

Introduction

CPE200, Fall 2023

Hank Dietz

<http://aggregate.org/hankd/>

Computer Engineering Sophomore Seminar

- Not a typical course, not doing engineering
- Intent is to:
 - Understand the profession & career choices
 - Build professional skills
 - Become able to leverage what UK offers
 - Build a sense of community

Profession & Career Choices

- What do computer engineers really do?
(we will have some examples)
- What sorts of companies & jobs?
- Career path options

Professional Skills

- How to present yourself
 - Resume writing
 - Job search and interviewing
- Developing professional ethics
- Professional organizations: IEEE, ACM, PE

Leveraging What UK Offers

- Computer Engineering at UK
 - CPE degree requirements
 - Double/Dual majors, minors
 - Scholars program, Graduate school
- Faculty & facilities
- Student organizations
- Undergraduate research opportunities
- Co-op and Internship options

A Sense Of Community

- CPE is **not a department**
 - Undergrad is joint, administered by ECE
 - Grad is joint, administered by CS
 - **You belong in both ECE and CS**
- Departmental activities for ECE and CS
 - ECE JumpStart, 9-11AM, Aug. 24, FPAT 4th commons
 - CS Keeping Current, Noon, Aug. 30, Marksbury Theater
 - ...

Course Content (may change)

Topic	Lectures
Introduction to Computer Engineering Seminar	1
Computer Engineering Resumes	1
Career Fair Preparation, Co-op and Internships	1
CPE Degree Requirements	1
Advising	1
Career Paths	1
Ethics and IEEE Code of Ethics	1
Graduate School, Scholars Program, and Undergraduate Research	1
Sample Computer Engineering system design and performance debugging	2
Computer Engineering Areas and Faculty	2
Student Organizations	1

Course Structure and Grading

50% Attendance and participation

50% Homework and quizzes

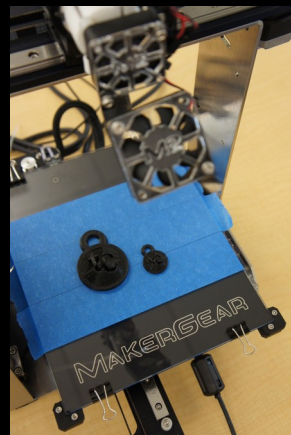
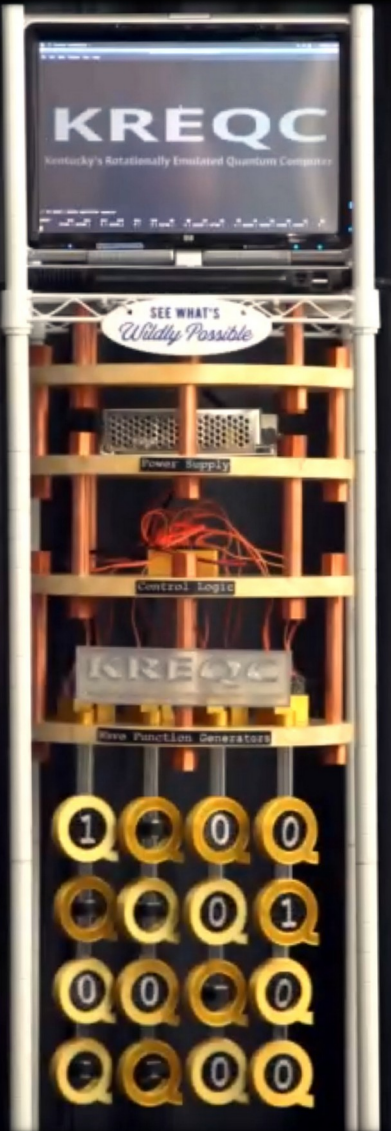
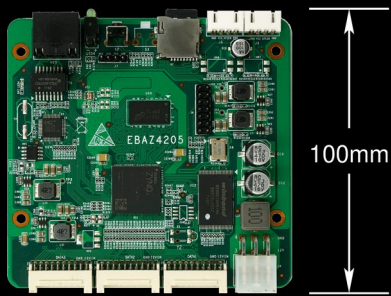
- Material from lectures, cited activities, canvas, or <http://aggregate.org/CPE200>
- Class and other activity schedule will be announced via canvas
- No final exam

About Me

- 1st college grad in my family (my wife too)
- I started out as a double major EE+ME
- My degrees all say “Computer Science,” but are from an EE department
- Professional experience
 - Computer Engineering professor since 24
 - Research and consulting with companies
 - I ran the manufacturing company my Dad founded for a couple of years...

About Me

- **Hank Dietz**, ECE Professor, CPE DUS, and James F. Hardymon Chair in Networking
- Office: **203 Marksbury**
- Research in:
 - Parallel computing HW+SW
 - Computational photography
 - Improving making technologies
- Lab: **108/108A Marksbury** – I have **TOYS!**



What Is Computer Engineering?

