# EE1001: FOUNDATIONS OF DIGITAL TECHNIQUES

#### **Effective Term**

Semester A 2023/24

# Part I Course Overview

## **Course Title**

Foundations of Digital Techniques

## **Subject Code**

EE - Electrical Engineering

#### **Course Number**

1001

## **Academic Unit**

Electrical Engineering (EE)

## College/School

College of Engineering (EG)

## **Course Duration**

One Semester

#### **Credit Units**

3

#### Level

B1, B2, B3, B4 - Bachelor's Degree

## **Medium of Instruction**

English

#### **Medium of Assessment**

English

## Prerequisites

Nil

#### **Precursors**

Nil

## **Equivalent Courses**

Nil

## **Exclusive Courses**

Nil

# **Part II Course Details**

**Abstract** 

This course is aimed at providing students with an understanding of the basic mathematical and fundamental concepts required for Foundations of Digital Techniques.

## **Course Intended Learning Outcomes (CILOs)**

	CILOs	Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Apply symbolic logic to determine the validity of arguments.		X	X	
2	Apply methods of proof to determine and demonstrate the truth or falsity of mathematical statements.		x	x	
3	Analyze the structures of sequences and series.		X	x	
4	Explain the basic concepts of sets and functions.		X	x	
5	Manipulate numbers in binary form for digital systems.		X	X	
6	Use combinatorial methods to solve counting problems.		X	X	
7	Implement simple combinatorial logic circuits.		X	X	

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

#### A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

## A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

## Teaching and Learning Activities (TLAs)

	TLAs	Brief Description	CILO No.	Hours/week (if applicable)
1	Lecture	Large group in-class activity involving the entire class. Discussion and demonstration activities.	1, 2, 3, 4, 5, 6	13 weeks of 3 hrs Lecture
2	Laboratory	Apply and practise the skills for circuit implementation	7	3 weeks of 2 hrs Lab

#### Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks
1	Tests(min.: 2)	1, 2, 3, 4, 5, 6	30	
2	#Assignments (min.: 3)	1, 2, 3, 4, 5, 6	10	
3	Lab Exercises/Reports	7	10	

#### Continuous Assessment (%)

50

## Examination (%)

50

## **Examination Duration (Hours)**

2

## **Additional Information for ATs**

#### Remark:

To pass the course, students are required to achieve at least 30% in the coursework and 30% in the examination. Also, 65% laboratory attendance rate must be obtained.

# may include homework, tutorial exercise, project/mini-project, presentation, lab report

## Assessment Rubrics (AR)

## **Assessment Task**

Examination

#### Criterion

Achievements in CILOs 1-6 (including the ability to apply discrete mathematics to solve problems)

## Excellent (A+, A, A-)

High

#### Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

## Marginal (D)

Basic

## Failure (F)

Not even reaching marginal levels

## **Assessment Task**

Tests

#### Criterion

Achievements in CILOs 1-6 covered up to the tests (including the ability to apply discrete mathematics to solve problems)

## Excellent (A+, A, A-)

High

## Good (B+, B, B-)

Significant

## Fair (C+, C, C-)

Moderate

## Marginal (D)

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Basic
Failure (F) Below marginal
Assessment Task Assignments
<b>Criterion</b> Achievements in CILOs 1-6 covered up to the assignments (including the ability to apply discrete mathematics to solve problems)
Excellent (A+, A, A-) High
Good (B+, B, B-) Significant
Fair (C+, C, C-) Moderate
Marginal (D) Basic
Failure (F) Below marginal
Assessment Task Lab Exercises / Reports
Criterion Achievements in CILO 7 (i.e., the ability to implement simple combinatorial logic circuits)
Excellent (A+, A, A-) High
Good (B+, B, B-) Siginificant
Fair (C+, C, C-) Moderate
Marginal (D) Basic
Failure (F) Below marginal

# **Part III Other Information**

## **Keyword Syllabus**

#### **Numbers**

Number Systems: Integers, rational numbers, real numbers; Number representation methods: signed and unsigned binary numbers, hexadecimal, binary coded decimal, fixed-point numbers, floating-point numbers; binary arithmetic, floating-point arithmetic.

#### Sets

Sets, subsets, cardinality, set operations: union, intersection, complement; Venn diagrams, Cartesian product, power sets.

#### Logic

Logic connectives, truth tables, conditionals, necessary and sufficient conditions, validity and soundness of arguments, rules of inference, universal and existential quantifiers, nested quantification, De Morgan's Laws, logic gates, simple logic circuits.

#### **Functions**

Definition of functions, injection, surjection, bijection, inverse functions, composition of functions; polynomial and rational functions, exponential and logarithmic functions, graphs of functions, growth of functions, big-O notation.

#### Methods of Proof

Direct proof methods, counter-examples, indirect proof methods: contradiction and contraposition, mathematical induction.

#### Sequences and Series

Explicit formula for sequences, summation and product notation, arithmetic series, geometric series, recursive definition of sequences, solving simple recurrence relations.

#### Counting

Combination, permutation, the Binomial Theorem, the inclusion-exclusion principle, the pigeon-hole principle.

## Reading List

#### **Compulsory Readings**

	Title	
1	Nil	

#### **Additional Readings**

	Title
1	Susanna S. Epp, Discrete Mathematics with Applications, 4th edition, Brooks Cole, ISBN 978-1111775780, 2011.
2	Rowan Garnier and John Taylor, Discrete Mathematics for New Technology, 2nd ed., Taylor & Francis, 2001.
3	Alan B. Marcovitz: Introduction to Logic Design, Third Edition, ISBN 978-0-07-016490-1 (McGraw-Hill Higher Education 2010).
4	Tom Jenkys and Ben Stephenson, Fundamentals of Discrete Math for Computer Science: A Problem-Solving Primer, 2nd ed., Springer, 2018.