

ANNA UNIVERSITY, CHENNAI
NON - AUTONOMOUS COLLEGES AFFILIATED ANNA UNIVERSITY
M.E. COMPUTER SCIENCE AND ENGINEERING
REGULATIONS – 2021
CHOICE BASED CREDIT SYSTEM

1. PROGRAMME EDUCATIONAL OBJECTIVES (PEOs):

- I. Develop proficiency as a computer science engineer with an ability to solve a wide range of computational problems and have sustainable development in industry or any other work environment.
- II. Analyze and adapt quickly to new environments and technologies, gather new information, and work on emerging technologies to solve multidisciplinary engineering problems.
- III. Possess the ability to think analytically and logically to understand technical problems with computational systems for a lifelong learning which leads to pursuing research.
- IV. Adopt ethical practices to collaborate with team members and team leaders to build technology with cutting-edge technical solutions for computing systems
- V. Strongly focus on design thinking and critical analysis to create innovative products and become entrepreneurs.

2. PROGRAM OUTCOMES (POs):

1. An ability to independently carry out research / investigation and development work to solve practical problems.
2. An ability to write and present a substantial technical report/document.
3. Students should be able to demonstrate a degree of mastery over the area of Computer Science and Engineering.
4. Efficiently design, build and develop system application software for distributed and centralized computing environments in varying domains and platforms.
5. Understand the working of current Industry trends, the new hardware architectures, the software components and design solutions for real world problems by Communicating and effectively working with professionals in various engineering fields and pursue research orientation for a lifelong professional development in computer and automation arenas.
6. Model a computer based automation system and design algorithms that explore the understanding of the tradeoffs involved in digital transformation.

MAPPING OF PROGRAMME EDUCATIONAL OBJECTIVES WITH PROGRAMME OUTCOMES:

	Program Outcomes
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Programme Educational Objectives	1	2	3	4	5	6
I	✓	.✓	✓	✓	✓	✓
II	✓	✓	✓	✓	.✓	✓
III	✓	✓	.✓	✓	✓	.✓
IV	.	.✓	✓	.✓	.✓	.✓
V	✓	✓	✓	✓	.✓	.✓

Contribution (. - Reasonable .✓ - Significant ✓ - Strong)

3. PROGRAM SPECIFIC OUTCOMES (PSOs):

1. Efficiently design, build and develop system application software for distributed and centralized computing environments in varying domains and platforms.
2. Understand the working of current Industry trends, the new hardware architectures, the software components and design solutions for real world problems.
3. Model a computer based automation system and design algorithms that explore the understanding of the tradeoffs involved in digital transformation.
4. Communicate and work effectively with professionals in various engineering fields and pursue research orientation for a lifelong professional development in computer and automation arenas.

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M.E. COMPUTER SCIENCE AND ENGINEERING
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CHOICE BASED CREDIT SYSTEM
I TO IV SEMESTERS CURRICULA AND SYLLABI
SEMESTER I

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	MA4151	Applied Probability and Statistics for Computer Science Engineers	FC	3	1	0	4	4
2.	RM4151	Research Methodology and IPR	RMC	2	0	0	2	2
3.	CP4151	Advanced Data Structures and Algorithms	PCC	3	0	0	3	3
4.	CP4152	Database Practices	PCC	3	0	2	5	4
5.	CP4153	Network Technologies	PCC	3	0	0	3	3
6.	CP4154	Principles of Programming Languages	PCC	3	0	0	3	3
7.		Audit Course – I*	AC	2	0	0	2	0
PRACTICALS								
8.	CP4161	Advanced Data Structures and Algorithms Laboratory	PCC	0	0	4	4	2
TOTAL				19	1	6	26	21

*Audit course is optional

SEMESTER II

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CP4251	Internet of Things	PCC	3	0	2	5	4
2.	CP4253	Multicore Architecture and Programming	PCC	3	0	2	5	4
3.	CP4252	Machine Learning	PCC	3	0	2	5	4
4.	SE4151	Advanced Software Engineering	PCC	3	0	0	3	3
5.		Professional Elective I	PEC	3	0	0	3	3
6.		Professional Elective II	PEC	3	0	0	3	3
7.		Audit Course – II*	AC	2	0	0	2	0
PRACTICALS								
8.	CP4211	Term Paper and seminar	EEC	0	0	2	2	1
9.	CP4212	Software Engineering Laboratory	PCC	0	0	2	2	1
TOTAL				20	0	10	30	23

*Audit course is optional

SEMESTER III

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CP4351	Security Practices	PCC	3	0	0	3	3
2.		Professional Elective III	PEC	3	0	0	3	3
3.		Professional Elective IV	PEC	3	0	2	5	4
4.		Open Elective	OEC	3	0	0	3	3
PRACTICALS								
5.	CP4311	Project Work I	EEC	0	0	12	12	6
TOTAL				12	0	14	26	19

SEMESTER IV

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
PRACTICALS								
1.	CP4411	Project Work II	EEC	0	0	24	24	12
TOTAL				0	0	24	24	12

TOTAL NO. OF CREDITS: 75

PROFESSIONAL ELECTIVES

SEMESTER II, ELECTIVE I

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MP4073	Human Computer Interaction	PEC	3	0	0	3	3
2.	MP4253	Cloud Computing Technologies	PEC	3	0	0	3	3
3.	BD4151	Foundations of Data Science	PEC	3	0	0	3	3
4.	MP4152	Wireless Communications	PEC	3	0	0	3	3
5.	SE4071	Agile Methodologies	PEC	3	0	0	3	3
6.	CP4078	Performance Analysis of Computer Systems	PEC	3	0	0	3	3
7.	CP4001	Advanced Operating System	PEC	3	0	0	3	3
8.	MU4251	Digital Image Processing	PEC	3	0	0	3	3

SEMESTER II, ELECTIVE II

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	BD4071	High Performance Computing for Big Data	PEC	3	0	0	3	3
2.	CP4076	Information Retrieval Techniques	PEC	3	0	0	3	3
3.	CP4079	Software Quality Assurance	PEC	3	0	0	3	3
4.	CP4071	Autonomous Systems	PEC	3	0	0	3	3
5.	CP4081	Web Analytics	PEC	3	0	0	3	3
6.	MP4071	Cognitive Computing	PEC	3	0	0	3	3
7.	AP4075	Quantum Computing	PEC	3	0	0	3	3
8.	BD4251	Big Data Mining and Analytics	PEC	3	0	0	3	3

SEMESTER III, ELECTIVE III

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CP4077	Mobile and Pervasive Computing	PEC	3	0	0	3	3
2.	MP4075	Web Services and API Design	PEC	3	0	0	3	3
3.	CP4074	Data Visualization Techniques	PEC	3	0	0	3	3
4.	IF4071	Compiler Optimization Techniques	PEC	3	0	0	3	3
5.	CP4002	Formal Models of Software Systems	PEC	3	0	0	3	3

6.	AP4076	Robotics	PEC	3	0	0	3	3
7.	ML4251	Natural Language Processing	PEC	2	0	2	4	3
8.	IF4077	GPU Computing	PEC	3	0	0	3	3

SEMESTER III, ELECTIVE IV

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	IF4075	Devops and Microservices	PEC	3	0	2	5	4
2.	MP4252	Mobile Application Development	PEC	3	0	2	5	4
3.	IF4073	Deep Learning	PEC	3	0	2	5	4
4.	CP4073	Blockchain Technologies	PEC	3	0	2	5	4
5.	SE4072	Embedded Software Development	PEC	3	0	2	5	4
6.	IF4251	Full Stack Web Application Development	PEC	3	0	2	5	4
7.	CP4072	Bioinformatics	PEC	3	0	2	5	4
8.	MP4251	Cyber Physical Systems	PEC	3	0	2	5	4
9.	MU4253	Mixed Reality	PEC	3	0	2	5	4

AUDIT COURSES (AC)

Registration for any of these courses is optional to students

SL. NO.	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS
			L	T	P	
1.	AX4091	English for Research Paper Writing	2	0	0	0
2.	AX4092	Disaster Management	2	0	0	0
3.	AX4093	Constitution of India	2	0	0	0
4.	AX4094	நற்றமிழ் இலக்கியம்	2	0	0	0

FOUNDATION COURSES (FC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	Sem
			Lecture	Tutorial	Practical		
1.	MA4153	Advanced Mathematical Methods	3	1	0	4	1

