from the real world and interact with it; we will be learning how to design and understand these devices & systems

Prof. Laura Waller
Spring 2021





If you have a question other students can answer, please use the chat

If you have a question for me, please type it into the Q&A



Instructors



Prof. Laura Waller
waller@berkeley.edu



Prof. Elad Alon
elad@eecs.berkeley.edu

Office Hours: right after lecture, but at
<https://berkeley.zoom.us/my/laura.waller>

- Other contributors to 16: Vladimir Stojanovic, Anant Sahai, Gireeja Ranade, Ali Niknejad, Claire Tomlin, Michel Maharbiz, Miki Lustig, Vivek Subramanian, Thomas Courtade, Babak Ayazifar

About me



- Ph.D., EECS, Massachusetts Institute of Technology, 2010
- M. Eng., EECS, Massachusetts Institute of Technology, 2005
- B.S., EECS, Massachusetts Institute of Technology, 2004
- Lecturer in Physics, Postdoc in EE at Princeton 2010-2012
- Classes I teach:
 - EE118/218 Introduction to Optical Engineering
 - CS294 Computational Optical Imaging
 - EE84 Hands-on Optics
 - EE225A Statistical Digital Signal Processing

My hobbies...



My hobbies...



Other Staff

Head GSIs:

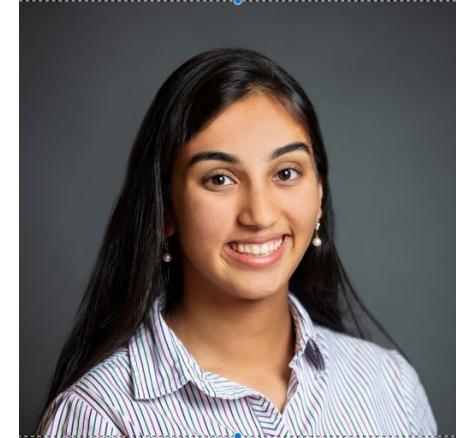
eeecs16a@Berkeley.edu

Email with:

- Questions not for Piazza
- Conflicts, accommodations for exams etc.
 - Emergencies
 - Administrative questions



Amanda Jackson



Anika Ramchandran

Course manager
Great resource for 1-1 concerns
Krystle@eecs.Berkeley.edu



Krystle Simon

Teaching Assistants (TAs) Intro



Click to Toggle Bio!
Dahlia Saba
HW / Admin / Discussion
she/her/hers



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Austin Patel
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Mohsin Sarwari
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Lab TAs



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Raghav Gupta
Head Lab
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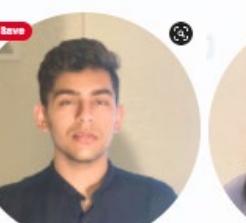
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Teresa Yang
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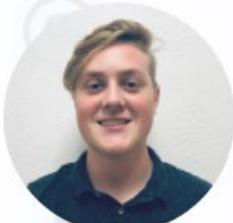


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Frederic Wang
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Discussion TAs



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Content TAs



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We are here to help

- ~23 TAs, ~45 Academic Student Employee (ASE)
 - Lots of different research areas and interests represented (by design)
- So you want to be on 16A staff? Here's the path:
 - Do great in 16A
 - Become an ASE
 - Grade homeworks, assist in labs, tutor and help out in OH, work on improving the notes ...
 - Become a uGSI
 - Become head TA...

Course policies

- Syllabus is on the course website: <https://eeecs16a.org/>
 - You are responsible for reading and following all course policies listed
- Piazza: <http://piazza.com/>
 - a resource for you to help each other out
- Gradescope
- Exam proctoring via zoom

Homeworks (HW)

- Due Fridays at 11:59pm
 - HW0 due Fri Jan 22
- HW Party: Thu 2-4 pm
- Office Hours (OH): at various times
- Self-grading:
 - due Mon at 11:59pm
 - resubmissions due Mon 11:59pm
 - resubmission self-grades due Mon 11:59pm

Note: Self-grading is not just about us being lazy!!
(it is also to help you learn)



Homework Submission

- Homework submitted on Gradescope
 - enroll if you haven't been automatically: code D5PEYX
 - You must select pages
 - You must submit printout of iPython code (see syllabus)

Unmatched Pages & Questions

1 You haven't matched all pages and questions.

Pages 1, and 2 don't have associated questions.

Questions 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 3.1, and 4.1 don't have associated pages.

You can still submit your assignment without these pages associated, however we recommend matching all pages so that graders can easily find your work.

[Continue Matching](#) [Submit Assignment](#)

Study groups

- System to match you into study groups
- Fill out the information form in HW0
- Chance to meet new friends and study buddies

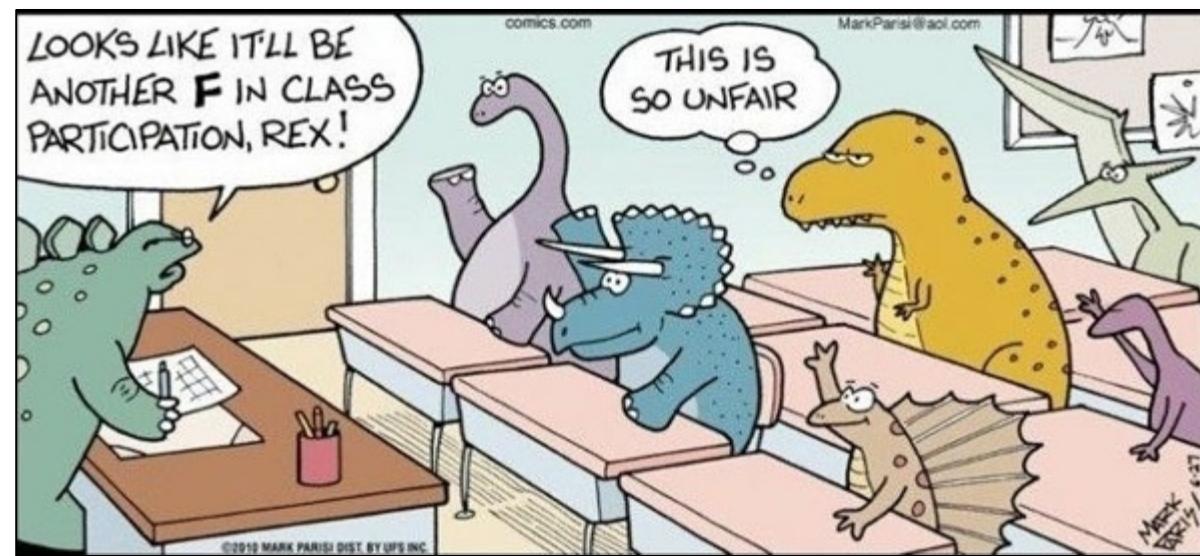
study

(verb)

The act of texting, eating
and watching TV with an
open textbook nearby.

Course policies

- Attend lecture (required)
- Attend discussion (required, one on Mon, one on Wed. Automatic participation points, submit checkoff if watching recording.)
- Attend lab (required, at your scheduled time, checkoff during your lab)
- Attend office hours and homework party (optional)



You are here to learn!

- Learning can be hard and fun
- Collaborate and build community on Piazza/HW Party/Study Groups
- Encourage different perspectives – this is Berkeley!
- Cheating directly detracts from learning
 - Any cheating will be immediately sent to the Office of Student Conduct
 - Report bad behavior
- Everyone here is smart
 - Students have different backgrounds
 - Professors make mistakes – feedback helps
 - If you are struggling, ask for help!



