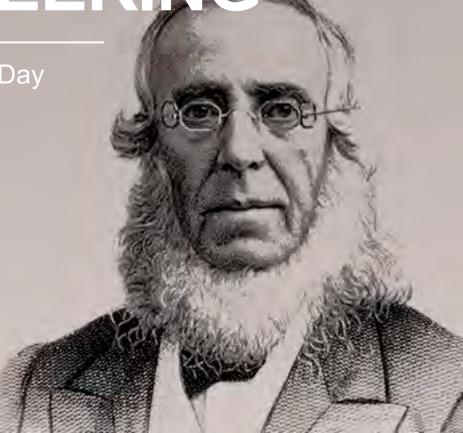


Admitted Students Day

2020

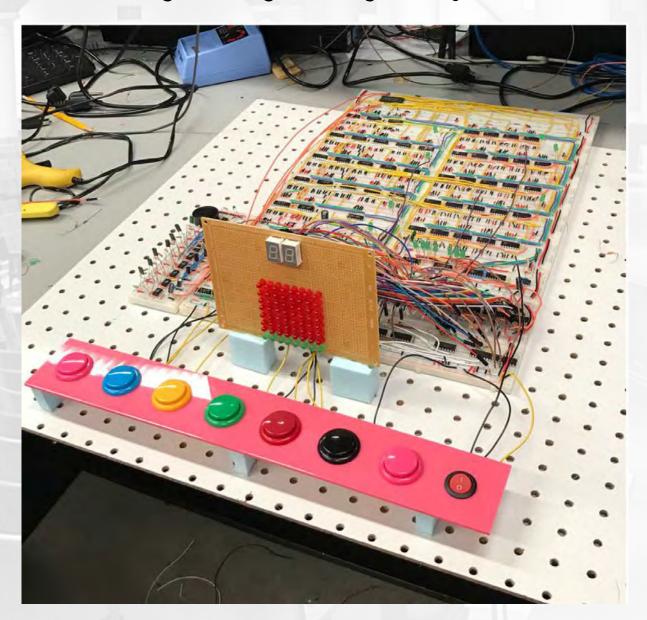


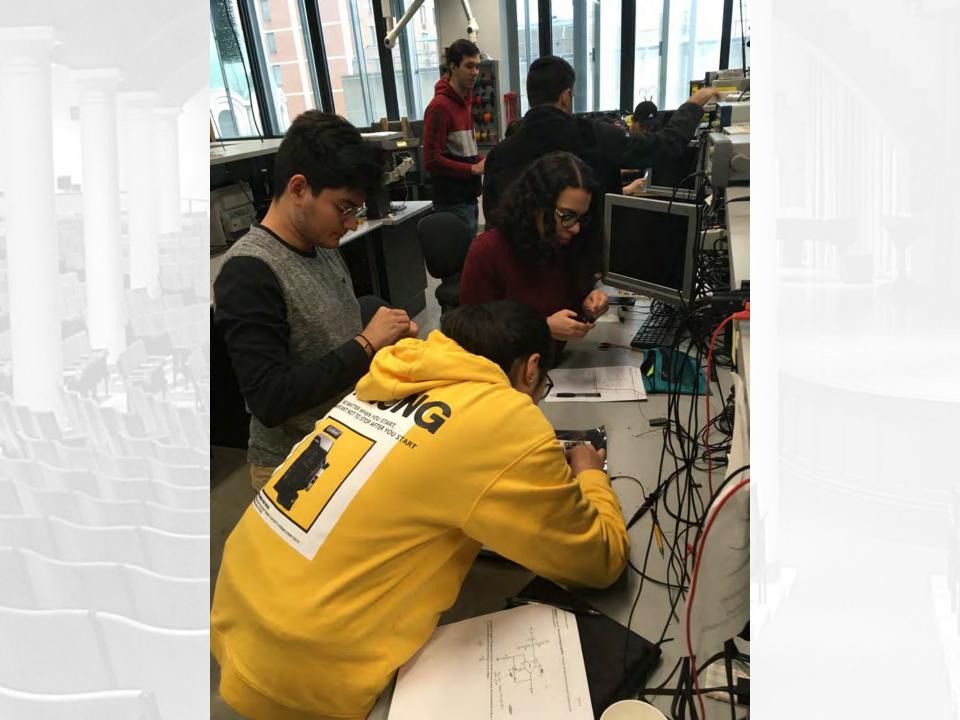
What is Electrical Engineering?