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	Sem 1
			Lecture	Tutorial	Practical		
1.	CP4151	Advanced Data Structures and Algorithms	3	0	0	3	I
2.	CP4152	Database Practices	3	0	2	4	I
3.	CP4153	Network Technologies	3	0	0	3	I
4.	CP4154	Principles of Programming	3	0	0	3	I
5.	CP4161	Advanced Data Structures and Algorithms Laboratory	0	0	4	2	I
6.	CP4251	Internet of Things	3	0	2	4	II
7.	CP4253	Multicore Architecture and Programming	3	0	2	4	II
8.	CP4252	Machine Learning	3	0	2	4	II
9.	SE4151	Advanced Software Engineering	3	0	0	3	II
10.	CP4212	Software Engineering	0	0	2	1	II
11.	CP4351	Security Practices	3	0	0	3	III

PROFESSIONAL CORE COURSES (PCC)

RESEARCH METHODOLOGY AND IPR COURSES (RMC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	RM4151	Research Methodology and IPR	2	0	0	2	I

EMPLOYABILITY ENHANCEMENT COURSES (EEC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	CP4211	Technical Seminar	0	0	2	1	1
2.	CP4311	Project Work I	0	0	12	6	3
3.	CP4411	Project Work II	0	0	24	12	4

SUMMARY

Sl. No.	NAME OF THE PROGRAMME: M.E COMPUTER SCIENCE AND ENGINEERING					
	SUBJECT AREA	CREDITS PER SEMESTER				CREDITS TOTAL
		I	II	III	IV	
1.	FC	04	00	00	00	04
2.	PCC	15	16	03	00	34
3.	PEC	00	06	07	00	13
4.	RMC	02	00	00	00	02
5.	OEC	00	00	03	00	03
6.	EEC	00	01	06	12	19
7.	Non Credit/Audit Course	✓	✓	00	00	
8.	TOTAL CREDIT	21	23	19	12	75

Tentative

MA4151 APPLIED PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE ENGINEERS

L T P C
3 1 0 4

COURSE OBJECTIVES:

- To encourage students to develop a working knowledge of the central ideas of Linear Algebra.
- To enable students to understand the concepts of Probability and Random Variables.
- To understand the basic probability concepts with respect to two dimensional random variables along with the relationship between the random variables and the significance of the central limit theorem.
- To apply the small / large sample tests through Tests of hypothesis.
- To enable the students to use the concepts of multivariate normal distribution and principal components analysis.

UNIT I LINEAR ALGEBRA 12

Vector spaces – norms – Inner Products – Eigenvalues using QR transformations – QR factorization – generalized eigenvectors – Canonical forms – singular value decomposition and applications – pseudo inverse – least square approximations.

UNIT II PROBABILITY AND RANDOM VARIABLES 12

Probability – Axioms of probability – Conditional probability – Baye's theorem – Random variables – Probability function – Moments – Moment generating functions and their properties – Binomial, Poisson, Geometric, Uniform, Exponential, Gamma and Normal distributions – Function of a random variable.

UNIT III TWO DIMENSIONAL RANDOM VARIABLES 12

Joint distributions – Marginal and conditional distributions – Functions of two-dimensional random variables – Regression curve – Correlation.

UNIT IV TESTING OF HYPOTHESIS 12

Sampling distributions – Type I and Type II errors – Small and Large samples – Tests based on Normal, t, Chi square and F distributions for testing of mean, variance and proportions – Tests for independence of attributes and goodness of fit.

UNIT V MULTIVARIATE ANALYSIS 12

Random vectors and matrices – Mean vectors and covariance matrices – Multivariate normal density and its properties – Principal components – Population principal components – Principal components from standardized variables.

TOTAL : 60 PERIODS

COURSE OUTCOMES:

At the end of the course, students will be able to

1. apply the concepts of Linear Algebra to solve practical problems.
2. use the ideas of probability and random variables in solving engineering problems.
3. be familiar with some of the commonly encountered two dimensional random variables and be equipped for a possible extension to multivariate analysis.

1. Cooper Donald R, Schindler Pamela S and Sharma JK, "Business Research Methods", Tata McGraw Hill Education, 11e (2012).
2. Catherine J. Holland, "Intellectual property: Patents, Trademarks, Copyrights, Trade Secrets", Entrepreneur Press, 2007.
3. David Hunt, Long Nguyen, Matthew Rodgers, "Patent searching: tools & techniques", Wiley, 2007.
4. The Institute of Company Secretaries of India, Statutory body under an Act of parliament, "Professional Programme Intellectual Property Rights, Law and practice", September 2013.

CP4151 ADVANCED DATA STRUCTURES AND ALGORITHMS L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the usage of algorithms in computing
- To learn and use hierarchical data structures and its operations
- To learn the usage of graphs and its applications
- To select and design data structures and algorithms that is appropriate for problems
- To study about NP Completeness of problems.

UNIT I ROLE OF ALGORITHMS IN COMPUTING & COMPLEXITY 9
ANALYSIS

Algorithms – Algorithms as a Technology -Time and Space complexity of algorithms- Asymptotic analysis-Average and worst-case analysis-Asymptotic notation-Importance of efficient algorithms- Program performance measurement - Recurrences: The Substitution Method – The Recursion-Tree Method- Data structures and algorithms.

UNIT II HIERARCHICAL DATA STRUCTURES 9

Binary Search Trees: Basics – Querying a Binary search tree – Insertion and Deletion- Red Black trees: Properties of Red-Black Trees – Rotations – Insertion – Deletion -B-Trees: Definition of B -trees – Basic operations on B-Trees – Deleting a key from a B-Tree- Heap – Heap Implementation – Disjoint Sets - Fibonacci Heaps: structure – Mergeable-heap operations- Decreasing a key and deleting a node-Bounding the maximum degree.

UNIT III GRAPHS 9

Elementary Graph Algorithms: Representations of Graphs – Breadth-First Search – Depth-First Search – Topological Sort – Strongly Connected Components- Minimum Spanning Trees: Growing a Minimum Spanning Tree – Kruskal and Prim- Single-Source Shortest Paths: The Bellman-Ford algorithm – Single-Source Shortest paths in Directed Acyclic Graphs – Dijkstra's Algorithm; Dynamic Programming - All-Pairs Shortest Paths: Shortest Paths and Matrix Multiplication – The Floyd-Warshall Algorithm

UNIT IV ALGORITHM DESIGN TECHNIQUES 9

Dynamic Programming: Matrix-Chain Multiplication – Elements of Dynamic Programming – Longest Common Subsequence- Greedy Algorithms: – Elements of the Greedy Strategy- An Activity-Selection Problem - Huffman Coding.

UNIT V NP COMPLETE AND NP HARD 9

NP-Completeness: Polynomial Time – Polynomial-Time Verification – NP- Completeness and

SUGGESTED ACTIVITIES:

1. Write an algorithm for Towers of Hanoi problem using recursion and analyze the complexity (No of disc-4)
2. Write any one real time application of hierarchical data structure
3. Write a program to implement Make_Set, Find_Set and Union functions for Disjoint Set Data Structure for a given undirected graph $G(V,E)$ using the linked list representation with simple implementation of Union operation
4. Find the minimum cost to reach last cell of the matrix from its first cell
5. Discuss about any NP completeness problem

COURSE OUTCOMES:

CO1: Design data structures and algorithms to solve computing problems.

CO2: Choose and implement efficient data structures and apply them to solve problems.

CO3: Design algorithms using graph structure and various string-matching algorithms to solve real-life problems.

CO4: Design one’s own algorithm for an unknown problem.

CO5: Apply suitable design strategy for problem solving.

REFERENCES

1. S.Sridhar,” Design and Analysis of Algorithms”, Oxford University Press, 1st Edition, 2014.
2. Adam Drozdex, “Data Structures and algorithms in C++”, Cengage Learning, 4th Edition, 2013.
3. T.H. Cormen, C.E.Leiserson, R.L. Rivest and C.Stein, "Introduction to Algorithms", Prentice Hall of India, 3rd Edition, 2012.
4. Mark Allen Weiss, “Data Structures and Algorithms in C++”, Pearson Education, 3rd Edition, 2009.
5. E. Horowitz, S. Sahni and S. Rajasekaran, “Fundamentals of Computer Algorithms”, University Press, 2nd Edition, 2008.
6. Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman, “Data Structures and Algorithms”, Pearson Education, Reprint 2006.

	PO					
	1	2	3	4	5	6
C01	3	2	2	3	1	3
C02	3	1			2	3
C03	3		1	1		2
C04	3	2	1		2	1
C05	3	3	1	1		1
AVG	3.00	2.00	1.25	1.67	1.67	2.00

COURSE OBJECTIVES

- Describe the fundamental elements of relational database management systems
- Explain the basic concepts of relational data model, entity-relationship model, relational database design, relational algebra and SQL.
- Understand query processing in a distributed database system
- Understand the basics of XML and create well-formed and valid XML documents.
- Distinguish the different types of NoSQL databases
- To understand the different models involved in database security and their applications in real time world to protect the database and information associated with them.

UNIT I RELATIONAL DATA MODEL**12**

Entity Relationship Model – Relational Data Model – Mapping Entity Relationship Model to Relational Model – Relational Algebra – Structured Query Language – Database Normalization.