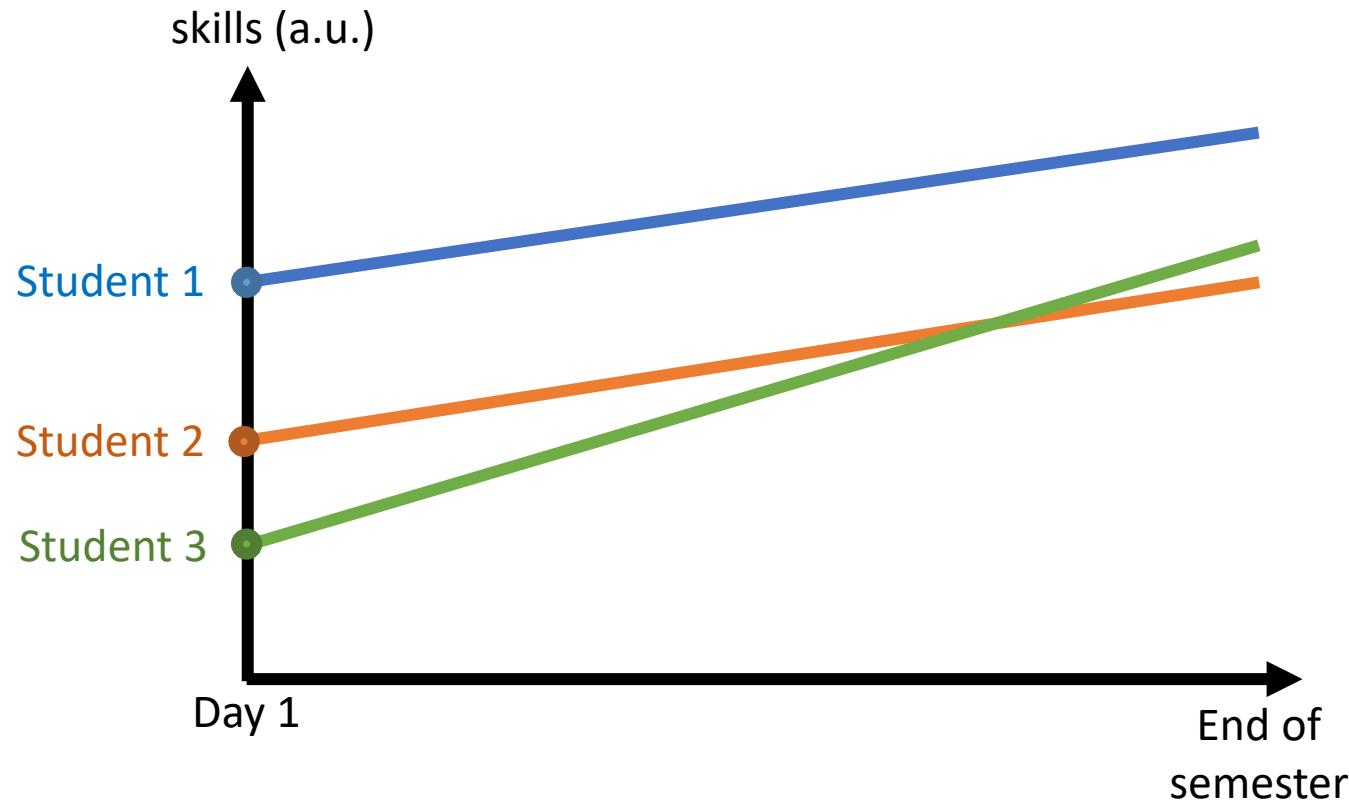
TEAMWORK

How to succeed in 16A

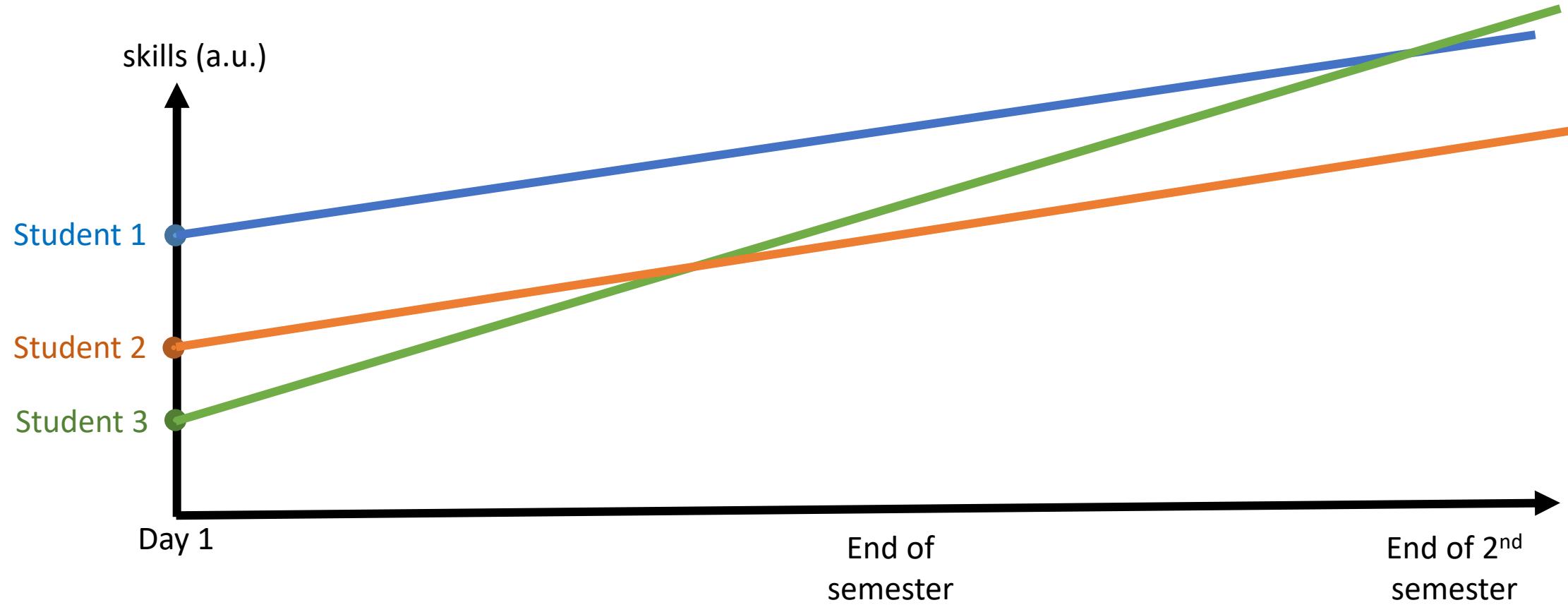
- Get enough sleep
- Attend lecture and discussion
- Do not do the above two at same time
- Actively read notes
- Try HW on your own, early
- Discuss problems with study group and/or at HW Party
- Help others on Piazza
- Study with others as well as alone
- Seek and offer help



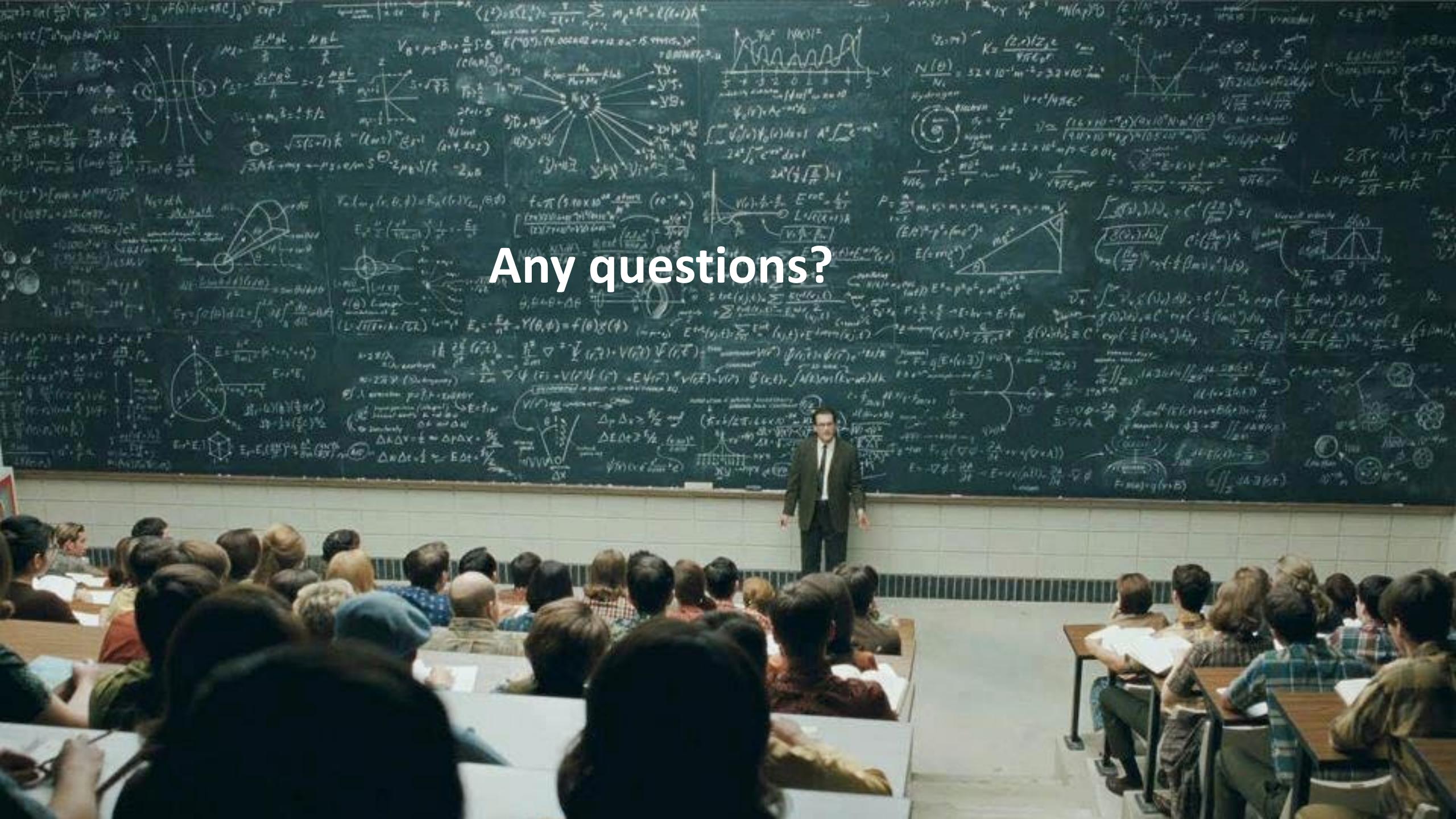
Slope is more important than intercept



Slope is more important than intercept



Any questions?





Did you know...

The same idea that allows touchscreens to detect touch,

Also allows an autonomous car drive in a straight line,

And allows search engines to rank webpages,

And trains deep learning neural networks.

Eigenvalues!

Did you know...

That the same idea that makes Shazam work

Also make the GPS on your phone work?

Cross-correlation!

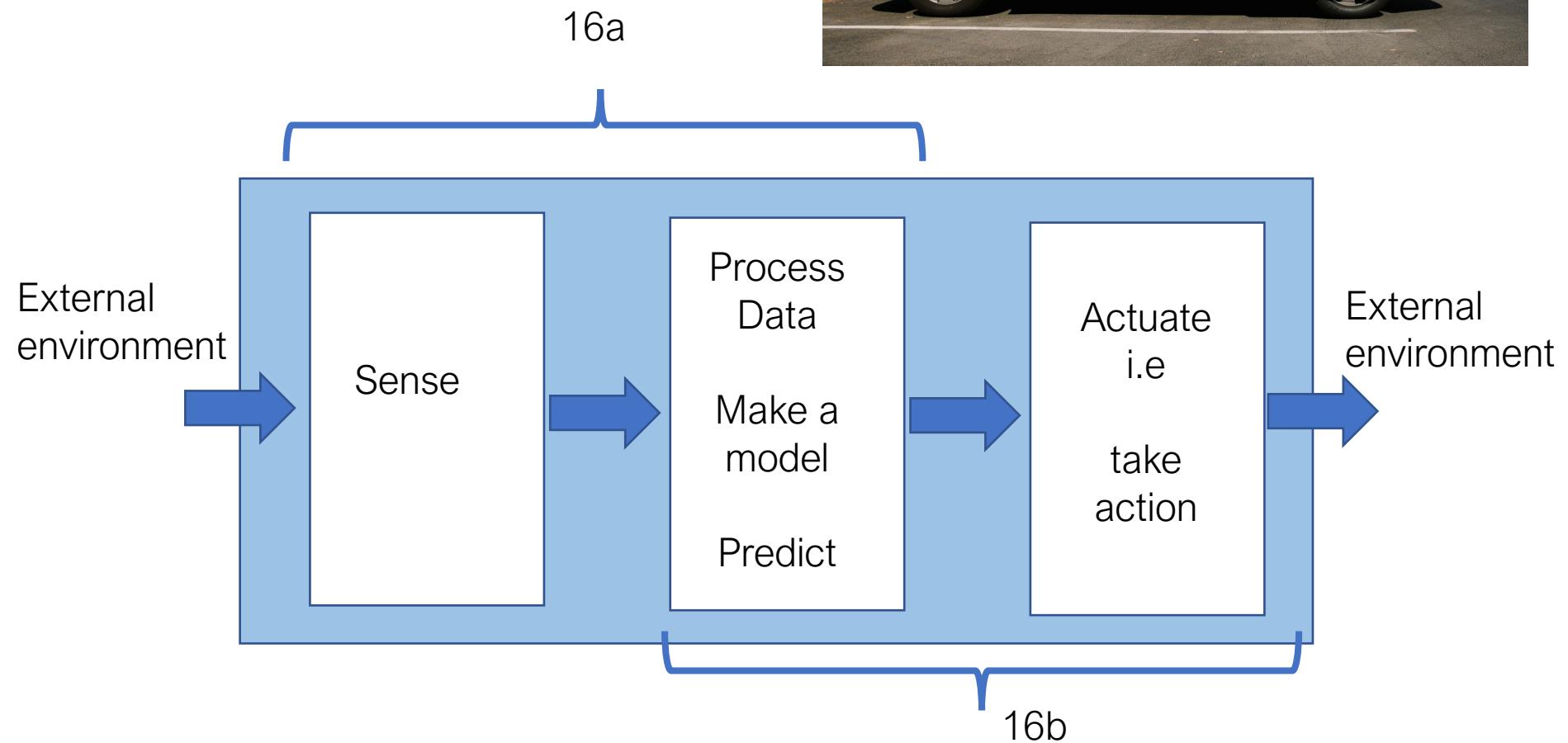
Did you know...