DEVICES SIGNALS COMPUTING



First Year Digital Logic Design Project: Guitar Hero





Sophomore Coffee Can Radar Project



Sophomore Coffee Can Radar Project

Microwave specturm Analyzer Group 1A

Benjamin Kaplan Guy Bar Yosef Jonathan Pedoeem

UNDERSTANDING DOING EXPLAINING

Senior Project







Development of Al-InAs Transistors for Scalable Quantum Computing

Aziza Almanakly, Michael Lendino, Armaan Kohli Advisors: Professor Sam Keene, Professor Javad Shabani



Background

- Scalable qubit characterization in the cryogenic environments required for their operation is a standing challenge in the quantum computing industry.
- Presently, semiconductor manufacturers are well-equipped to characterize devices at room temperature on a large scale.
- Al-InAs room-temperature transistors can be operated as superconducting qubits at cryogenic temperatures.

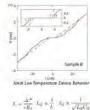




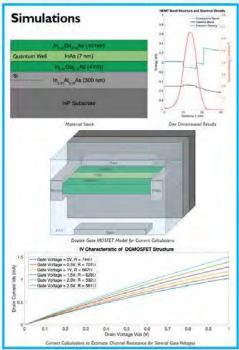
Inside of a Cryogenic Dilution Refrigered

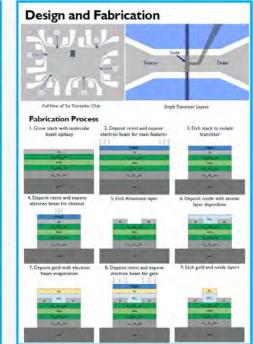
Objective

- •We aim to analyze the relationship between room-temperature and cryogenic properties to increase the efficiency of room-temperature predictive measurements for cryogenic qubit yield.
- We design Al-InAs transistor devices that we simulate in nextnano and fabricate at the CCNY ASRC Nanofabrication Facility.



Normal Resistance to Qubit Frequency





Next Steps

- Sweep aspect ratios of DGMOSFET structure to model dependence of channel resistance on transistor geometry.
- Fabricate several chips with transistors of different geometries.
- Perform room temperature and low temperature device characterization, and compare to simulations.

References

- [1] J. Shabani et al Appl. Phys. Lett. 114, 103104 (2019)
- [2] Shabani, J. et al. Phys. Rev. B 93, 155402 (2016).
- [3] Wen, F., Shabani, J. & Tutuc, E. arXiv:1905.13008 (2019).
- [4] K. S. Wickramasinghe et al. Appl. Phys. Lett. 113, 262104 (2018) Thanks to the members of Shabani lab.

SHARE - Synchronized Headsets for Augmented Reality Experiences

Chris Brancato, Sahil Patel, Ross Kaplan, Shalin Patel

Problem

Modern virtual and augmented reality systems are interactive, detailed, and immersive. Users, however, are unable to interact with each other in many of these systems. A virtual space for multiple users to interact in is needed.

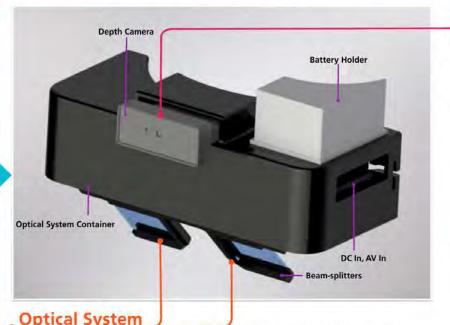
Solution

Our augmented reality system, SHARE, enables two users to share the same virtual space. Two headsets, each equipped with an optical and hand tracking system, overlay an interactive game of checkers on the user's field-of-view.

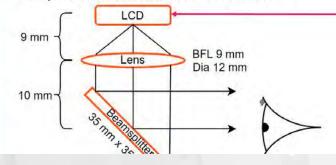


Challenges

- Maximizing magnification and fieldof-view of the optical system
- Minimizing infrared interference between multiple depth cameras

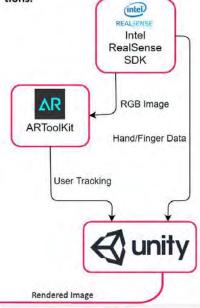


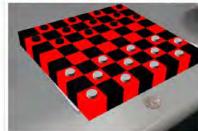
Our optical system utilizes LCD micro-displays, aspheric and achromatic collimator lenses, and beam-splitters for the projection of rendered images. Our choice of components allows the user to view focused virtual images with minimal spherical distortion and chromatic aberration.