Suggested Activities:

Data Definition Language

- Create, Alter and Drop
- Enforce Primary Key, Foreign Key, Check, Unique and Not Null Constraints
- Creating Views

Data Manipulation Language

- Insert, Delete, Update
- Cartesian Product, Equi Join, Left Outer Join, Right Outer Join and Full Outer Join
- Aggregate Functions
- Set Operations
- Nested Queries

Transaction Control Language

- Commit, Rollback and Save Points

UNIT II DISTRIBUTED DATABASES, ACTIVE DATABASES AND OPEN DATABASE CONNECTIVITY**12**

Distributed Database Architecture – Distributed Data Storage – Distributed Transactions – Distributed Query Processing – Distributed Transaction Management – Event Condition Action Model – Design and Implementation Issues for Active Databases – Open Database Connectivity.

Suggested Activities:

- Distributed Database Design and Implementation
- Row Level and Statement Level Triggers
- Accessing a Relational Database using PHP, Python and R

UNIT III XML DATABASES**12**

Structured, Semi structured, and Unstructured Data – XML Hierarchical Data Model – XML Documents – Document Type Definition – XML Schema – XML Documents and Databases – XML Querying – XPath – XQuery

Suggested Activities:

- Creating XML Documents, Document Type Definition and XML Schema
- Using a Relational Database to store the XML documents as text
- Using a Relational Database to store the XML documents as data elements

- Creating or publishing customized XML documents from pre-existing relational databases
- Extracting XML Documents from Relational Databases
- XML Querying

UNIT IV NOSQL DATABASES AND BIG DATA STORAGE SYSTEMS 12

NoSQL – Categories of NoSQL Systems – CAP Theorem – Document-Based NoSQL Systems and MongoDB – MongoDB Data Model – MongoDB Distributed Systems Characteristics – NoSQL Key-Value Stores – DynamoDB Overview – Voldemort Key-Value Distributed Data Store – Wide Column NoSQL Systems – Hbase Data Model – Hbase Crud Operations – Hbase Storage and Distributed System Concepts – NoSQL Graph Databases and Neo4j – Cypher Query Language of Neo4j – Big Data – MapReduce – Hadoop – YARN.

Suggested Activities:

- Creating Databases using MongoDB, DynamoDB, Voldemort Key-Value Distributed Data Store Hbase and Neo4j.
- Writing simple queries to access databases created using MongoDB, DynamoDB, Voldemort Key-Value Distributed Data Store Hbase and Neo4j.

UNIT V DATABASE SECURITY 12

Database Security Issues – Discretionary Access Control Based on Granting and Revoking Privileges – Mandatory Access Control and Role-Based Access Control for Multilevel Security – SQL Injection – Statistical Database Security – Flow Control – Encryption and Public Key Infrastructures – Preserving Data Privacy – Challenges to Maintaining Database Security – Database Survivability – Oracle Label-Based Security.

Suggested Activities:

Implementing Access Control in Relational Databases

TOTAL : 75 PERIODS

COURSE OUTCOMES

At the end of the course, the students will be able to

- Convert the ER-model to relational tables, populate relational databases and formulate SQL queries on data.
- Understand and write well-formed XML documents
- Be able to apply methods and techniques for distributed query processing.
- Design and Implement secure database systems.
- Use the data control, definition, and manipulation languages of the NoSQL databases

REFERENCES:

1. R. Elmasri, S.B. Navathe, "Fundamentals of Database Systems", Seventh Edition, Pearson Education 2016.
2. Henry F. Korth, Abraham Silberschatz, S. Sudharshan, "Database System Concepts", Seventh Edition, McGraw Hill, 2019.
3. C.J.Date, A.Kannan, S.Swamynathan, "An Introduction to Database Systems, Eighth Edition, Pearson Education, 2006
4. Raghu Ramakrishnan, Johannes Gehrke "Database Management Systems", Fourth Edition, McGraw Hill Education, 2015.
5. Harrison, Guy, "Next Generation Databases, NoSQL and Big Data", First Edition, Apress publishers, 2015

6. Thomas Cannolly and Carolyn Begg, "Database Systems, A Practical Approach to Design, Implementation and Management", Sixth Edition, Pearson Education, 2015

	PO					
	1	2	3	4	5	6
C01	2	2	1	3	1	2
C02	2	2		2	1	1
C03	3	1	2	1		1
C04	3	2	2	1	1	1
C05	2	3	1	1		1
AVG	2.40	2.00	1.50	1.60	1.00	1.20

CP4153

NETWORK TECHNOLOGIES

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To understand the basic concepts of networks
- To explore various technologies in the wireless domain
- To study about 4G and 5G cellular networks
- To learn about Network Function Virtualization
- To understand the paradigm of Software defined networks

UNIT I NETWORKING CONCEPTS 9

Peer To Peer Vs Client-Server Networks. Network Devices. Network Terminology. Network Speeds. Network throughput, delay. Osi Model. Packets, Frames, And Headers. Collision And Broadcast Domains. LAN Vs WAN. Network Adapter. Hub. Switch. Router. Firewall, IP addressing.

UNIT II WIRELESS NETWORKS 9

Wireless access techniques- IEEE 802.11a, 802.11g, 802.11e, 802.11n/ac/ax/ay/ba/be, QoS – Bluetooth – Protocol Stack – Security – Profiles – zigbee

UNIT III MOBILE DATA NETWORKS 9

4G Networks and Composite Radio Environment – Protocol Boosters – Hybrid 4G Wireless Networks Protocols – Green Wireless Networks – Physical Layer and Multiple Access – Channel Modelling for 4G – Concepts of 5G – channel access –air interface -Cognitive Radio-spectrum management – C-RAN architecture - Vehicular communications-protocol – Network slicing – MIMO, mmWave, Introduction to 6G.

UNIT IV SOFTWARE DEFINED NETWORKS 9

SDN Architecture. Characteristics of Software-Defined Networking. SDN- and NFV-Related Standards. SDN Data Plane. Data Plane Functions. Data Plane Protocols. OpenFlow Logical Network Device. Flow Table Structure. Flow Table Pipeline. The Use of Multiple Tables. Group Table. OpenFlow Protocol. SDN Control Plane Architecture. Control Plane Functions. Southbound Interface. Northbound Interface. Routing. ITU-T Model. OpenDaylight. OpenDaylight Architecture. OpenDaylight Helium. SDN Application Plane Architecture. Northbound Interface. Network Services Abstraction Layer. Network Applications. User

Interface.

UNIT V NETWORK FUNCTIONS VIRTUALIZATION 9

Motivation-Virtual Machines –NFV benefits-requirements – architecture- NFV Infrastructure - Virtualized Network Functions - NFV Management and Orchestration- NFV Use Cases- NFV and SDN –Network virtualization – VLAN and VPN

TOTAL : 45 PERIODS

SUGGESTED ACTIVITIES:

1. Execute various network utilities such as tracert, pathping, ipconfig
2. Implement the Software Defined Networking using Mininet
3. Implement routing in Mininet
4. Install a virtual machine and study network virtualization
5. Simulate various network topologies in Network Simulator

REFERENCES

1. James Bernstein, “Networking made Easy”, 2018. (UNIT I)
2. HoudaLabioud, Costantino de Santis, HossamAffi “Wi-Fi, Bluetooth, Zigbee and WiMax”, Springer 2007 (UNIT 2)
3. Erik Dahlman, Stefan Parkvall, Johan Skold, 4G: LTE/LTE-Advanced for Mobile Broadband, Academic Press, 2013 (UNIT 3)
4. Saad Z. Asif – “5G Mobile Communications Concepts and Technologies” CRC press – 2019 (UNIT 3)
5. William Stallings –“Foundations of Modern Networking: SDN, NFV, QoE, IoT, and Cloud” 1st Edition, Pearson Education, 2016.(Unit 4 and 5)
6. Thomas D.Nadeau and Ken Gray, SDN – Software Defined Networks, O’Reilly Publishers, 2013.
7. Guy Pujolle, “Software Networks”, Second Edition, Wiley-ISTE, 2020

	PO					
	1	2	3	4	5	6
C01	1	3	2		1	
C02	1	3	3	3		1
C03	1	3	3	2	2	2
C04	1	2	2	1	2	1
C05	1	3	1	1	1	2
AVG	1.00	2.80	2.20	1.75	1.50	1.50

CP4154

PRINCIPLES OF PROGRAMMING LANGUAGES

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To understand and describe syntax and semantics of programming languages

- To understand data, data types, and basic statements
- To understand call-return architecture and ways of implementing them
- To understand object-orientation, concurrency, and event handling in programming languages
- To develop programs in non-procedural programming paradigms