A fundamental algorithm in machine learning and artificial intelligence

Is used to make predictions in biology, brain-machine interfaces, social sciences, imaging algorithms and more?

Least-squares!

Example application: self-driving cars



Learning goals

16A

Module 1: Introduction to systems

How can we collect data? How do we build a model?

Module 2: Introduction to circuits and design

How do we use a model to solve a problem?

Module 3: Introduction to Machine Learning

How do we “learn” models from data and make predictions?

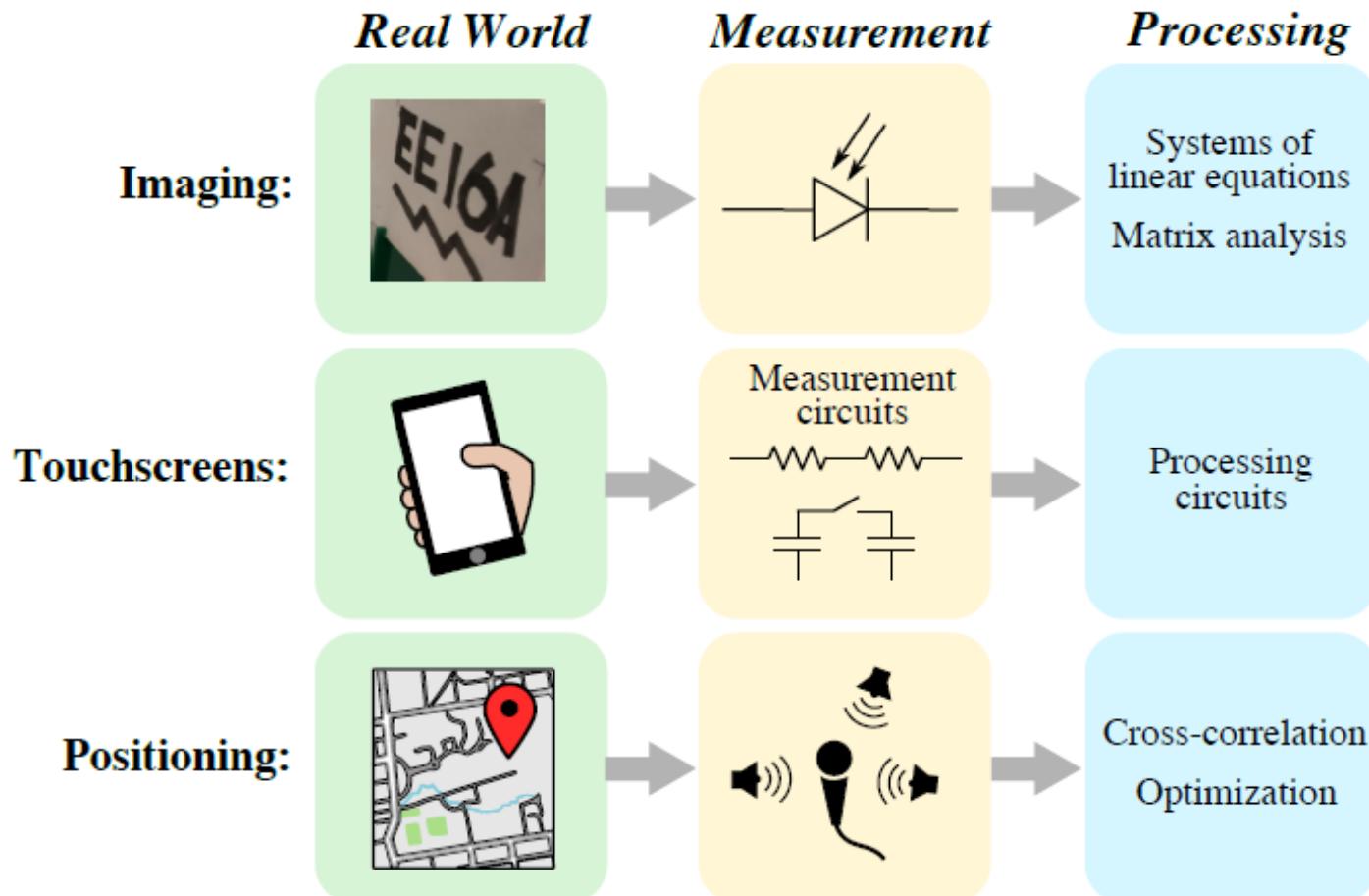
16B

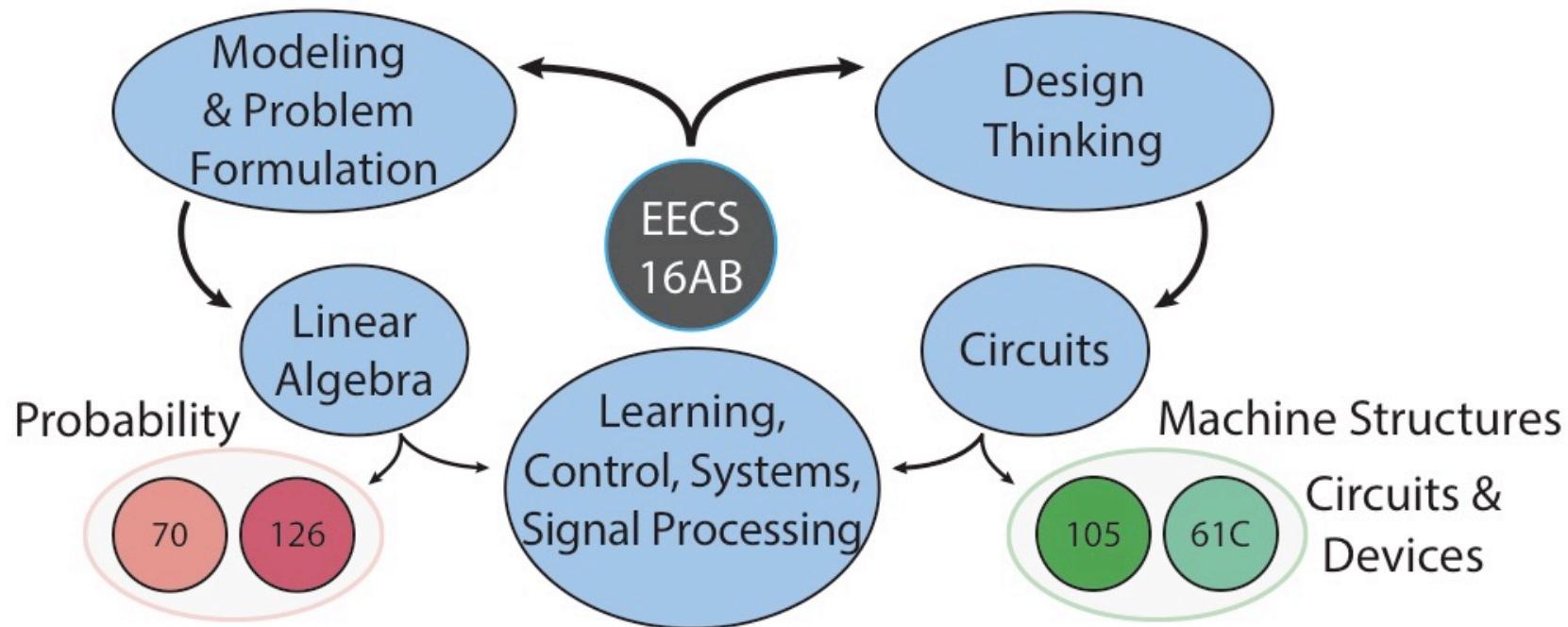
Module 4: Advanced circuit design

Module 5: Introduction to robotics

Module 6: Introduction to unsupervised learning

16a Examples

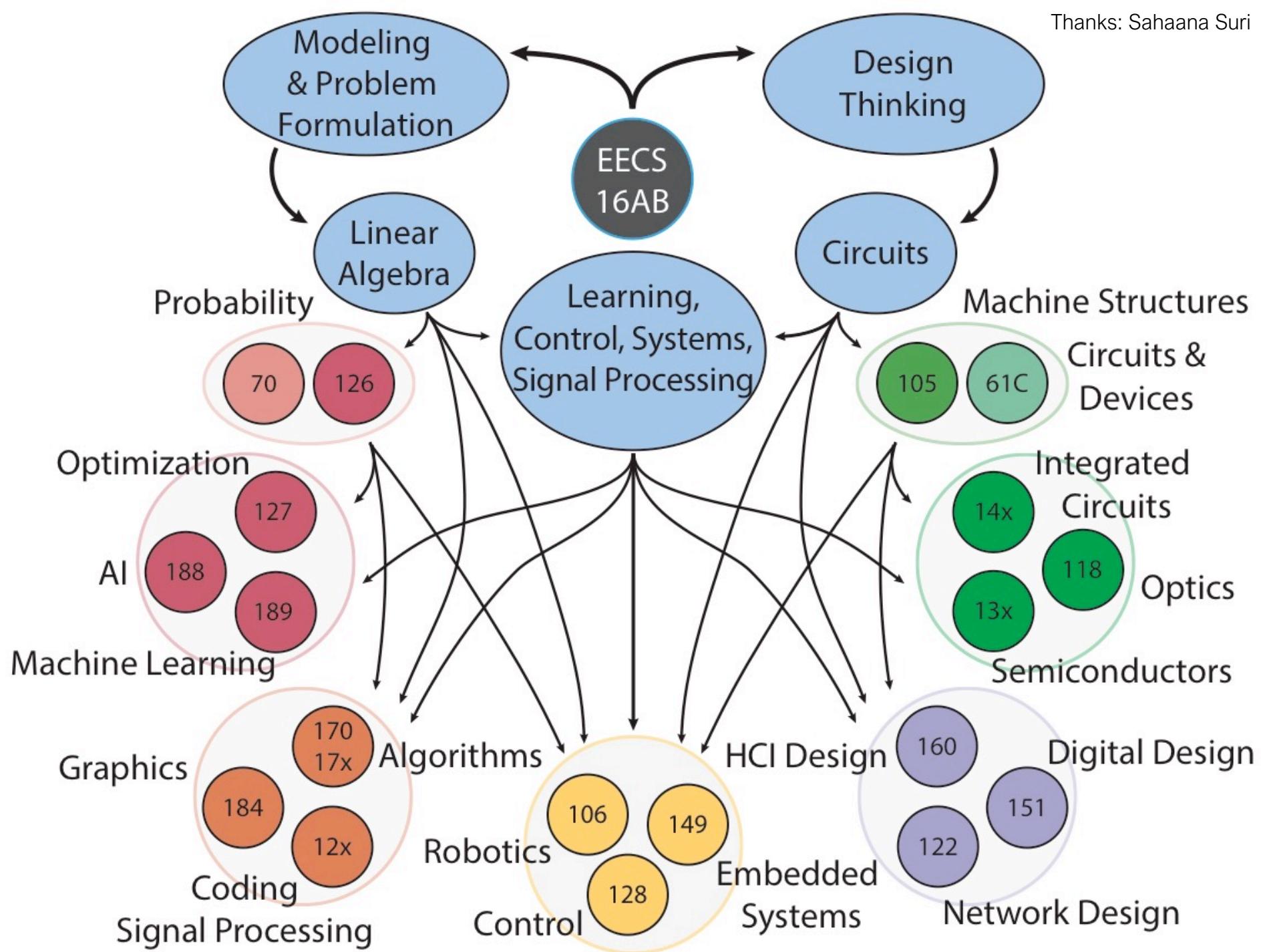




How to approach something unfamiliar
and systematically build understanding

Linear Algebra: conceptual tools to model
Circuits: How to go from model to design, grounded in physical world

Intro to foundational concepts in Machine Learning



How did we get from this...