- Electrical Engineering is circuits & HW?
- Computer Science is programming & SW?

Computer Engineering is looking at HW+SW computing systems as a whole, with deep understanding of interactions between HW/SW.

What is a computing system?



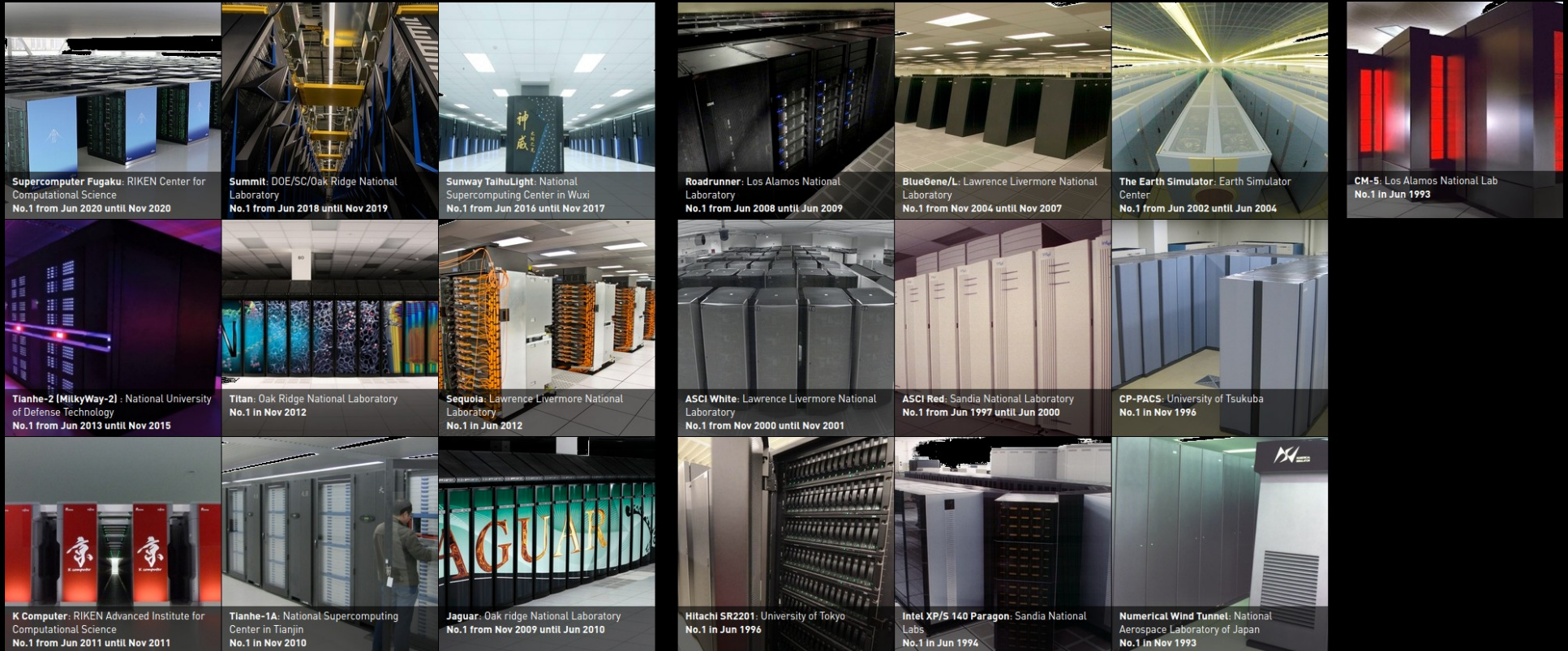
Computing Systems?

- Personal Computers (PCs)

PCs (yeah, old ones)