UNIT I SYNTAX AND SEMANTICS 9

Evolution of programming languages – describing syntax – context – free grammars –attribute grammars – describing semantics – lexical analysis – parsing – recursive-descent – bottom- up parsing

UNIT II DATA, DATA TYPES, AND BASIC STATEMENTS 9

Names – variables – binding – type checking – scope – scope rules – lifetime and garbage collection –primitive data types–strings–array types– associative arrays–record types– union types – pointers and references – Arithmetic expressions – overloaded operators – type conversions – relational and boolean expressions – assignment statements – mixed- mode assignments – control structures – selection – iterations – branching – guarded statements

UNIT III SUBPROGRAMS AND IMPLEMENTATIONS 9

Subprograms – design issues – local referencing – parameter passing – overloaded methods – generic methods – design issues for functions – semantics of call and return – implementing simple subprograms – stack and dynamic local variables – nested subprograms – blocks – dynamic scoping

UNIT IV OBJECT-ORIENTATION, CONCURRENCY, AND EVENT HANDLING 9

Object-orientation – design issues for OOP languages – implementation of object-oriented constructs – concurrency – semaphores – monitors – message passing – threads – statement level concurrency – exception handling – event handling

UNIT V FUNCTIONAL AND LOGIC PROGRAMMING LANGUAGES 9

Introduction to lambda calculus – fundamentals of functional programming languages – Programming with Scheme – Programming with ML – Introduction to logic and logic programming – Programming with Prolog – multi-paradigm languages

TOTAL : 45 PERIODS

COURSE OUTCOMES:

- CO1: Describe syntax and semantics of programming languages
- CO2: Explain data, data types, and basic statements of programming languages
- CO3: Design and implement subprogram constructs
- CO4: Apply object-oriented, concurrency, and event handling programming constructs
- CO5: Develop programs in Scheme, ML, and Prolog
- CO6: Understand and adopt new programming language

REFERENCES:

1. Robert W. Sebesta, "Concepts of Programming Languages", Eleventh Edition, Addison

- Wesley,2012
2. W. F. Clocksin and C. S. Mellish, "Programming in Prolog: Using the ISO Standard", Fifth Edition, Springer, 2003
 3. Michael L.Scott, "Programming Language Pragmatics", Fourth Edition, Morgan Kaufmann,2009.
 4. R.KentDybvig,"TheSchemeprogramminglanguage",FourthEdition,MITPress, 2009
 5. Richard A. O'Keefe, "The craft of Prolog", MIT Press, 2009
 6. W.F.ClocksinandC.S.Mellish,"ProgramminginProlog:UsingtheISOStandard",Fifth Edition, Springer,2003

	PO					
	1	2	3	4	5	6
C01	1					1
C02	1		1		1	2
C03	1	1			1	2
C04		2	1	1	2	2
C05	1	2	1		2	3
AVG	1.00	1.67	1.00	1.00	1.50	2.00

CP4161

**ADVANCED DATA STRUCTURES AND ALGORITHMS
LABORATORY**

**L T P C
0 0 4 2**

COURSE OBJECTIVES:

- To acquire the knowledge of using advanced tree structures
- To learn the usage of heap structures
- To understand the usage of graph structures and spanning trees
- To understand the problems such as matrix chain multiplication, activity selection and Huffman coding
- To understand the necessary mathematical abstraction to solve problems.

LIST OF EXPERIMENTS:

- 1: Implementation of recursive function for tree traversal and Fibonacci
- 2: Implementation of iteration function for tree traversal and Fibonacci
- 3: Implementation of Merge Sort and Quick Sort
- 4: Implementation of a Binary Search Tree
- 5: Red-Black Tree Implementation
- 6: Heap Implementation
- 7: Fibonacci Heap Implementation
- 8: Graph Traversals
- 9: Spanning Tree Implementation
- 10: Shortest Path Algorithms (Dijkstra's algorithm, Bellman Ford Algorithm)
- 11: Implementation of Matrix Chain Multiplication
- 12: Activity Selection and Huffman Coding Implementation

HARDWARE/SOFTWARE REQUIREMENTS

1. 64-bit Open source Linux or its derivative
2. Open Source C++ Programming tool like G++/GCC

TOTAL : 60 PERIODS

COURSE OUTCOMES:

- CO1:** Design and implement basic and advanced data structures extensively
- CO2:** Design algorithms using graph structures
- CO3:** Design and develop efficient algorithms with minimum complexity using design techniques
- CO4:** Develop programs using various algorithms.
- CO5:** Choose appropriate data structures and algorithms, understand the ADT/libraries, and use it to design algorithms for a specific problem.

REFERENCES:

1. Lipschutz Seymour, "Data Structures Schaum's Outlines Series", Tata McGraw Hill, 3rd Edition, 2014.
2. Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.
3. <http://www.coursera.org/specializations/data-structures-algorithms>
4. http://www.tutorialspoint.com/data_structures_algorithms
5. <http://www.geeksforgeeks.org/data-structures/>

	PO					
	1	2	3	4	5	6
C01	1	1		1	1	
C02	1		1	2	2	1
C03	1	1	1	1	2	1
C04	1	2	2	2	2	1
C05	1	2	3	1	3	1
AVG	1.00	1.50	1.75	1.40	2.00	1.00

CP4251

INTERNET OF THINGS

L T P C
3 0 2 4

COURSE OBJECTIVES:

- To Understand the Architectural Overview of IoT
- To Understand the IoT Reference Architecture and Real World Design Constraints
- To Understand the various IoT levels
- To understand the basics of cloud architecture
- To gain experience in Raspberry PI and experiment simple IoT application on it

UNIT I INTRODUCTION

12

Internet of Things- Domain Specific IoTs - IoT and M2M-Sensors for IoT Applications–Structure of IoT– IoT Map Device- IoT System Management with NETCONF-YANG

UNIT II IoT ARCHITECTURE, GENERATIONS AND PROTOCOLS 12

IETF architecture for IoT - IoT reference architecture -First Generation – Description & Characteristics–Advanced Generation – Description & Characteristics–Integrated IoT Sensors – Description & Characteristics

UNIT III IoT PROTOCOLS AND TECHNOLOGY 12

SCADA and RFID Protocols - BACnet Protocol -Zigbee Architecture - 6LowPAN - CoAP -Wireless Sensor Structure–Energy Storage Module–Power Management Module–RF Module–Sensing Module

UNIT IV CLOUD ARCHITECTURE BASICS 12

The Cloud types; IaaS, PaaS, SaaS.- Development environments for service development; Amazon, Azure, Google Appcloud platform in industry

UNIT V IOT PROJECTS ON RASPBERRY PI 12

Building IOT with RASPBERRY PI- Creating the sensor project - Preparing Raspberry Pi - Clayster libraries – Hardware Interacting with the hardware - Interfacing the hardware- Internal representation of sensor values - Persisting data - External representation of sensor values - Exporting sensor data

SUGGESTED ACTIVITIES:

1. Develop an application for LED Blink and Pattern using Arduino or Raspberry Pi
2. Develop an application for LED Pattern with Push Button Control using Arduino or Raspberry Pi
3. Develop an application for LM35 Temperature Sensor to display temperature values using arduino or Raspberry Pi
4. Develop an application for Forest fire detection end node using Raspberry Pi device and sensor
5. Develop an application for home intrusion detection web application
6. Develop an application for Smart parking application using python and Django for web application

COURSE OUTCOMES:

- CO1: Understand the various concept of the IoT and their technologies
- CO2: Develop the IoT application using different hardware platforms
- CO3: Implement the various IoT Protocols
- CO4: Understand the basic principles of cloud computing
- CO5: Develop and deploy the IoT application into cloud environment

TOTAL PERIODS: 60

REFERENCES:

1. Arshdeep Bahga, Vijay Madiseti, Internet of Things: A hands-on approach, Universities

Press, 2015

2. Dieter Uckelmann, Mark Harrison, Florian Michahelles (Eds), Architecting the Internet of Things, Springer, 2011
3. Peter Waher, 'Learning Internet of Things', Packt Publishing, 2015
4. Ovidiu Vermesan Peter Friess, 'Internet of Things – From Research and Innovation to Market Deployment', River Publishers, 2014
5. N. Ida, Sensors, Actuators and Their Interfaces: A Multidisciplinary Introduction, 2nd Edition Scitech Publishers, 202014
6. Reese, G. (2009). Cloud Application Architectures: Building Applications and Infrastructure in the Cloud. Sebastopol, CA: O'Reilly Media, Inc. (2009)

	PO					
	1	2	3	4	5	6
C01	1	1	2	1	1	3
C02	3	2	1	2	3	2
C03	1	1	2	1	3	3
C04	2	3	2	1	2	2
C05	1	2	1	2	1	1
AVG	1.60	1.80	1.60	1.40	2.00	2.20

CP4253

MULTICORE ARCHITECTURE AND PROGRAMMING

L T P C

3 0 2 4

COURSE OBJECTIVES:

- To understand the need for multi-core processors, and their architecture.
- To understand the challenges in parallel and multithreaded programming.
- To learn about the various parallel programming paradigms,
- To develop multicore programs and design parallel solutions.