1866

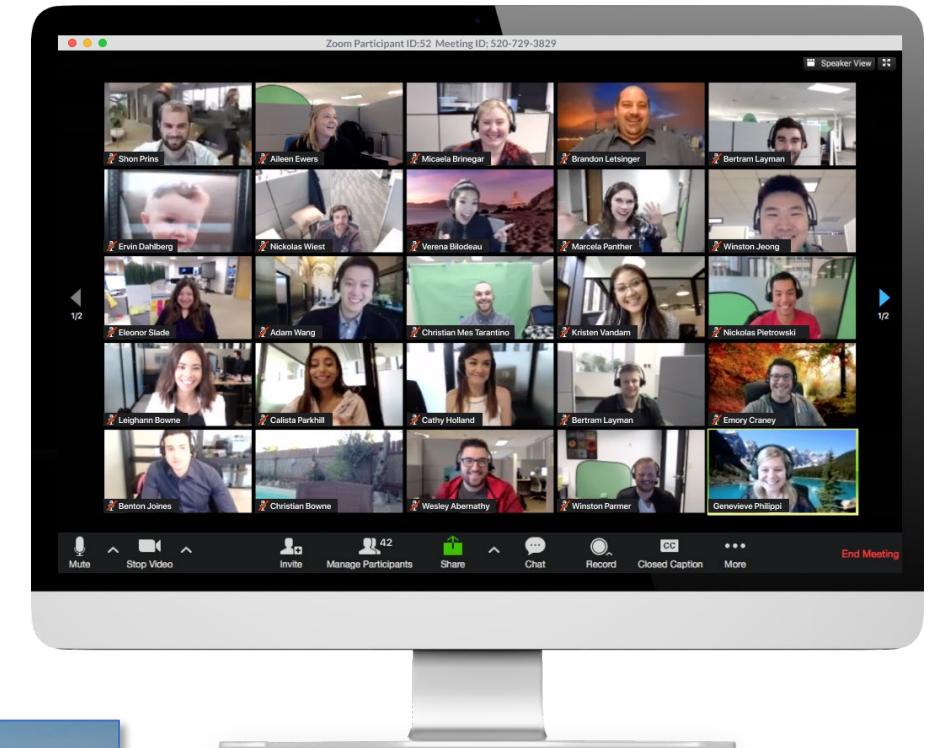


1837

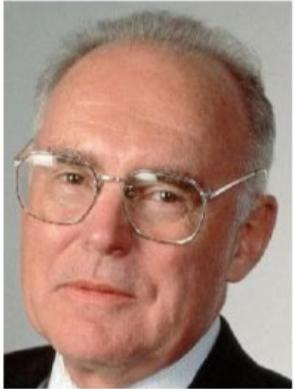


1876

To this....



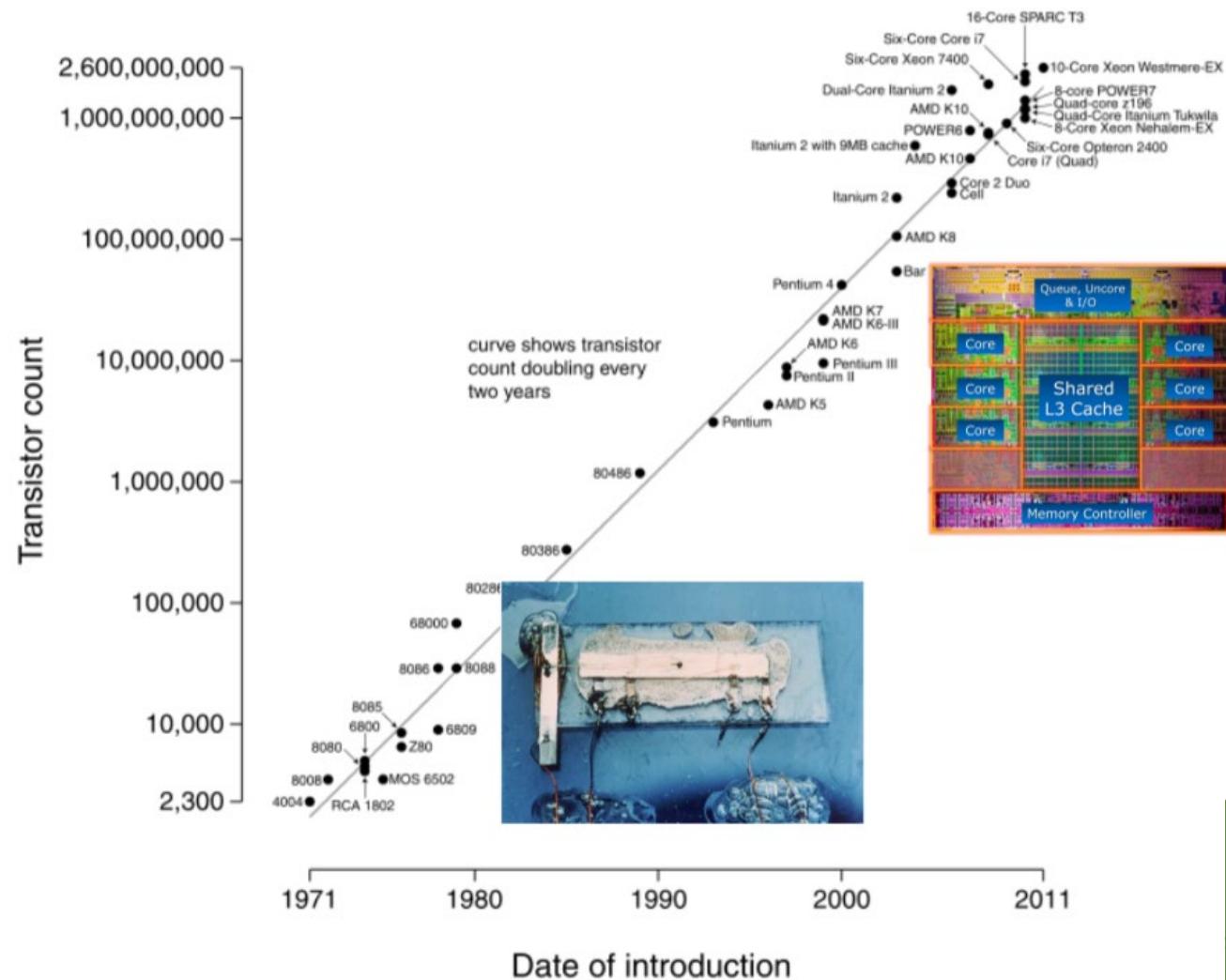
Computational advances have been riding Moore's Law



Gordon
Moore

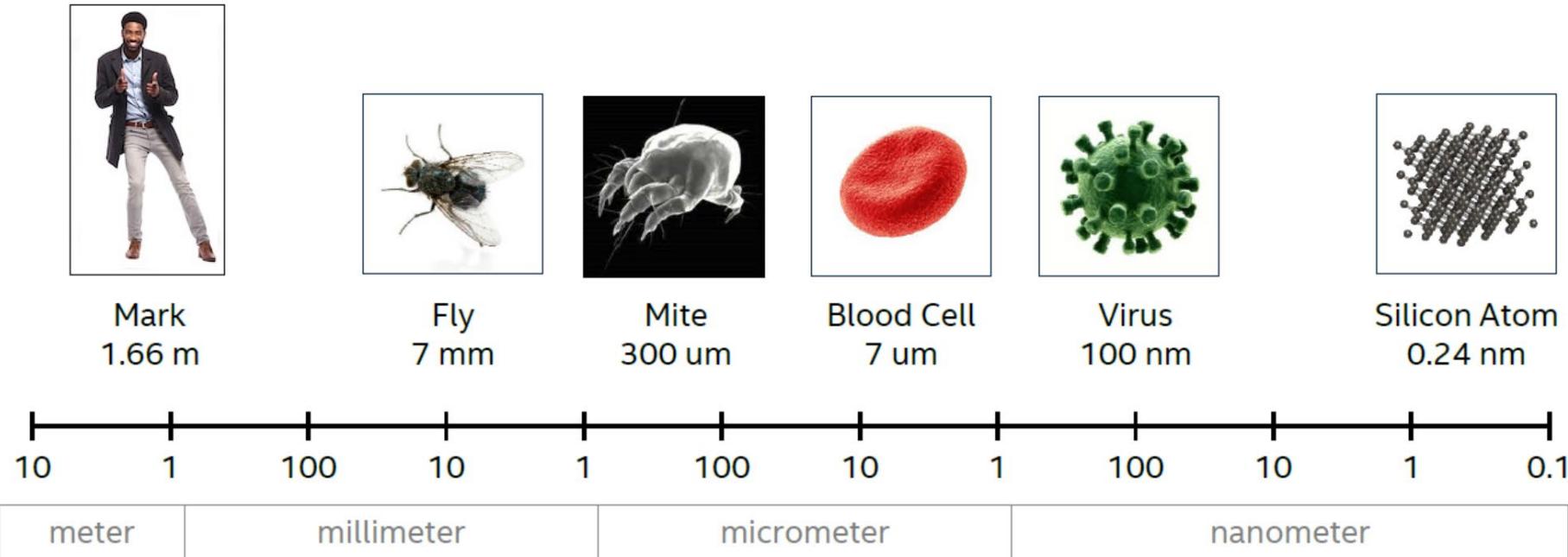
Intel
Cofounder

B.S. Cal
1950!