#1 Machines, <http://top500.org>

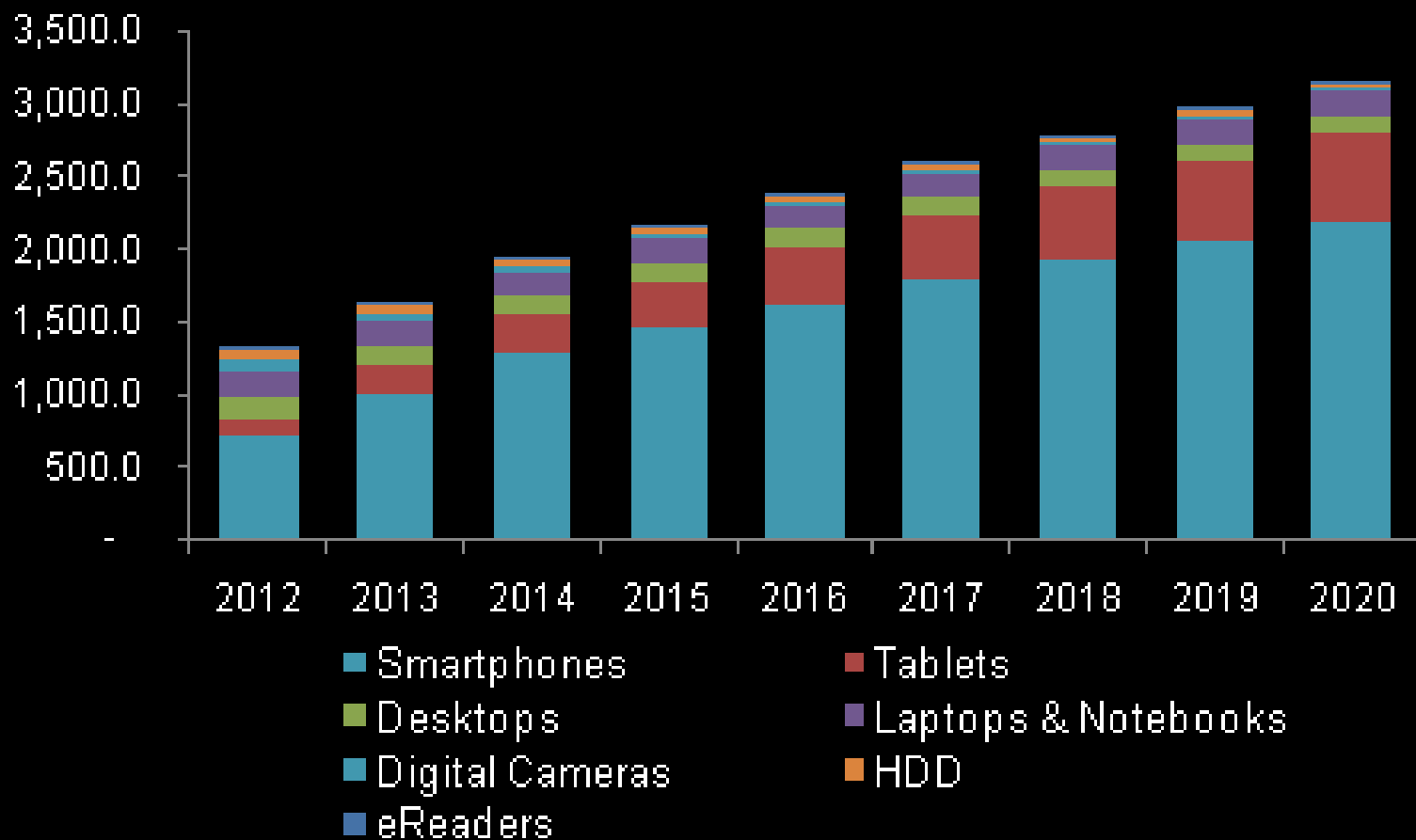


8730112 cores, 1.1EFLOPS, 21MW

Computing Systems?

- Supercomputers
- Clusters, Farms, Grids, and Clouds
(Warehouse Scale Computers – WSC,
Software as a Service – SaaS)
- Servers
- Personal Computers (PCs)
- Personal Mobile Devices (PMDs)...
usually “smart phones” and tablets

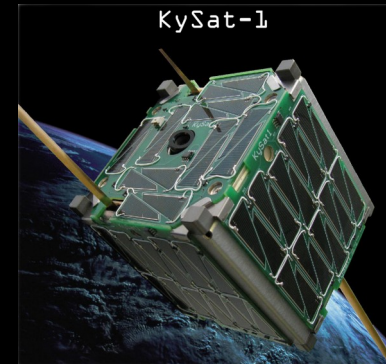
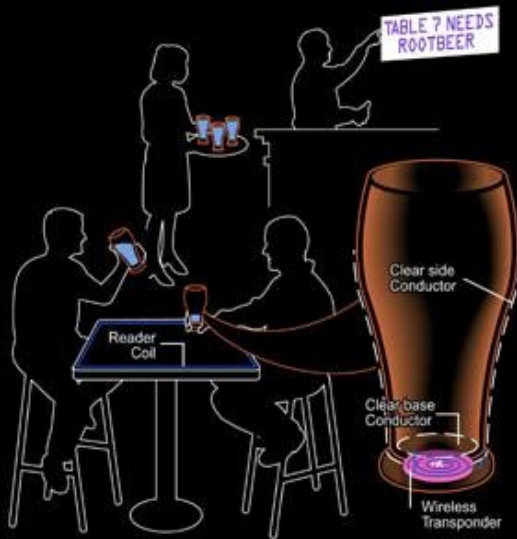
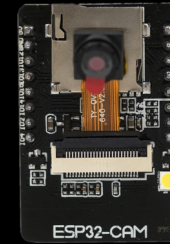
M-Unit Sales, Global Personal Electronics