UNIT I MULTI-CORE PROCESSORS

9

Single core to Multi-core architectures – SIMD and MIMD systems – Interconnection networks – Symmetric and Distributed Shared Memory Architectures – Cache coherence – Performance Issues – Parallel program design.

UNIT II PARALLEL PROGRAM CHALLENGES

9

Performance – Scalability – Synchronization and data sharing – Data races – Synchronization primitives (mutexes, locks, semaphores, barriers) – deadlocks and livelocks – communication between threads (condition variables, signals, message queues and pipes).

UNIT III SHARED MEMORY PROGRAMMING WITH OpenMP

9

OpenMP Execution Model – Memory Model – OpenMP Directives – Work-sharing Constructs – Library functions – Handling Data and Functional Parallelism – Handling Loops – Performance Considerations.

UNIT IV DISTRIBUTED MEMORY PROGRAMMING WITH MPI

9

MPI program execution – MPI constructs – libraries – MPI send and receive – Point-to-point and Collective communication – MPI derived datatypes – Performance evaluation

UNIT V PARALLEL PROGRAM DEVELOPMENT

9

Case studies – n-Body solvers – Tree Search – OpenMP and MPI implementations and comparison.

TOTAL: 45 PERIODS

PRACTICALS:

1. Write a simple Program to demonstrate an OpenMP Fork-Join Parallelism.
2. Create a program that computes a simple matrix-vector multiplication $b=Ax$, either in C/C++. Use OpenMP directives to make it run in parallel.
3. Create a program that computes the sum of all the elements in an array A (C/C++) or a program that finds the largest number in an array A. Use OpenMP directives to make it run in parallel.
4. Write a simple Program demonstrating Message-Passing logic using OpenMP.
5. Implement the All-Pairs Shortest-Path Problem (Floyd's Algorithm) Using OpenMP.
6. Implement a program Parallel Random Number Generators using Monte Carlo Methods in OpenMP.
7. Write a Program to demonstrate MPI-broadcast-and-collective-communication in C.
8. Write a Program to demonstrate MPI-scatter-gather-and-all gather in C.
9. Write a Program to demonstrate MPI-send-and-receive in C.
10. Write a Program to demonstrate by performing-parallel-rank-with-MPI in C.

COURSE OUTCOMES:

At the end of the course, the students should be able to:

CO1: Describe multicore architectures and identify their characteristics and challenges.

CO2: Identify the issues in programming Parallel Processors.

CO3: Write programs using OpenMP and MPI.

CO4: Design parallel programming solutions to common problems.

CO5: Compare and contrast programming for serial processors and programming for parallel processors.

REFERENCES:

1. Peter S. Pacheco, "An Introduction to Parallel Programming, Morgan-Kaufman/Elsevier, 2021.

2. Darryl Gove, "Multicore Application Programming for Windows, Linux, and Oracle Solaris, Pearson, 2011 (unit 2)
3. Michael J Quinn, "Parallel programming in C with MPI and OpenMP, Tata McGraw Hill, 2003.
4. Victor Alessandrini, Shared Memory Application Programming, 1st Edition, Concepts and Strategies in Multicore Application Programming, Morgan Kaufmann, 2015.
5. Yan Solihin, Fundamentals of Parallel Multicore Architecture, CRC Press, 2015.

	PO					
	1	2	3	4	5	6
C01	1	1	1	2	1	2
C02	2	1			2	2
C03	1		2	1	1	2
C04	2	1	1	1	2	2
C05	3	1	2	1	2	3
AVG	1.80	1.00	1.50	1.25	1.60	2.20

CP4252

MACHINE LEARNING

L T P C
3 0 2 4

COURSE OBJECTIVES:

- To understand the concepts and mathematical foundations of machine learning and types of problems tackled by machine learning
- To explore the different supervised learning techniques including ensemble methods
- To learn different aspects of unsupervised learning and reinforcement learning
- To learn the role of probabilistic methods for machine learning
- To understand the basic concepts of neural networks and deep learning

UNIT I INTRODUCTION AND MATHEMATICAL FOUNDATIONS

9

What is Machine Learning? Need –History – Definitions – Applications - Advantages, Disadvantages & Challenges -Types of Machine Learning Problems – Mathematical Foundations - Linear Algebra & Analytical Geometry -Probability and Statistics- Bayesian Conditional Probability -Vector Calculus & Optimization - Decision Theory - Information theory

UNIT II SUPERVISED LEARNING

9

Introduction-Discriminative and Generative Models -Linear Regression - Least Squares -Under-fitting / Overfitting -Cross-Validation – Lasso Regression- Classification - Logistic Regression- Gradient Linear Models -Support Vector Machines –Kernel Methods -Instance based Methods - K-Nearest Neighbors - Tree based Methods –Decision Trees –ID3 – CART - Ensemble Methods –Random Forest - Evaluation of Classification Algorithms

UNIT III UNSUPERVISED LEARNING AND REINFORCEMENT LEARNING

9

Introduction - Clustering Algorithms -K – Means – Hierarchical Clustering - Cluster Validity -

Dimensionality Reduction –Principal Component Analysis – Recommendation Systems - EM algorithm. Reinforcement Learning – Elements -Model based Learning – Temporal Difference Learning

UNIT IV PROBABILISTIC METHODS FOR LEARNING-

9

Introduction -Naïve Bayes Algorithm -Maximum Likelihood -Maximum Apriori -Bayesian Belief Networks -Probabilistic Modelling of Problems -Inference in Bayesian Belief Networks – Probability Density Estimation - Sequence Models – Markov Models – Hidden Markov Models

UNIT V NEURAL NETWORKS AND DEEP LEARNING

9

Neural Networks – Biological Motivation- Perceptron – Multi-layer Perceptron – Feed Forward Network – Back Propagation-Activation and Loss Functions- Limitations of Machine Learning – Deep Learning– Convolution Neural Networks – Recurrent Neural Networks – Use cases

45 PERIODS

SUGGESTED ACTIVITIES:

1. Give an example from our daily life for each type of machine learning problem
2. Study at least 3 Tools available for Machine Learning and discuss pros & cons of each
3. Take an example of a classification problem. Draw different decision trees for the example and explain the pros and cons of each decision variable at each level of the tree
4. Outline 10 machine learning applications in healthcare
5. Give 5 examples where sequential models are suitable.
6. Give at least 5 recent applications of CNN

PRACTICAL EXERCISES:

30 PERIODS

1. Implement a Linear Regression with a Real Dataset (<https://www.kaggle.com/harrywang/housing>). Experiment with different features in building a model. Tune the model's hyperparameters.
2. Implement a binary classification model. That is, answers a binary question such as "Are houses in this neighborhood above a certain price?"(use data from exercise 1). Modify the classification threshold and determine how that modification influences the model. Experiment with different classification metrics to determine your model's effectiveness.
3. Classification with Nearest Neighbors. In this question, you will use the scikit-learn's KNN classifier to classify real vs. fake news headlines. The aim of this question is for you to read the scikit-learn API and get comfortable with training/validation splits. Use California Housing Dataset
4. In this exercise, you'll experiment with validation sets and test sets using the dataset. Split a training set into a smaller training set and a validation set. Analyze deltas between training set and validation set results. Test the trained model with a test set to determine whether your trained model is overfitting. Detect and fix a common training problem.
5. Implement the k-means algorithm using <https://archive.ics.uci.edu/ml/datasets/Codon+usage> dataset
6. Implement the Naïve Bayes Classifier using <https://archive.ics.uci.edu/ml/datasets/Gait+Classification> dataset
7. Project - (in Pairs) Your project must implement one or more machine learning algorithms and apply them to some data.

1. Your project may be a comparison of several existing algorithms, or it may propose a new algorithm in which case you still must compare it to at least one other approach.
2. You can either pick a project of your own design, or you can choose from the set of pre-defined projects.
3. You are free to use any third-party ideas or code that you wish as long as it is publicly available.
4. You must properly provide references to any work that is not your own in the write-up.
5. Project proposal You must turn in a brief project proposal. Your project proposal should describe the idea behind your project. You should also briefly describe software you will need to write, and papers (2-3) you plan to read.

List of Projects (datasets available)

1. Sentiment Analysis of Product Reviews
2. Stock Prediction
3. Sales Forecasting
4. Music Recommendation
5. Handwriting Digit Classification
6. Fake News Detection
7. Sports Prediction
8. Object Detection
9. Disease Prediction

COURSE OUTCOMES:

CO1: Understand and outline problems for each type of machine learning

CO2: Design a Decision tree and Random forest for an application

CO3: Implement Probabilistic Discriminative and Generative algorithms for an application and analyze the results.