What is a
transistor?

Sense of Scale



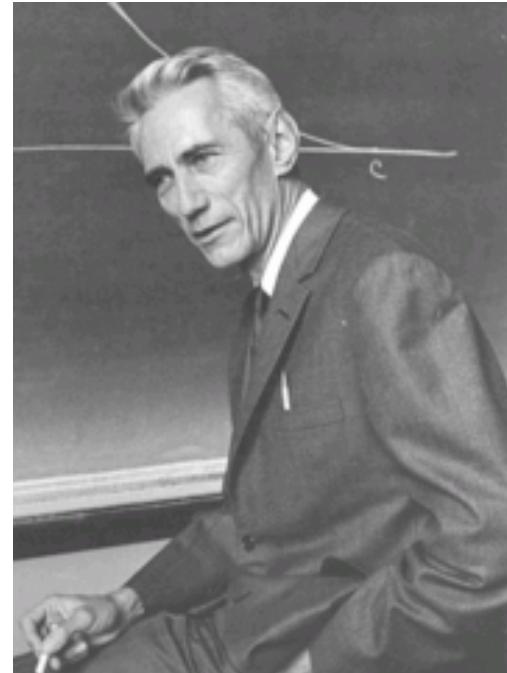
Completing the puzzle ...



Ada Lovelace
wrote the first
computer program

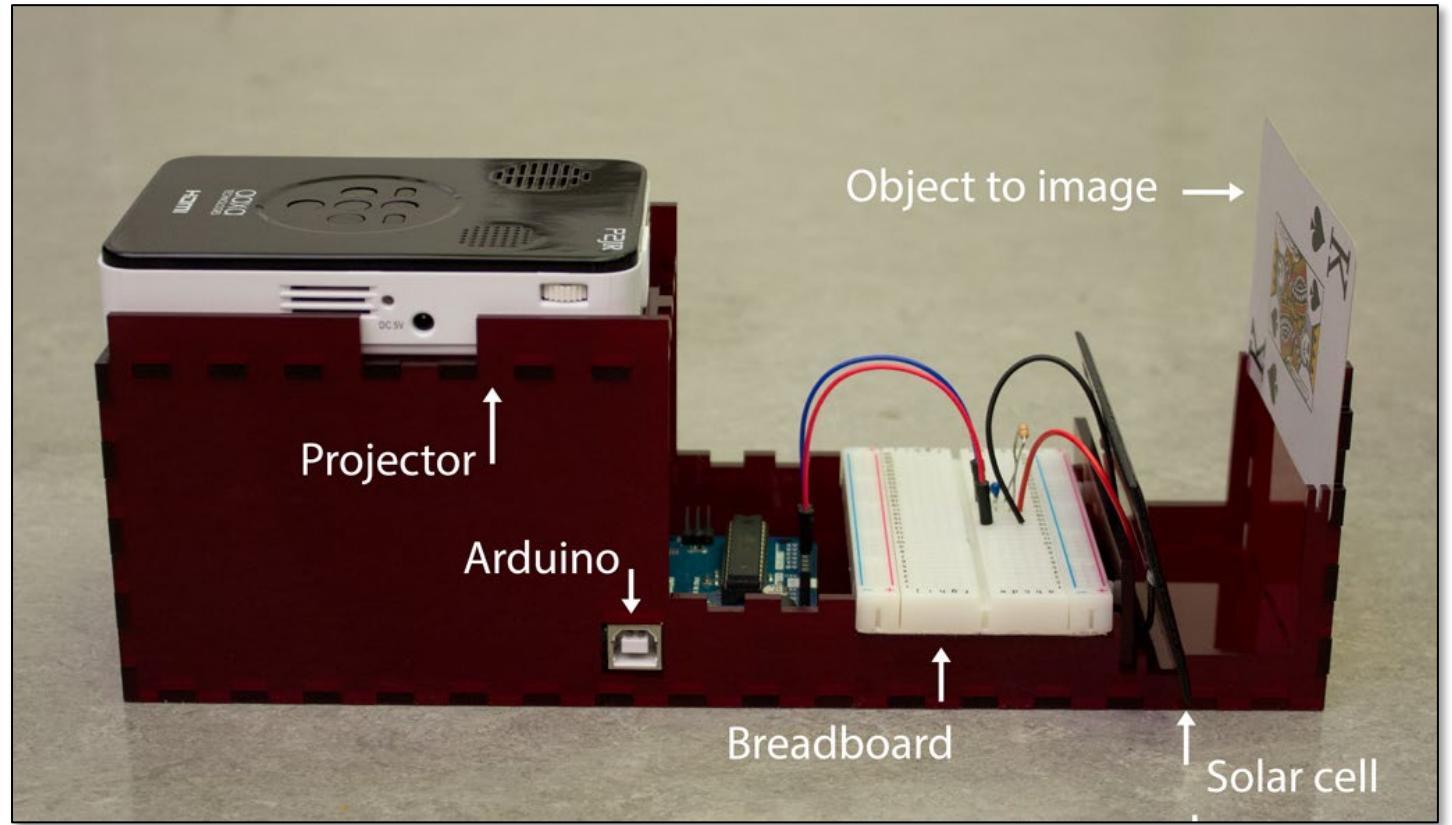


Alan Turing
figured out how to
build a computer to
execute programs



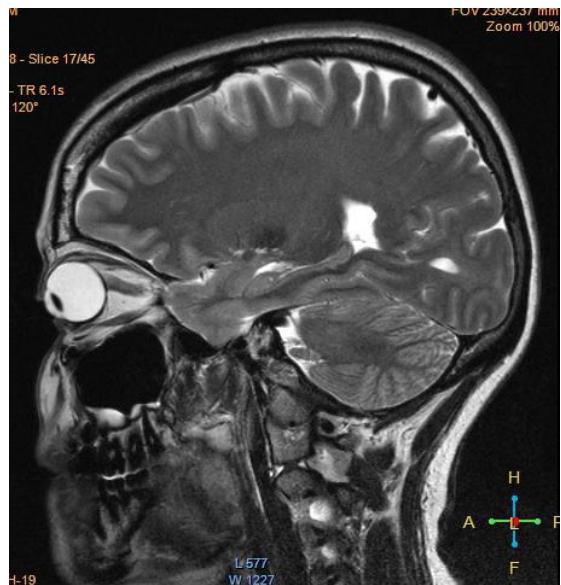
Claude Shannon
Information theorist

Module 1: Imaging

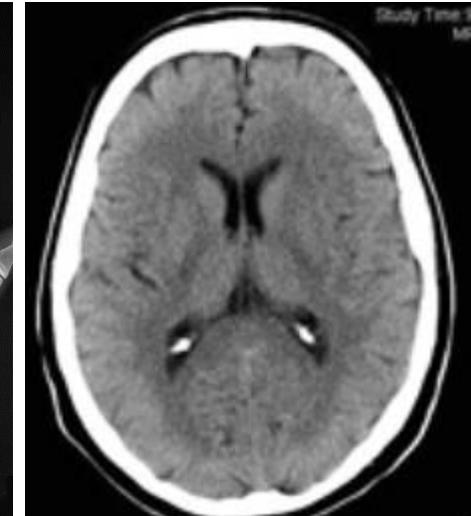


Seeing inside bodies: sans surgery...

MRI



X-Ray



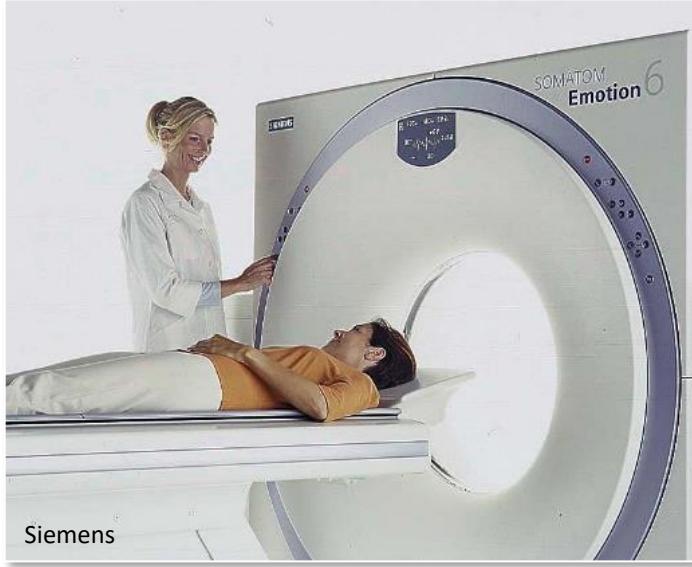
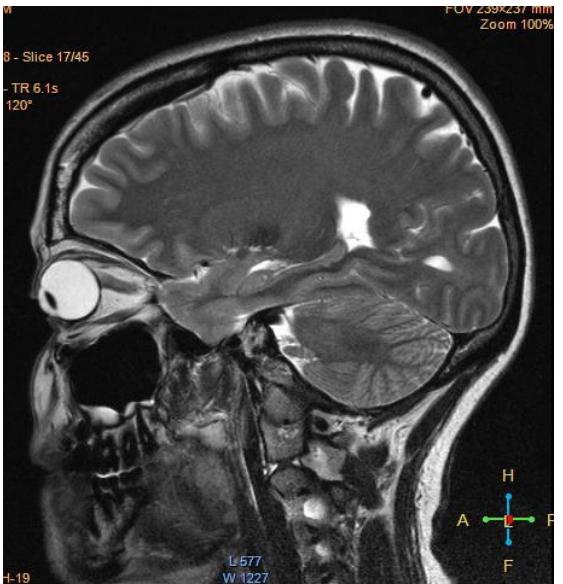
CT



Ultrasound

All of these benefitted from the
math/hardware design techniques
you will learn in this class!

