# 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.		Х	Х	
2	Apply methods of proof to determine and demonstrate the truth or falsity of mathematical statements.		х	x	
3	Analyze the structures of sequences and series.		X	Х	
4	Explain the basic concepts of sets and functions.		Х	Х	
5	Manipulate numbers in binary form for digital systems.		X	х	
6	Use combinatorial methods to solve counting problems.		X	х	
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 real-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.

	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

#### Teaching and Learning Activities (TLAs)

### Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks (e.g. Parameter for GenAI use)
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)

Basic

Failure (F) Below marginal

# Assessment Task

Assignments

# Criterion

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.

<u>Sets</u>

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**

	fitle
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.