CO4: Use a tool to implement typical Clustering algorithms for different types of applications.

CO5: Design and implement an HMM for a Sequence Model type of application.

CO6: Identify applications suitable for different types of Machine Learning with suitable justification.

TOTAL PERIODS:75

REFERENCES

1. Stephen Marsland, "Machine Learning: An Algorithmic Perspective", Chapman & Hall/CRC, 2nd Edition, 2014.
2. Kevin Murphy, "Machine Learning: A Probabilistic Perspective", MIT Press, 2012
3. Ethem Alpaydin, "Introduction to Machine Learning", Third Edition, Adaptive Computation and Machine Learning Series, MIT Press, 2014
4. Tom M Mitchell, "Machine Learning", McGraw Hill Education, 2013.
5. Peter Flach, "Machine Learning: The Art and Science of Algorithms that Make Sense of Data", First Edition, Cambridge University Press, 2012.
6. Shai Shalev-Shwartz and Shai Ben-David, "Understanding Machine Learning: From Theory to Algorithms", Cambridge University Press, 2015
7. Christopher Bishop, "Pattern Recognition and Machine Learning", Springer, 2007.
8. Hal Daumé III, "A Course in Machine Learning", 2017 (freely available online)
9. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer, 2009 (freely available online)

10. Aurélien Géron , Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems 2nd Edition, o'reilly, (2017)

	PO					
	1	2	3	4	5	6
C01	1	2	1	3	1	1
C02	2	3	1	2	1	2
C03	1	1	2	1		2
C04	2	2				3
C05	3	3	1	1	1	3
AVG	1.80	2.20	1.25	1.75	1.00	2.20

SE4151

ADVANCED SOFTWARE ENGINEERING

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To understand the rationale for software development process models
- To understand why the architectural design of software is important;
- To understand the five important dimensions of dependability, namely, availability, reliability, safety, security, and resilience.
- To understand the basic notions of a web service, web service standards, and service-oriented architecture;
- To understand the different stages of testing from testing during development of a software system

UNIT I SOFTWARE PROCESS & MODELING

9

Prescriptive Process Models – Agility and Process – Scrum – XP – Kanban – DevOps – Prototype Construction – Prototype Evaluation – Prototype Evolution – Modelling – Principles – Requirements Engineering – Scenario-based Modelling – Class-based Modelling – Functional Modelling – Behavioural Modelling.

UNIT II SOFTWARE DESIGN

9

Design Concepts – Design Model – Software Architecture – Architectural Styles – Architectural Design – Component-Level Design – User Experience Design – Design for Mobility – Pattern-Based Design.

UNIT III SYSTEM DEPENDABILITY AND SECURITY

9

Dependable Systems – Dependability Properties – Sociotechnical Systems – Redundancy and Diversity – Dependable Processes – Formal Methods and Dependability – Reliability Engineering – Availability and Reliability – Reliability Requirements – Fault-tolerant Architectures – Programming for Reliability – Reliability Measurement – Safety Engineering – Safety-critical Systems – Safety Requirements – Safety Engineering Processes – Safety Cases – Security Engineering – Security and Dependability – Safety and Organizations – Security Requirements – Secure System Design – Security Testing and Assurance – Resilience Engineering – Cybersecurity – Sociotechnical Resilience – Resilient Systems Design.

UNIT IV SERVICE-ORIENTED SOFTWARE ENGINEERING, SYSTEMS ENGINEERING AND REAL-TIME SOFTWARE ENGINEERING 9

Service-oriented Architecture – RESTful Services – Service Engineering – Service Composition – Systems Engineering – Sociotechnical Systems – Conceptual Design – System Procurement – System Development – System Operation and Evolution – Real-time Software Engineering – Embedded System Design – Architectural Patterns for Real-time Software – Timing Analysis – Real-time Operating Systems.

UNIT V SOFTWARE TESTING AND SOFTWARE CONFIGURATION MANAGEMENT 9

Software Testing Strategy – Unit Testing – Integration Testing – Validation Testing – System Testing – Debugging – White-Box Testing – Basis Path Testing – Control Structure Testing – Black-Box Testing – Software Configuration Management (SCM) – SCM Repository – SCM Process – Configuration Management for Web and Mobile Apps.

SUGGESTED ACTIVITIES

1. Comparatively analysing different Agile methodologies.
2. Describing the scenarios where 'Scrum' and 'Kanban' are used.
3. Mapping the data flow into suitable software architecture.
4. Developing behavioural representations for a class or component.
5. Implementing simple applications as RESTful service.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

The Students will be able to

1. Identify appropriate process models based on the Project requirements
2. Understand the importance of having a good Software Architecture.
3. Understand the five important dimensions of dependability, namely, availability, reliability, safety, security, and resilience.
4. Understand the basic notions of a web service, web service standards, and service-oriented architecture;
5. Be familiar with various levels of Software testing

REFERENCES:

1. Software Engineering: A Practitioner's Approach, 9th Edition. Roger Pressman and Bruce Maxim, McGraw-Hill 2019.
2. Software Engineering, 10th Edition, Ian Somerville, Pearson Education Asia 2016.
3. Software Architecture In Practice, 3rd Edition, Len Bass, Paul Clements and Rick Kazman, Pearson India 2018
4. An integrated approach to Software Engineering, 3rd Edition, Pankaj Jalote, Narosa Publishing House, 2018
5. Fundamentals of Software Engineering, 5th Edition, Rajib Mall, PHI Learning Private Ltd, 2018

In this course, students will develop their scientific and technical reading and writing skills that they need to understand and construct research articles. A term paper requires a student to obtain information from a variety of sources (i.e., Journals, dictionaries, reference books) and then place it in logically developed ideas. The work involves the following steps:

1. Selecting a subject, narrowing the subject into a topic
2. Stating an objective.
3. Collecting the relevant bibliography (atleast 15 journal papers)
4. Preparing a working outline.
5. Studying the papers and understanding the authors contributions and critically analysing each paper.
6. Preparing a working outline
7. Linking the papers and preparing a draft of the paper.
8. Preparing conclusions based on the reading of all the papers.
9. Writing the Final Paper and giving final Presentation

Please keep a file where the work carried out by you is maintained.
Activities to be carried out

Activity	Instructions	Submission week	Evaluation
Selection of area of interest and Topic	You are requested to select an area of interest, topic and state an objective	2 nd week	3 % Based on clarity of thought, current relevance and clarity in writing
Stating an Objective			
Collecting Information about your area & topic	<ol style="list-style-type: none"> 1. List 1 Special Interest Groups or professional society 2. List 2 journals 3. List 2 conferences, symposia or workshops 4. List 1 thesis title 5. List 3 web presences (mailing lists, forums, news sites) 6. List 3 authors who publish regularly in your area 7. Attach a call for papers (CFP) from your area. 	3 rd week	3% (the selected information must be area specific and of international and national standard)
Collection of Journal papers in the topic in the context of the objective – collect 20 & then filter	<ul style="list-style-type: none"> • You have to provide a complete list of references you will be using- Based on your objective -Search various digital libraries and Google Scholar • When picking papers to read - try to: • Pick papers that are related to each other in some ways and/or that are in the same field so that you can write a meaningful survey out of them, • Favour papers from well-known 	4 th week	6% (the list of standard papers and reason for selection)

	<p>journals and conferences,</p> <ul style="list-style-type: none"> • Favour “first” or “foundational” papers in the field (as indicated in other people’s survey paper), • Favour more recent papers, • Pick a recent survey of the field so you can quickly gain an overview, • Find relationships with respect to each other and to your topic area (classification scheme/categorization) • Mark in the hard copy of papers whether complete work or section/sections of the paper are being considered 		
Reading and notes for first 5 papers	<p>Reading Paper Process</p> <ul style="list-style-type: none"> • For each paper form a Table answering the following questions: • What is the main topic of the article? • What was/were the main issue(s) the author said they want to discuss? • Why did the author claim it was important? • How does the work build on other’s work, in the author’s opinion? • What simplifying assumptions does the author claim to be making? • What did the author do? • How did the author claim they were going to evaluate their work and compare it to others? • What did the author say were the limitations of their research? • What did the author say were the important directions for future research? <p>Conclude with limitations/issues not addressed by the paper (from the perspective of your survey)</p>	5 th week	8% (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Reading and notes for next5 papers	Repeat Reading Paper Process	6 th week	8% (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)

Reading and notes for final 5 papers	Repeat Reading Paper Process	7 th week	8% (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Draft outline 1 and Linking papers	Prepare a draft Outline, your survey goals, along with a classification / categorization diagram	8 th week	8% (this component will be evaluated based on the linking and classification among the papers)
Abstract	Prepare a draft abstract and give a presentation	9 th week	6% (Clarity, purpose and conclusion) 6% Presentation & Viva Voce
Introduction Background	Write an introduction and background sections	10 th week	5% (clarity)
Sections of the paper	Write the sections of your paper based on the classification / categorization diagram in keeping with the goals of your survey	11 th week	10% (this component will be evaluated based on the linking and classification among the papers)
Your conclusions	Write your conclusions and future work	12 th week	5% (conclusions – clarity and your ideas)
Final Draft	Complete the final draft of your paper	13 th week	10% (formatting, English, Clarity and linking) 4% Plagiarism Check Report
Seminar	A brief 15 slides on your paper	14 th & 15 th week	10% (based on presentation and Viva-voce)

TOTAL: 30 PERIODS

CP4212

SOFTWARE ENGINEERING LAB

L T P C

0 0 2 1

LAB OBJECTIVE:

The Software Engineering Lab has been developed by keeping in mind the following objectives:

- To impart state-of-the-art knowledge on Software Engineering and UML in an interactive manner through the Web.
- Present case studies to demonstrate practical applications of different concepts.
- Provide a scope to students where they can solve small, real-life problems.