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- **Embedded computers, IoT (Internet of Things)**

Embedded and IoT



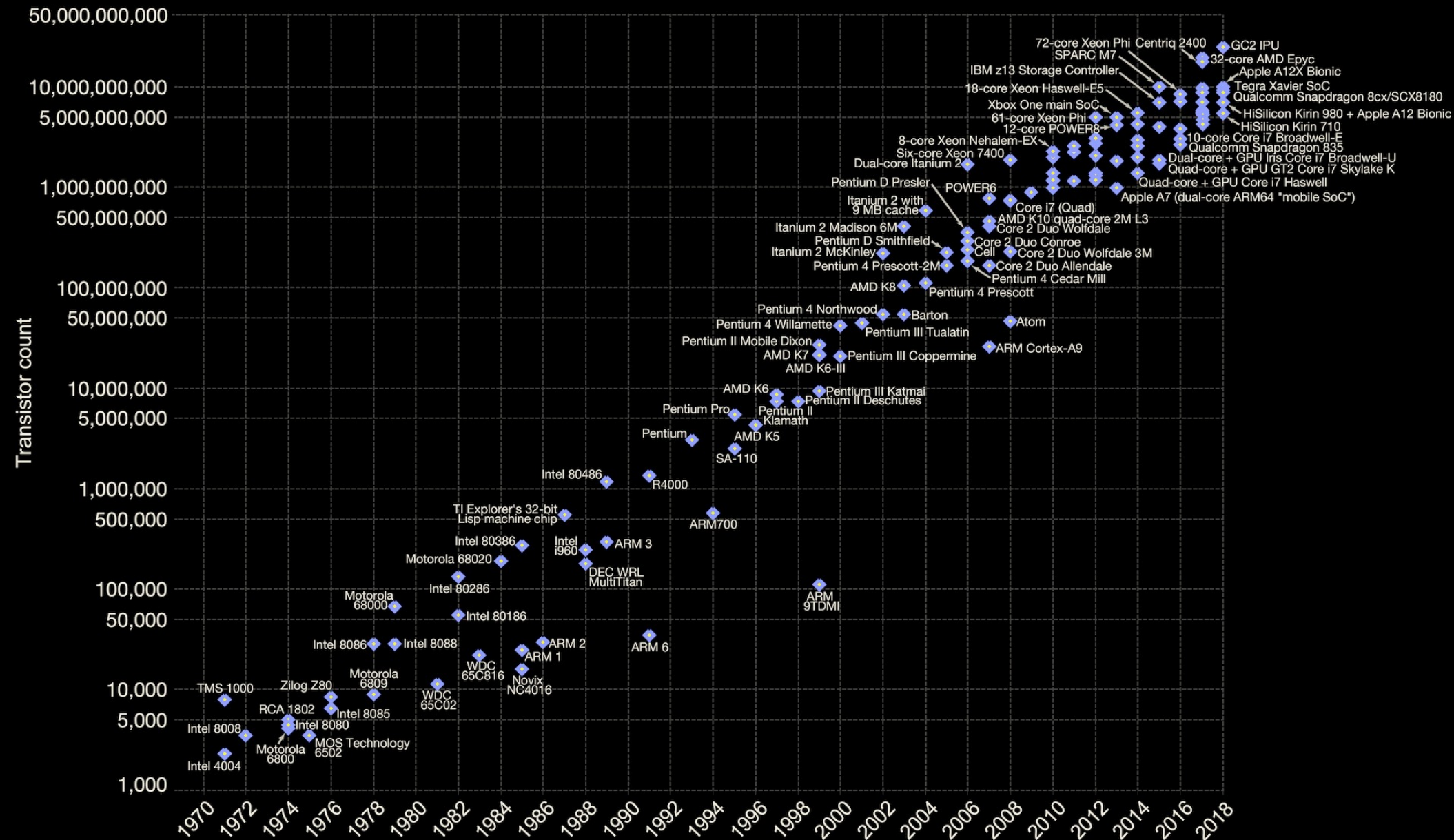
Computer Engineering is the enabler for most tech.

- Most modern devices depend on embedded computers for their basic functionality
- Computer engineers might work for
 - NVIDIA, Intel, AMD, IBM, Apple, etc.
 - Indeed top-rated employers are:
Microsoft, Capital One, Northrop Grumman,
Cisco, Verizon
 - Small groups are in most companies...

Enabler, yes!
But for how long?

Moore's Law – The number of transistors on integrated circuit chips (1971-2018)

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are linked to Moore's law.



Enabler, yes!

But for how long?

- *Everything* is getting exponentially better
 - Can do more with new devices
 - Not the same exponent for everything
- Because everything is changing fast, demand is high, but you need to keep up...

Computer Engineers must be **lifelong learners**