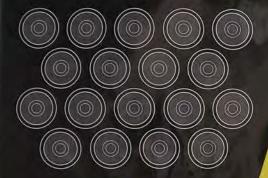
Software System

Our software system uses the Intel RealSense SDK, Unity, and ARToolKit to generate the user's view of the virtual environment and to process interactions.





Speaker design has been traditionally focused on the audio reproduction. Little thought has been given to the delivery aspect—the choices are between sharing music with everyone (non contact speakers) or only yourself (headphones). While headphones get the job of isolating sound for one person, it's not always the most practical solution.



HEARING ULTRASOUND

Normally, humans cannot hear frequencies above 20 kHz. However, this is the case with pure tones—due to nonlinear interactions of the air molecules at such tiny wavelengths, modulated ultrasound demodulates in to audible sound!



FERE



HERE



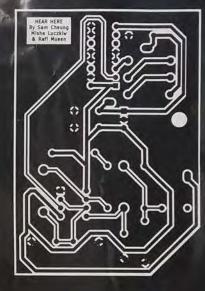




Misha Luczkiw



Rafi Mueen



CAMERA TRACKING

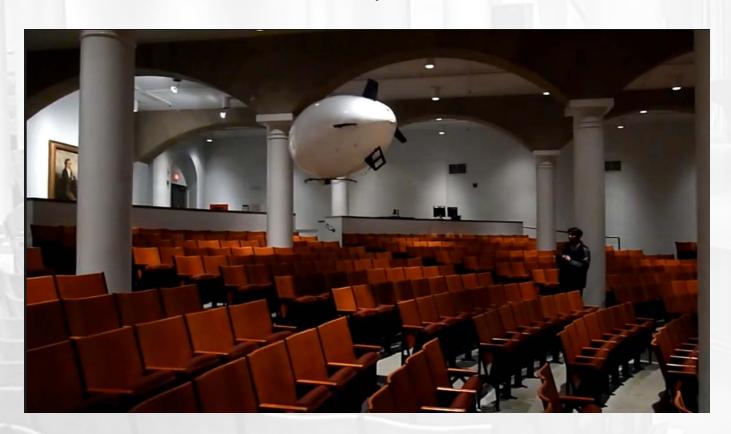
A core component of the project is the tracking base. This mount system allows the on board Raspberry Pi to track the user via a 1 MP camera feeding an OpenCV script. Two servo motors control the theta and phi angles, which allows a full hemisphere of aural coverage.