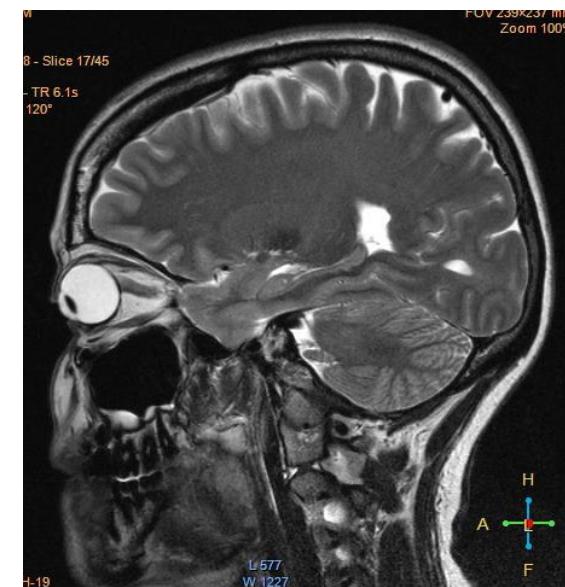
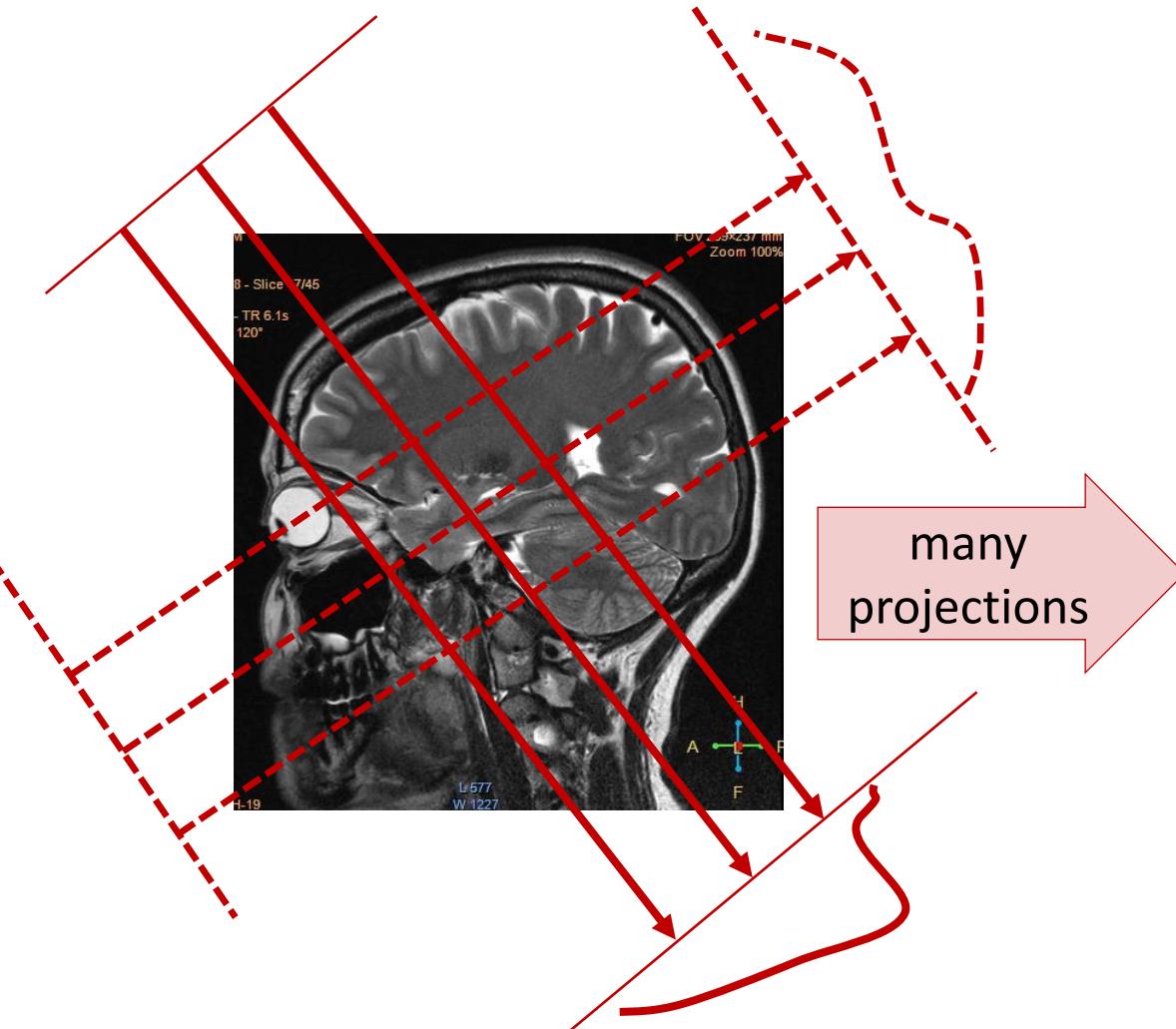
Tomography



'tomo' – slice
'graphy' – to write

Assume it is not desirable to slice open my brain.
How does tomography 'see' inside?

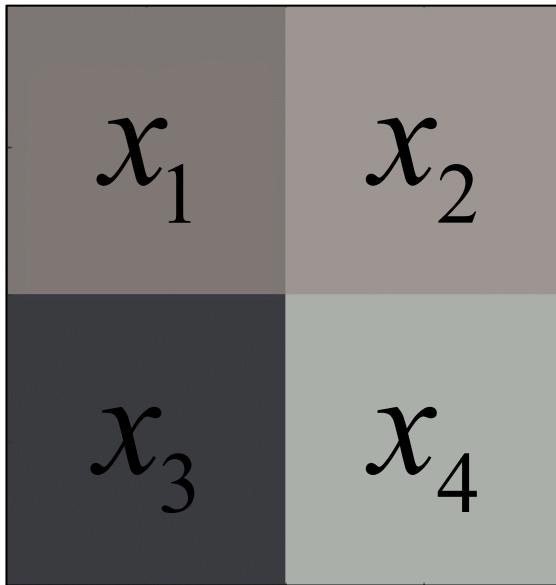
Tomography



What is a projection?

Sum of values
along a line.

Example: Tomography



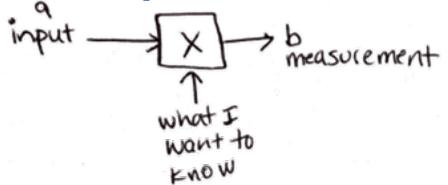
What do pixel values represent?

e.g. density,
absorption, etc.

Can we solve for the pixel values from projections?

Yes, with tomography.

Example: Tomography



Trust me that:
 $b = ax$

Solve this:
 $x = a^{-1}b$

Now I have 4 pixels:

Take a projection:

$$a \rightarrow [x_1 \ x_2 \ x_3 \ x_4] \rightarrow b = ax_1 + ax_2 + ax_3 + ax_4$$

Can I solve for x_1 ? No! Not with single measurement

1 equation, 4 unknowns = ??

Now square grid 4 pixels: (My Brain)

$$\begin{array}{|c|c|} \hline x_1 & x_2 \\ \hline x_3 & x_4 \\ \hline \end{array} \xrightarrow{\text{a}} b_1$$

4 unknowns \rightarrow need 4 measurements!

$$ax_1 + ax_2 = b_1 \quad \textcircled{1}$$

$$ax_3 + ax_4 = b_2 \quad \textcircled{2}$$

$$ax_1 + ax_3 = b_3 \quad \textcircled{3}$$

$$ax_2 + ax_4 = b_4 \quad \textcircled{4}$$

Can I now solve for all x_i ?
 If yes, why/how? If no, why not?

No. 4 unknowns + 4 equations does not mean you can solve it! They need to be 'linearly independent'
 i.e. each provides new information!
 e.g. if I can derive one eqn. from other 3, it's not new info!

In this case: $\textcircled{1} + \textcircled{2} = \textcircled{3} + \textcircled{4}$

$$\hookrightarrow \textcircled{2} = \textcircled{3} + \textcircled{4} - \textcircled{1} \text{ so } \textcircled{2} \text{ is not new info!}$$

~~REDUNDANT~~
~~REDUNDANT~~

So these 4 measurements are not sufficient..

What different measurement can I take to help?

Diagonal.



$$b_5 = ax_1 + ax_4$$

Is it redundant? No.

Now consider changing illumination:

$$\begin{array}{|c|c|} \hline x_1 & x_2 \\ \hline x_3 & x_4 \\ \hline \end{array} \xrightarrow{\substack{a_1 \\ a_2 \\ a_3 \\ a_4}} b_1 \quad b_2 \quad b_3 \quad b_4$$

Not all a 's are equal now.

Can I solve it? Yes if I knew what the a 's are.

$$\text{e.g. } b_1 = a_1 x_1 + a_2 x_2$$

$$\text{becomes } \frac{(b_1)}{(a_1)} = x_1 + x_2 \frac{(b_2)}{(a_1)}$$

All our measurements are linear

What does that mean?

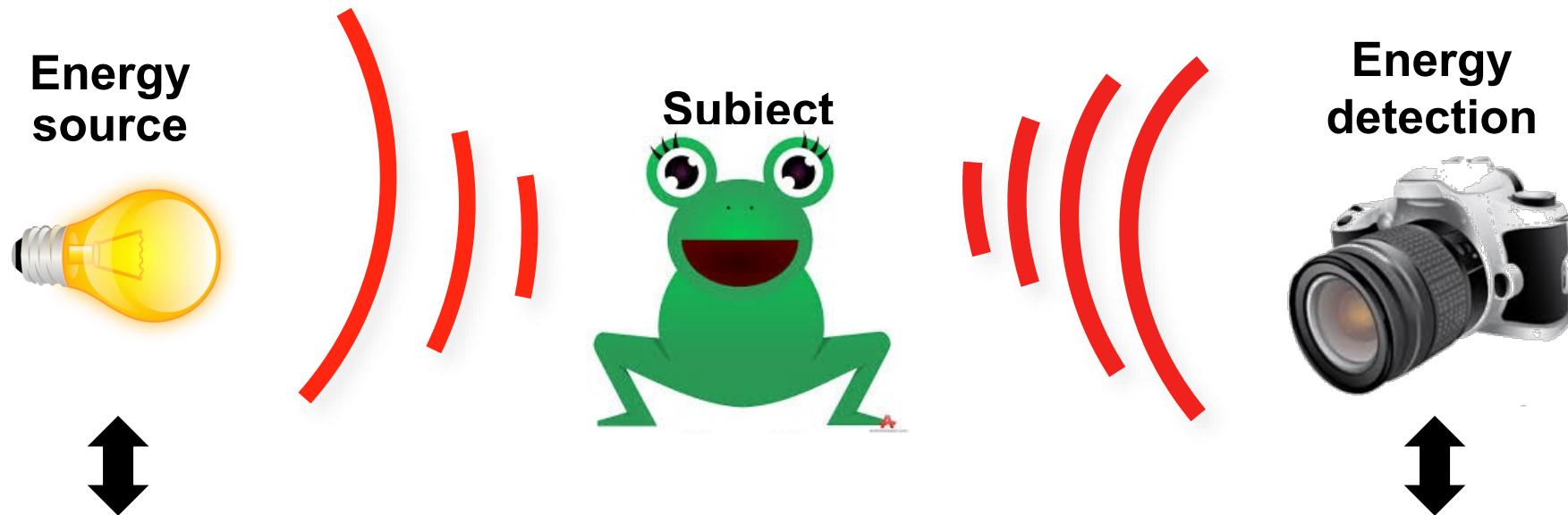
Each variable (x) is multiplied by a scalar (a) to contribute to the measurement

$$\begin{array}{l} ax_1 + ax_2 = b_1 \quad ① \\ ax_3 + ax_4 = b_2 \quad ② \\ ax_1 + ax_3 = b_3 \quad ③ \\ ax_2 + ax_4 = b_4 \quad ④ \end{array}$$

This is called a
system of linear equations

Linear Algebra is what
we need to solve it!

