



# CoE 164

## Computing Platforms

### Course Information

Academic Period: 2nd Semester AY 2020-2021

Units: 1

Workload:

- 3 hours laboratory per week

Instructors:

- Carl C. Dizon [carl.dizon at eeemail]
- Nestor Michael C. Tiglao [nestor at eeemail]

Synopsis: This course aims to 1) build and evaluate efficient computing platforms, 2) present algorithms, methods, and tools needed to solve challenging problems, and 3) practice sound engineering judgement in solving engineering problems.

Delivery Method: Digital materials and open-time laboratory sessions

Online Platforms: UVLe, Piazza, Google Meet, Zoom, other quiz platforms, other code submission platforms.

### Course Outline

Week	Topics	Expected Academic Requirements
10	<ul style="list-style-type: none"><li>• CoE 161: Error-correction Code Encoding</li></ul>	<ul style="list-style-type: none"><li>• Machine problem</li></ul>
11	<ul style="list-style-type: none"><li>• CoE 161: Run-length Encoding</li></ul>	<ul style="list-style-type: none"><li>• Machine exercise</li></ul>
12		
13	<ul style="list-style-type: none"><li>• CoE 163: Fast Fourier Transform</li></ul>	<ul style="list-style-type: none"><li>• Machine problem</li></ul>
14	<ul style="list-style-type: none"><li>• CoE 163: Gauss-Jordan Elimination</li></ul>	<ul style="list-style-type: none"><li>• Machine exercise</li></ul>
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### Grading Rubric

55% Machine exercise (ME)

45% Machine problem (MP)

55% Machine problem 01 (MP01)

45% Machine problem 02 (MP02)  
30% Machine exercises (ME) (optional)

## Numerical Grading Scheme

For them to have another chance at accomplishing tasks for this course, students who receive a failing grade will be marked with an INC instead. Additionally, it is an internal policy to not give a failing (5.0) or conditional (4.0) grade this semester.

Min (inclusive)	Max (exclusive)	Numerical Grade
92	131	1.00
88	92	1.25
84	88	1.50
80	84	1.75
76	80	2.00
72	76	2.25
68	72	2.50
64	68	2.75
60	64	3.00
0	60	INC

## Academic Requirements Submission Guidelines

- Machine exercises and problems will have a deadline at the earliest one week (7 days) after the day of release. Weekends and holidays are included in the count.
  - Each of the requirements will have details when the deadline will be.
  - Deadlines will always be at 11:55 PM, GMT+8 (Philippine Standard Time) of that date
  - Machine exercise and problem source codes should be submitted via UVLe
    - A submission bin will be provided to upload source codes, which instructors will give a grade to that at the earliest a week after submission
    - A real-time submission platform to check your own code may be imposed during the latter parts of the course
- Late submission of quizzes and machine exercises may be entertained, but will have deductions
  - Guidelines for late ME01 and MP01 submission



- Academic dishonesty is strictly frowned upon.
  - This includes one-to-one copying of segments or whole source codes from other colleagues from the past, present, and future.
    - Substantial code snippets fetched from the internet (i.e. at least 25% of the whole submission) should have appropriate internet links to the source.
  - Allegedly dishonest students will be given a diagnostic test and interview.
  - Guilty students will face a case with the Student Disciplinary Tribunal (SDT) if strong evidence has been collected.
- Students have the obligation to inform the instructors if they have any difficulties fulfilling the requirements due to material problems, overloaded academic work, and others.