Advised by Professor Carl Sable

Senior Project: Tracking with a Drone

Outdoor Tracking

Senior Project: A Blimp Visits the Great Hall



Guess the Engineering Lab



Prof. Sam Keene

Machine Learning & Data Science

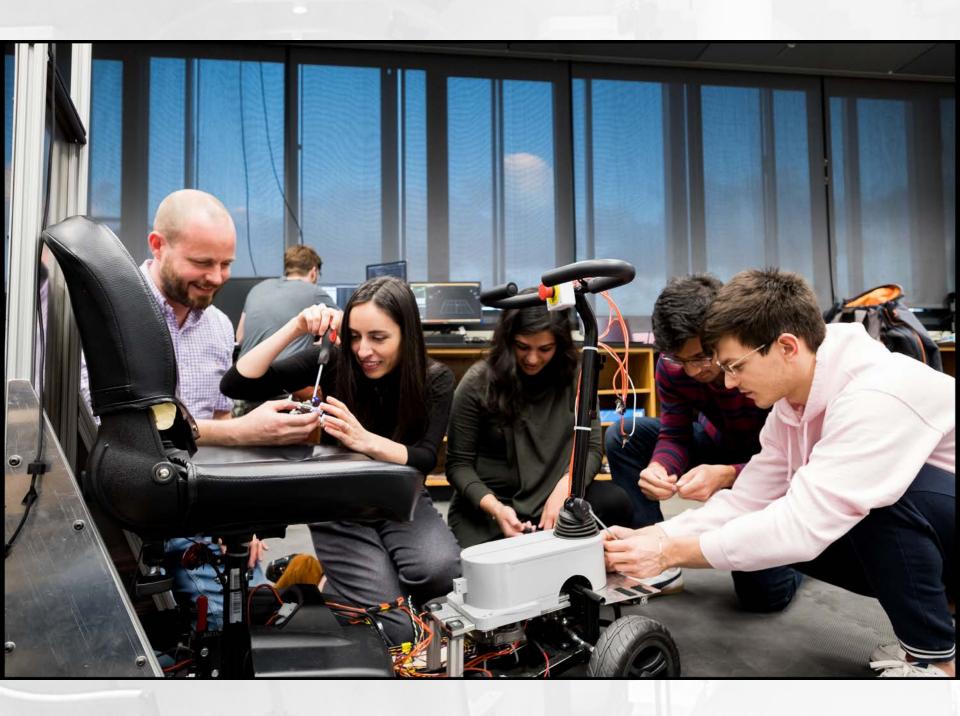
Working with Art & Architecture

Autonomy Lab

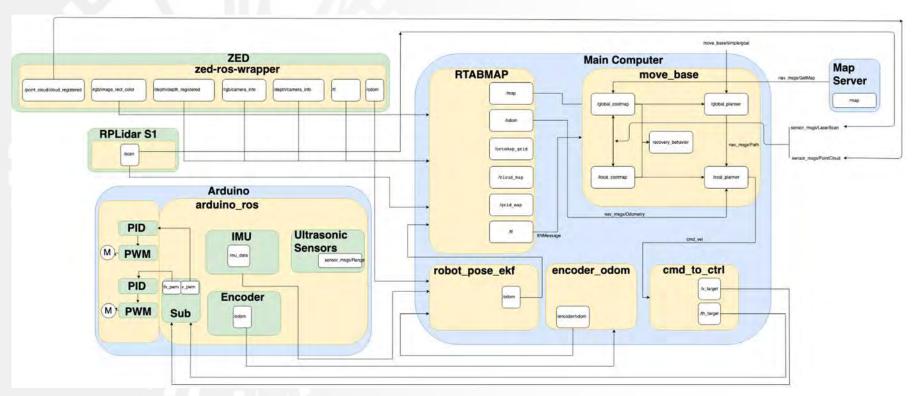
Sustainable, Mobile & Agile

Connected Communities Lab

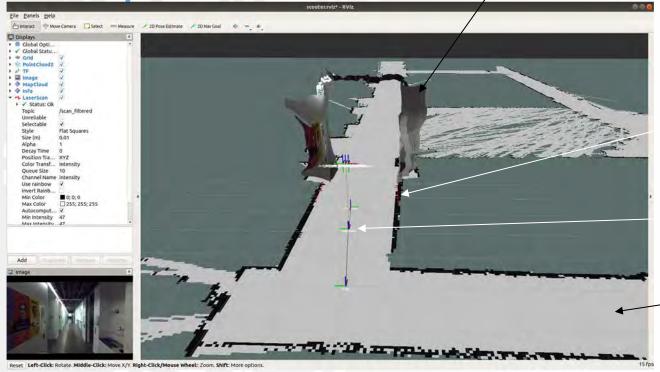




Software



Sample Localization Roding

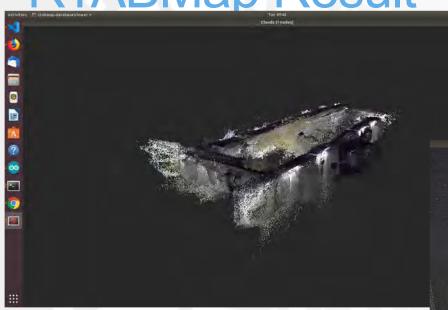


Local 2D Lidar

Localization TF

Global Map

RTABMap Result



Generated 3D Point Cloud

Generated 3D Point



With Loop Closure

One full lap

With Loop Closure

Adventured

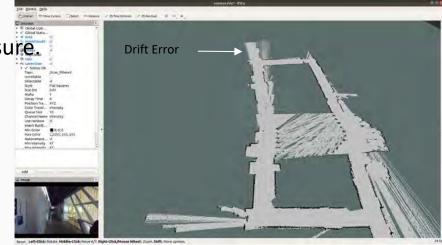
With Loop Closure

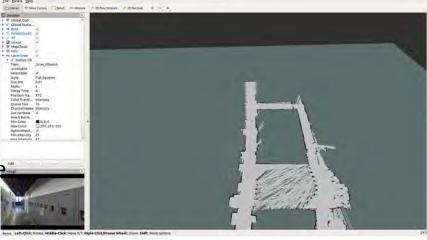
One full lap



Without Loop Closure. ¾ of a lap

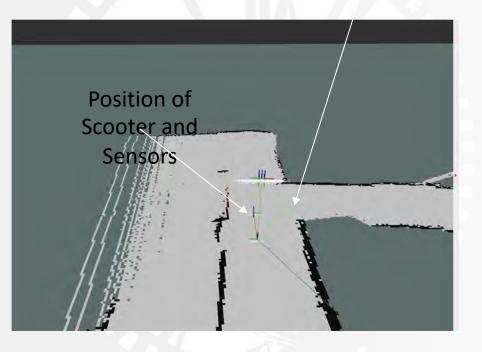
With Loop Closure
Two full laps

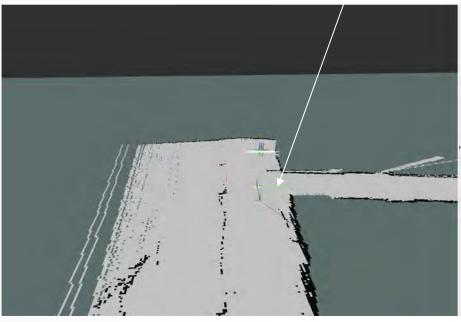




Move Base Global Plan Around

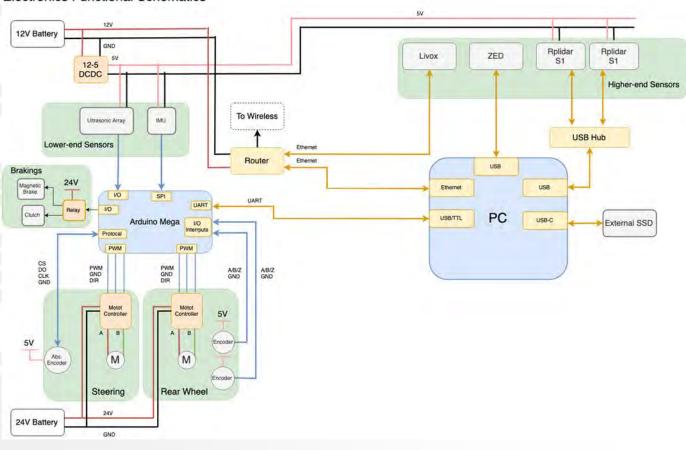
Global Plan 4th Lap Around





Hardware: Functional Block Diagram

Electronics Functional Schematics



Our Graduates are LEADERS

Jobs Upon Graduation

Amazon

Apple

BAE Systems

Bloomberg

CACI

Credit Suisse

Goldman Sachs

Google

Harris

IBM

Lucent (LGS)

Mini-Circuits

NVIDIA

Red Balloon Security

Graduate Schools

Boston U

Cardozo Law School

Columbia

Cornell

Duke

Icahn School of Medicine

Johns Hopkins

MIT

Stanford

U Chicago

U Michigan- Ann Arbor

USC

U Texas- Austin

Yale

The Curriculum

- High expectations!
- Rigorous, emphasizing conceptual thinking and problem solving, extending and generalizing context.
- Combined with significant project work in each of 4 years.
- Required courses completed in 3 years (except for Senior Projects)