LIST OF EXPERIMENTS:

1. Write a Problem Statement to define a title of the project with bounded scope of project
2. Select relevant process model to define activities and related task set for assigned project
3. Prepare broad SRS (Software Requirement Specification) for the above selected projects
4. Prepare USE Cases and Draw Use Case Diagram using modelling Tool
5. Develop the activity diagram to represent flow from one activity to another for software development
6. Develop data Designs using DFD Decision Table & ER Diagram.
7. Draw class diagram, sequence diagram, Collaboration Diagram, State Transition Diagram for the assigned project
8. Write Test Cases to Validate requirements of assigned project from SRS Document
9. Evaluate Size of the project using function point metric for the assigned project
10. Estimate cost of the project using COCOMO and COCOMOII for the assigned project
11. Use CPM/PERT for scheduling the assigned project
12. Use timeline Charts or Gantt Charts to track progress of the assigned project

LAB OUTCOME:

CO1: Can produce the requirements and use cases the client wants for the software being Produced.

CO2: Participate in drawing up the project plan. The plan will include at least extent and work assessments of the project, the schedule, available resources, and risk management can model and specify the requirements of mid-range software and their architecture.

CO3: create and specify such a software design based on the requirement specification that the software can be implemented based on the design.

CO4: Can assess the extent and costs of a project with the help of several different assessment methods.

CP4351

SECURITY PRACTICES

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To learn the core fundamentals of system and web security concepts
- To have through understanding in the security concepts related to networks

4. Mayor, K.K.Mookhey, Jacopo Cervini, Fairuzan Roslan, Kevin Beaver, Metasploit Toolkit for Penetration Testing, Exploit Development and Vulnerability Research, Syngress publications, Elsevier, 2007. ISBN : 978-1-59749-074-0
5. John Sammons, "The Basics of Digital Forensics- The Primer for Getting Started in Digital Forensics", Syngress, 2012
6. Cory Altheide and Harlan Carvey, "Digital Forensics with Open Source Tools",2011 Syngress, ISBN: 9781597495875.
7. Siani Pearson, George Yee "Privacy and Security for Cloud Computing" Computer Communications and Networks, Springer, 2013.

	PO					
	1	2	3	4	5	6
C01	1	2	1	1	2	1
C02	2	1	3	1	1	2
C03			2	3	3	3
C04	2	2	1	2	1	3
C05	1		1	1	2	3
AVG	1.50	1.67	1.60	1.60	1.80	2.40

MP4073

HUMAN COMPUTER INTERACTION

L T P C
3 0 0 3

OBJECTIVES:

- To learn the foundations of Human Computer Interaction
- Understanding Interaction Styles and to become familiar with the design technologies for individuals and persons with disabilities.
- To understand the process of Evaluation of Interaction Design.
- To clarify the significance of task analysis for ubiquitous computing
- To get insight on web and mobile interaction.

UNIT I FOUNDATIONS OF HCI

9

Context of Interaction –Ergonomics - Designing Interactive systems – Understanding Users-cognition and cognitive frameworks, User Centred approaches Usability, Universal Usability, Understanding and conceptualizing interaction, Guidelines, Principles and Theories Importance of User Interface: Definition-Importance of good design-Benefits of good design-Human-centered development and Evaluation-Human Performance models-A Brief history of screen design.

UNIT II INTERACTION STYLES

9

GUI: Popularity of graphics - The concept of direct manipulation - Graphical system - Characteristics - Web user - Interface Popularity - Characteristics and Principles of User Interface.

Understanding interaction styles, Direct Navigation and Immersive environments, Fluid navigation, Expressive Human and Command Languages, Communication and Collaboration Advancing the user experience, Timely user Experience, Information search, Data Visualization Design process: Human Interaction with computers - Importance of Human Characteristics - Human Consideration - Human Interaction Speeds and Understanding Business Junctions.

UNIT III VALUATION OF INTERACTION

9

Evaluation Techniques- assessing user experience- usability testing – Heuristic evaluation and

walkthroughs, analytics predictive models. Cognitive models, Socio-organizational issues and stakeholder requirements, Communication and collaboration models

UNIT IV MODELS AND THEORIES 9

Task analysis, dialog notations and design, Models of the system, Modeling rich interaction, Ubiquitous computing

UNIT V WEB AND MOBILE INTERACTION 9

Hypertext, Multimedia and WWW, Designing for the web Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow. Use Transitions-Lookup patterns-Feedback patterns Mobile apps, Mobile navigation, content and control idioms, Multi-touch gestures, Inter-app integration, Mobile web

OUTCOMES:

CO1: Understand the basics of human computer interactions via usability engineering and cognitive modeling.

CO2: Understand the basic design paradigms, complex interaction styles.

CO3: Understand the models and theories for user interaction

CO4: Examine the evaluation of interaction designs and implementations.

CO5: Elaborate the above issues for web and mobile applications.

TOTAL PERIODS: 45

REFERENCES

1. Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven Jacobs, Niklas Elmqvist,
2. "Designing the User Interface: Strategies for Effective Human-Computer Interaction", Sixth Edition, Pearson Education, 2016.
3. Alan Dix, Janet Finlay, G D Abowd and Russel Beale, "Human Computer Interaction", Pearson Education, Third Edition, 2004.
4. Helen Sharp Jennifer Preece Yvonne Rogers, "Interaction Design: Beyond Human-Computer Interaction", Wiley, 5th Edition, 2019.
5. Alan Cooper, Robert Reimann, David Cronin, Christopher Noessel, "About Face: The Essentials of Interaction Design", 4th Edition, Wiley, 2014.
6. Donald A. Norman, "Design of Everyday Things", MIT Press, 2013.
7. Wilbert O Galitz, "The Essential Guide to User Interface Design", Third Edition, Wiley India Pvt., Ltd., 2007.

MP4253

CLOUD COMPUTING TECHNOLOGIES

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To gain expertise in Virtualization, Virtual Machines and deploy practical virtualization solution
- To understand the architecture, infrastructure and delivery models of cloud computing.
- To explore the roster of AWS services and illustrate the way to make applications in AWS
- To gain knowledge in the working of Windows Azure and Storage services offered by Windows Azure
- To develop the cloud application using various programming model of Hadoop and Aneka

UNIT I VIRTUALIZATION AND VIRTUALIZATION INFRASTRUCTURE 6

Basics of Virtual Machines - Process Virtual Machines – System Virtual Machines –Emulation – Interpretation – Binary Translation - Taxonomy of Virtual Machines. Virtualization –Management Virtualization — Hardware Maximization – Architectures – Virtualization Management – Storage Virtualization – Network Virtualization- Implementation levels of virtualization – virtualization structure – virtualization of CPU, Memory and I/O devices – virtual clusters and Resource Management – Virtualization for data center automation

UNIT II CLOUD PLATFORM ARCHITECTURE 12

Cloud Computing: Definition, Characteristics - Cloud deployment models: public, private, hybrid, community – Categories of cloud computing: Everything as a service: Infrastructure, platform, software- A Generic Cloud Architecture Design – Layered cloud Architectural Development – Architectural Design Challenges

UNIT III AWS CLOUD PLATFORM - IAAS 9

Amazon Web Services: AWS Infrastructure- AWS API- AWS Management Console - Setting up AWS Storage - Stretching out with Elastic Compute Cloud - Elastic Container Service for Kubernetes- AWS Developer Tools: AWS Code Commit, AWS Code Build, AWS Code Deploy, AWS Code Pipeline, AWS code Star - AWS Management Tools: Cloud Watch, AWS Auto Scaling, AWS control Tower, Cloud Formation, Cloud Trail, AWS License Manager

UNIT IV PAAS CLOUD PLATFORM 9

Windows Azure: Origin of Windows Azure, Features, The Fabric Controller – First Cloud APP in Windows Azure- Service Model and Managing Services: Definition and Configuration, Service runtime API- Windows Azure Developer Portal- Service Management API- Windows Azure Storage Characteristics-Storage Services- REST API- Blops

UNIT V PROGRAMMING MODEL 9

Introduction to Hadoop Framework - Mapreduce, Input splitting, map and reduce functions, specifying input and output parameters, configuring and running a job –Developing Map Reduce Applications - Design of Hadoop file system –Setting up Hadoop Cluster- Aneka: Cloud Application Platform, Thread Programming, Task Programming and Map-Reduce Programming in Aneka

OUTCOMES:

- CO1: Employ the concepts of virtualization in the cloud computing
- CO2: Identify the architecture, infrastructure and delivery models of cloud computing
- CO3: Develop the Cloud Application in AWS platform
- CO4: Apply the concepts of Windows Azure to design Cloud Application
- CO5: Develop services using various Cloud computing programming models.