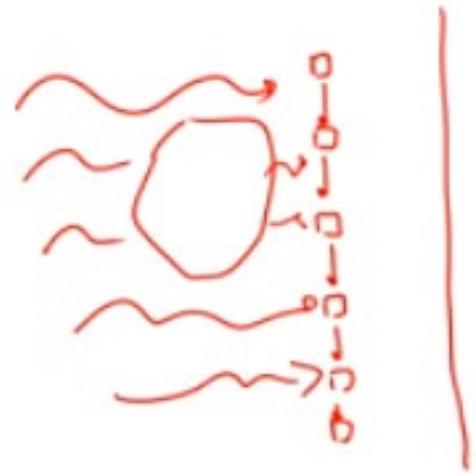
Imaging in general



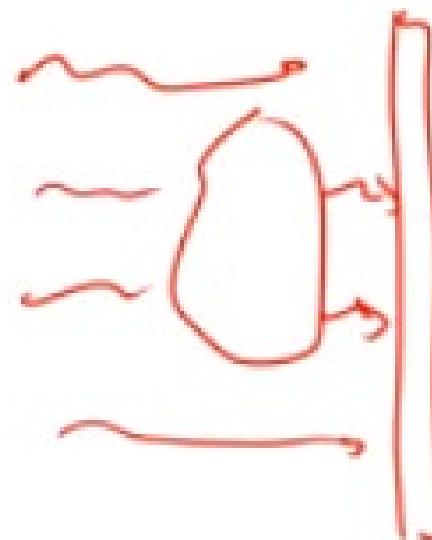
Imaging System

(electronics, control, computing, algorithms, visualization...)

What is the absolute smallest number of components you need to make an imaging system?