- Can take GRADUATE LEVEL COURSES while undergraduate, and count them towards MASTERS DEGREE at Cooper
- Flexibility: TWO TRACKS:
 - Signal Processing & Electronics:
 - · Hardware Design
 - Engineering Electromagnetics
 - · Integrated Circuit Engineering
 - · Linear Algebra
 - Computer Engineering
 - Data Structures & Algorithms
 - Operating Systems
 - Software Engineering
 - Discrete Mathematics

Electives:

Advanced Digital Hardware Design Artificial Intelligence Bayesian Machine Learning Bioelectronics Bio-Instrumentation & Sensing Computer Graphics Communication Coding Communication Electronics Compilers Cybersecurity Data Science for Social Good Databases Deep Learning Design with Operational Amplifiers Digital Speech & Audio Processing Electromechanical Energy Conversion Financial Signal Processing Frequentist Machine Learning Machine Learning and Art Microwave Engineering Modern Control (**cotaught with MechEng) Natural Language Processing Radar & Sensor Array Processing Satellite Communications Smart Cities & Autonomous Systems Wireless Communications

Independent Studies:

Adaptive Filters Advanced Artificial Intelligence Advanced Compilers Advanced Deep Learning Advanced Financial Signal Processing Advanced Probability & Stochastic Processes Analysis of NYC Tax Dataset Design with FPGA Digital Image Processing Digital Video Empathetic Robots Fourier Optics (**taught by Dean Shoop) Inferred Causality Machine Learning Lab Quantum Information Theory Wavelets & Multiresolution Imaging (**cotaught by EE & Math Dept Chairs)

Etc etc etc etc

Other Courses:

Data Visualization
EE Pedagogy (**IS)
Emerging Technology Ideation
Entrepreneurship
Ethics for Computer Science
Philosophy of Information (**IS)
Sports Medicine
Technology Roadmapping (**IS)

Minors:

Computer Science (administered by EE Dept)

Math

Humanities & Social Sciences