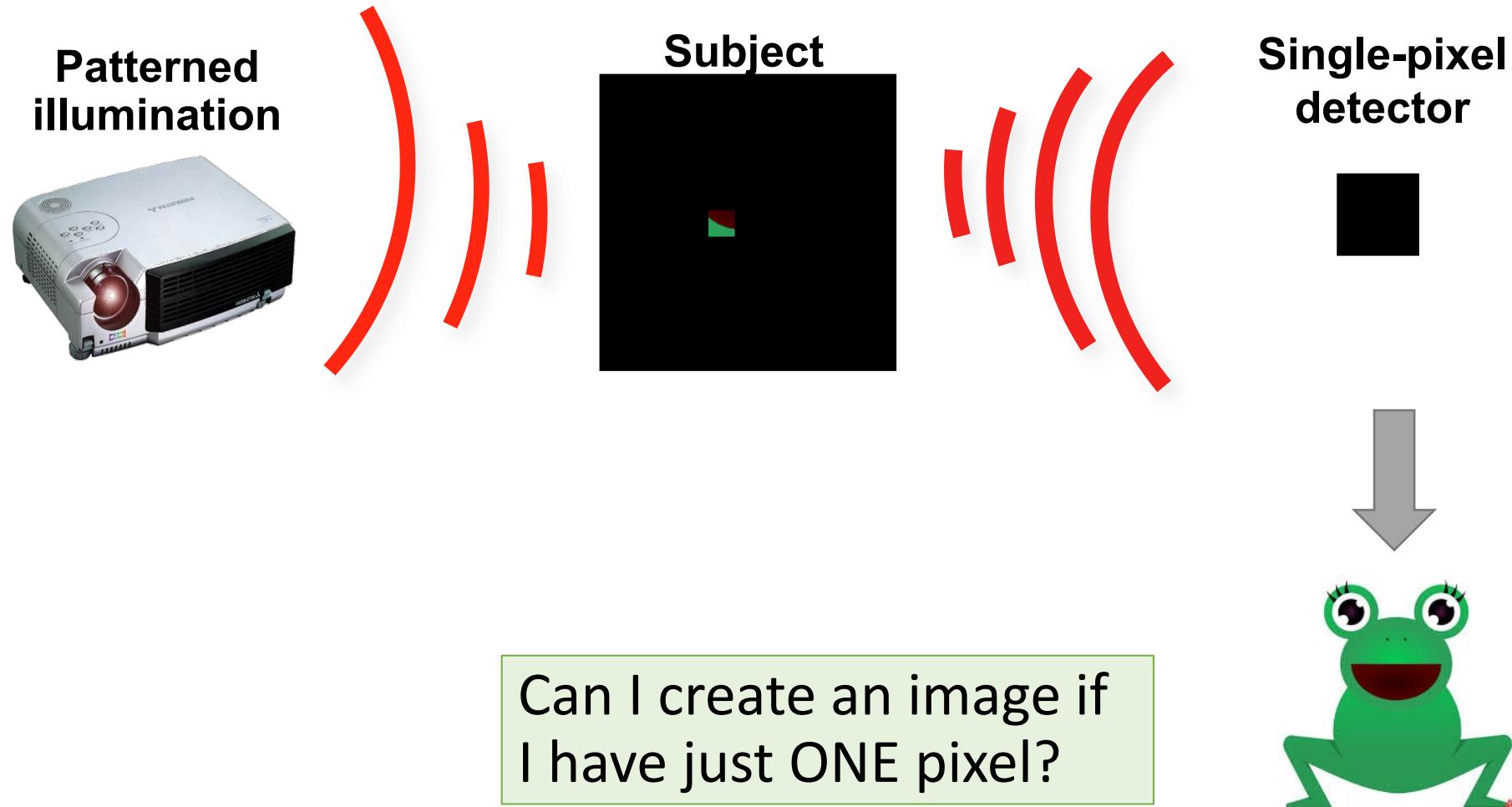


Example: flat illumination,
one photosensor scans
through pixels

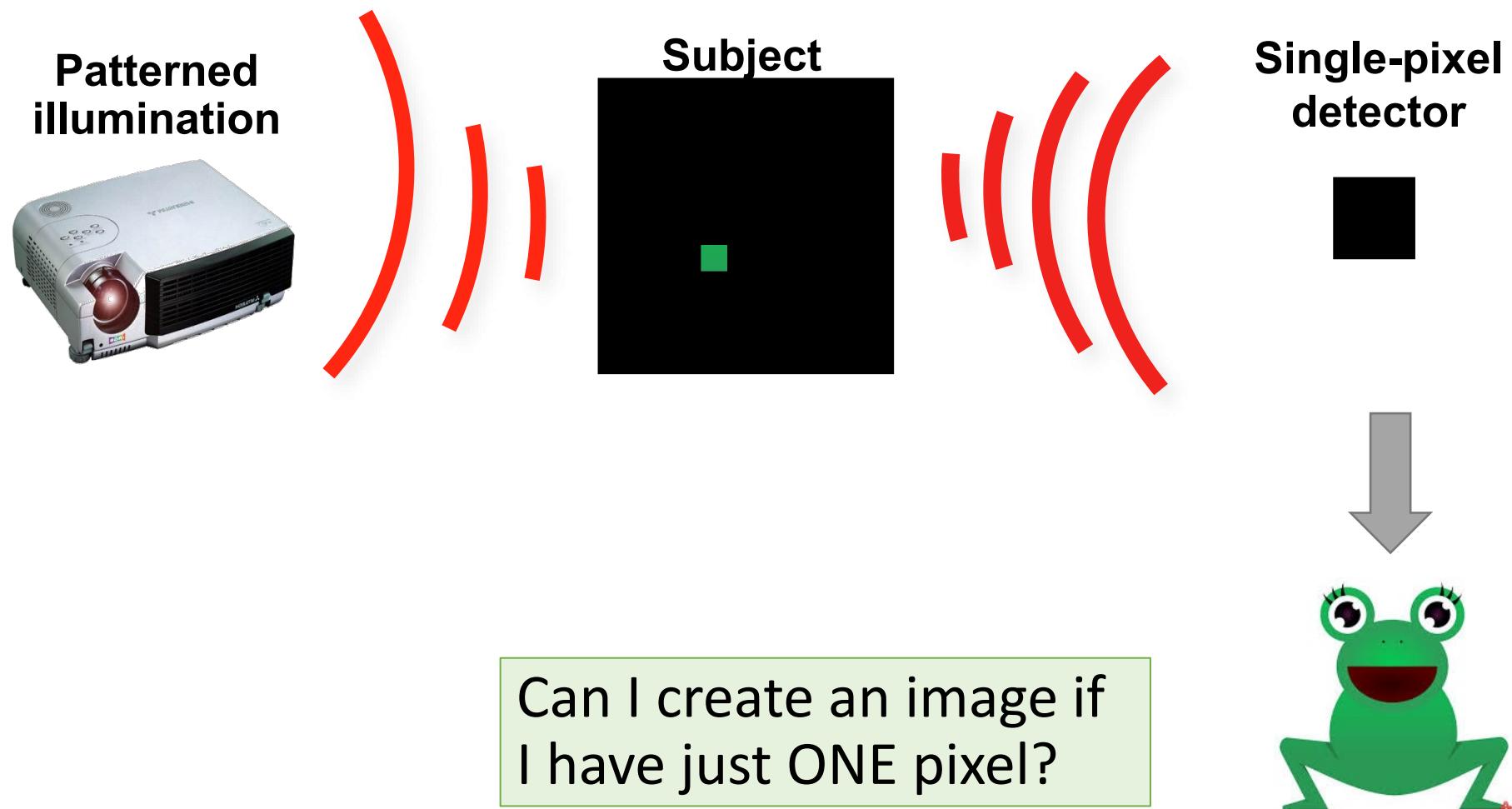


OR scan the illumination,
use only one big pixel

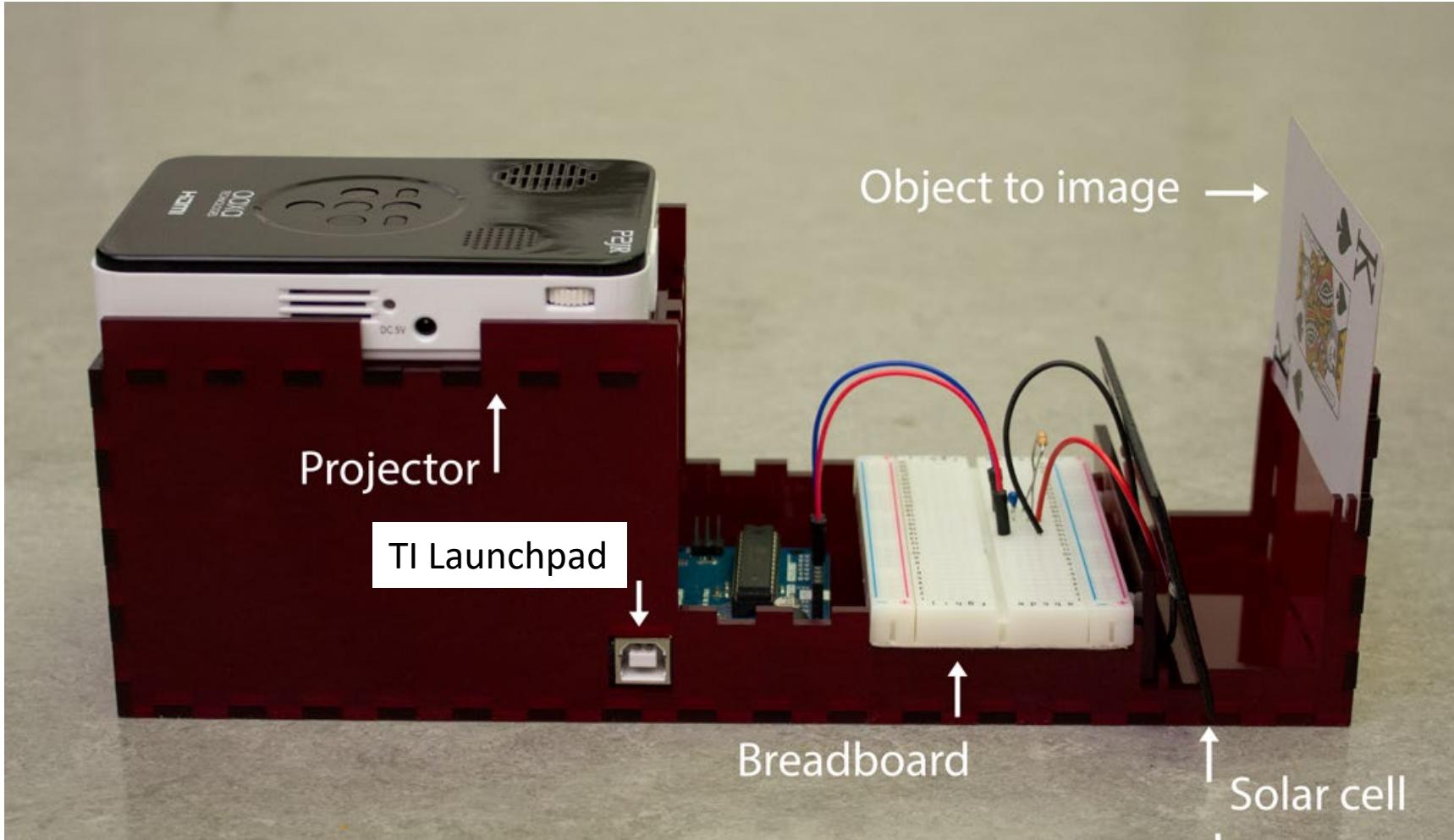
Single-pixel camera



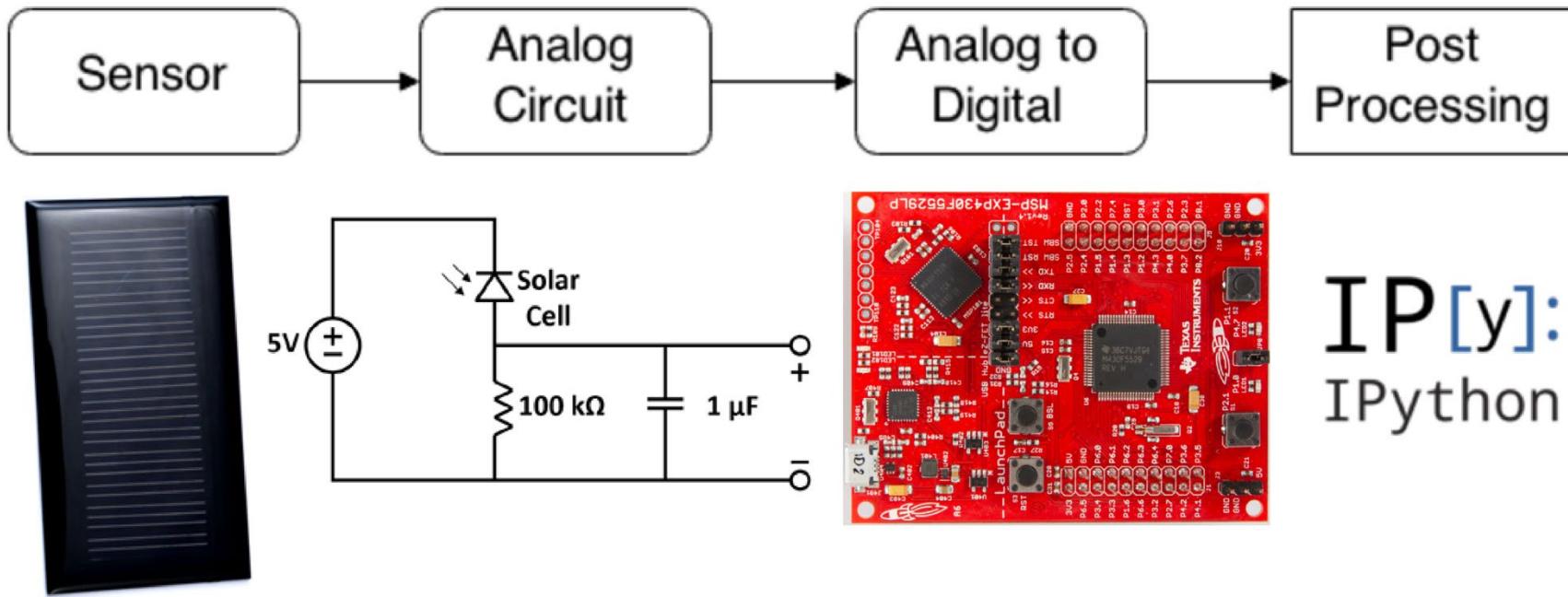
Single-pixel camera



Imaging Lab #1 Setup

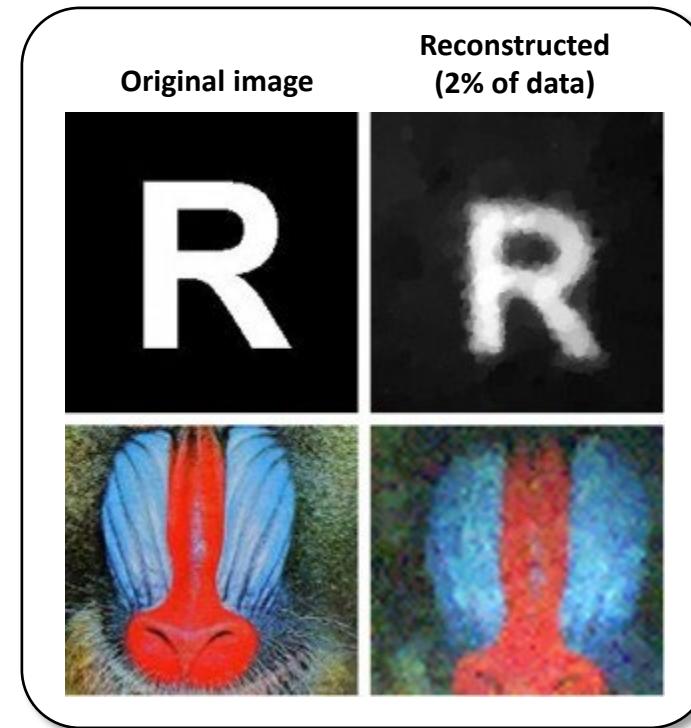


Imaging Lab #1

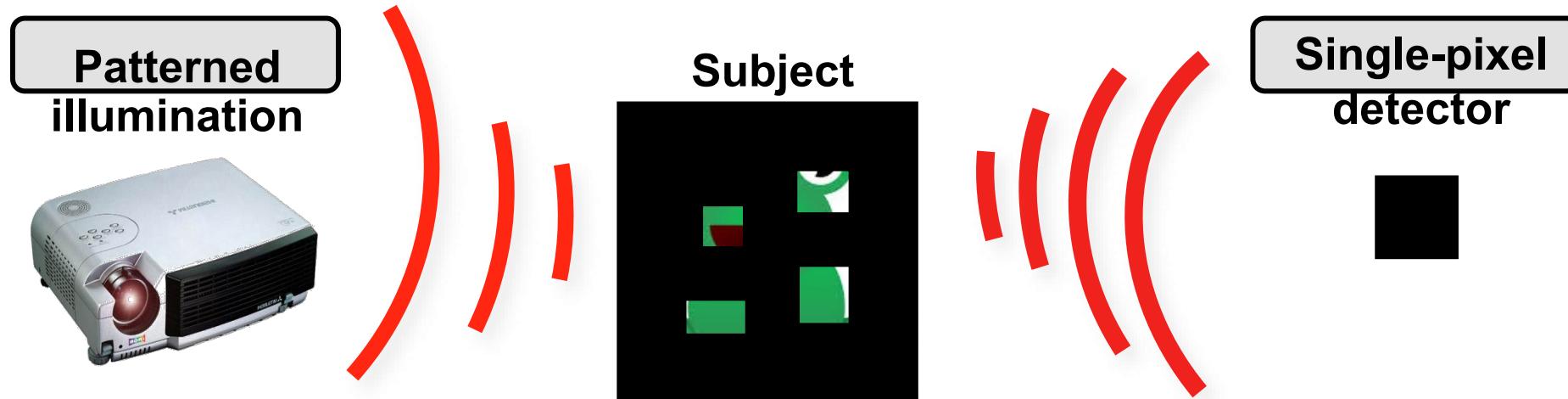


Example: single-pixel camera

Pictures taken with ONE PIXEL!



Single-pixel camera

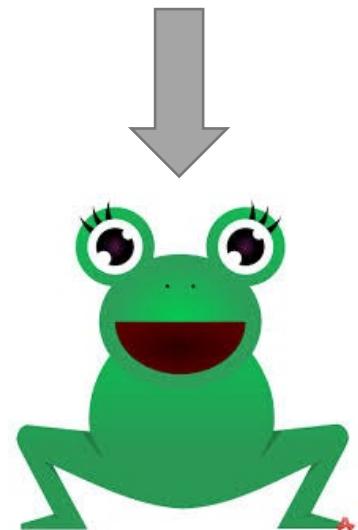


What if I can't light up just one pixel at a time?

Can we recover the frog?

How many measurements do I need?

How should I choose illumination patterns?



What is linear algebra?

- The study of linear functions and linear equations, typically using vectors and matrices
- Linearity is not always applicable, but can be a good first-order approximation
- There exist good fast algorithms to solve these problems