TOTAL PERIODS: 45

REFERENCES

1. Bernard Golden, Amazon Web Service for Dummies, John Wiley & Sons, 2013.
2. Raoul Alongi, AWS: The Most Complete Guide to Amazon Web Service from Beginner to Advanced Level, Amazon Asia- Pacific Holdings Private Limited, 2019.
3. Sriram Krishnan, Programming: Windows Azure, O'Reilly,2010.
4. Rajkumar Buyya, Christian Vacchiola, S.Thamarai Selvi, Mastering Cloud Computing ,

McGraw Hill Education (India) Pvt. Ltd., 2013.

5. Danielle Ruest, Nelson Ruest, —Virtualization: A Beginner's Guide, McGraw-Hill Osborne Media, 2009.
6. Jim Smith, Ravi Nair , "Virtual Machines: Versatile Platforms for Systems and Processes", Elsevier/Morgan Kaufmann, 2005.
7. John W.Rittinghouse and James F.Ransome, "Cloud Computing: Implementation, Management, and Security", CRC Press, 2010
8. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing, A Practical Approach", McGraw-Hill Osborne Media, 2009.
9. Tom White, "Hadoop: The Definitive Guide", Yahoo Press, 2012.

BD4151

FOUNDATIONS OF DATA SCIENCE

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To apply fundamental algorithms to process data.
- Learn to apply hypotheses and data into actionable predictions.
- Document and transfer the results and effectively communicate the findings using visualization techniques.
- To learn statistical methods and machine learning algorithms required for Data Science.
- To develop the fundamental knowledge and understand concepts to become a data science professional.

UNIT I INTRODUCTION TO DATA SCIENCE 9

Data science process – roles, stages in data science project – working with data from files – working with relational databases – exploring data – managing data – cleaning and sampling for modeling and validation – introduction to NoSQL.

UNIT II MODELING METHODS 9

Choosing and evaluating models – mapping problems to machine learning, evaluating clustering models, validating models – cluster analysis – K-means algorithm, Naïve Bayes – Memorization Methods – Linear and logistic regression – unsupervised methods.

UNIT III INTRODUCTION TO R 9

Reading and getting data into R – ordered and unordered factors – arrays and matrices – lists and data frames – reading data from files – probability distributions – statistical models in R - manipulating objects – data distribution.

UNIT IV MAP REDUCE 9

Introduction – distributed file system – algorithms using map reduce, Matrix-Vector Multiplication by Map Reduce – Hadoop - Understanding the Map Reduce architecture - Writing Hadoop MapReduce Programs - Loading data into HDFS - Executing the Map phase - Shuffling and sorting - Reducing phase execution.

UNIT V DATA VISUALIZATION 9

Documentation and deployment – producing effective presentations – Introduction to graphical

analysis – plot() function – displaying multivariate data – matrix plots – multiple plots in one window - exporting graph using graphics parameters - Case studies.

TOTAL : 45 PERIODS

COURSE OUTCOMES:

- CO1: Obtain, clean/process and transform data.
- CO2: Analyze and interpret data using an ethically responsible approach.
- CO3: Use appropriate models of analysis, assess the quality of input, derive insight from results, and investigate potential issues.
- CO4: Apply computing theory, languages and algorithms, as well as mathematical and statistical models, and the principles of optimization to appropriately formulate and use data analyses.
- CO5: Formulate and use appropriate models of data analysis to solve business-related challenges.

REFERENCES

1. Nina Zumel, John Mount, “Practical Data Science with R”, Manning Publications, 2014.
2. Mark Gardener, “Beginning R - The Statistical Programming Language”, John Wiley & Sons, Inc., 2012.
3. W. N. Venables, D. M. Smith and the R Core Team, “An Introduction to R”, 2013.
4. Tony Ojeda, Sean Patrick Murphy, Benjamin Bengfort, Abhijit Dasgupta, “Practical Data Science Cookbook”, Packt Publishing Ltd., 2014.
5. Nathan Yau, “Visualize This: The FlowingData Guide to Design, Visualization, and
6. Statistics”, Wiley, 2011.
7. Boris Lublinsky, Kevin T. Smith, Alexey Yakubovich, “Professional Hadoop Solutions”, John Wiley & Sons Inc., 2013.

	PO					
	1	2	3	4	5	6
CO1	3	1	2	2	2	2
CO2	3			1	2	1
CO3	3	1	2	1	3	1
CO4	3	1	3	2	1	2
CO5	3	1	3	2	2	3
Avg	15/5=3	4/4=1	10/4=2.5	8/5=1.6	10/5=2	9/5=1.8

MP4152

WIRELESS COMMUNICATIONS

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To understand the basic concepts in cellular communication.
- To learn the characteristics of wireless channels.
- To understand the impact of digital modulation techniques in fading.
- To get exposed to diversity techniques in wireless communication.

- To acquire knowledge in multicarrier systems.

UNIT I CELLULAR CONCEPTS 9

Frequency Reuse – Channel Assignment Strategies – Handoff Strategies – Interference and system capacity- Co-Channel Interference- Adjacent Channel Interference – Trunking and Grade of service – Improving coverage & capacity in cellular systems-Cell Splitting- Sectoring- Repeaters for Range Extension-Microcell Zone Concept.

UNIT II THE WIRELESS CHANNEL 9

Overview of wireless systems – Physical modeling for wireless channels – Time and Frequency coherence – Statistical channel models – Capacity of wireless Channel- Capacity of Flat Fading Channel – Channel Side Information at Receiver – Channel Side Information at Transmitter and Receiver –Capacity comparisons – Capacity of Frequency Selective Fading channels.

UNIT III PERFORMANCE OF DIGITAL MODULATION OVER WIRELESS CHANNELS 9

Performance of flat fading and frequency selective fading – Impact on digital modulation techniques – Outage Probability– Average Probability of Error — Combined Outage and Average Error Probability – Doppler Spread – Inter symbol Interference.

UNIT IV DIVERSITY TECHNIQUES 9

Realization of Independent Fading Paths – Receiver Diversity – Selection Combining – Threshold Combining – Maximal-Ratio Combining – Equal - Gain Combining – Capacity with Receiver diversity – Transmitter Diversity – Channel known at Transmitter – Channel unknown at Transmitter – The Alamouti Scheme– Transmit & Receive Diversity-MIMO Systems.

UNIT V MULTICARRIER MODULATION 9

Data Transmission using Multiple Carriers – Multicarrier Modulation with Overlapping Sub channels – Mitigation of Subcarrier Fading – Discrete Implementation of Multicarrier Modulation – Peak to average Power Ratio- Frequency and Timing offset.

SUGGESTED ACTIVITIES:

- 1: Survey on various features of cellular networks
- 2: Study the nature of cellular networks
- 3: A comparative study on the performance of different digital modulation techniques
- 4: Perform a review of various diversity techniques in wireless communication
- 5: Presentation on design of multicarrier systems for 5G

COURSE OUTCOMES:

- CO1:** Design solutions for cellular communication
CO2: Determine the capacity of wireless channels
CO3: Analyze the performance of the digital modulation techniques in fading channels
CO4: Apply various diversity techniques in wireless communication
CO5: Design multicarrier systems in wireless communication

TOTAL: 45 PERIODS

REFERENCES:

1. Theodore.S. Rappaport, "Wireless Communications: Principles and Practice", 2nd Edition, Pearson Education, India, 2010.
2. Andrea Goldsmith, "Wireless Communications", Cambridge University Press, 2005.

3. David Tse and Pramod Viswanath, "Fundamentals of Wireless Communication", Wiley Series in Telecommunications, Cambridge University Press, 2005.
4. Saad Z. Asif, "5G Mobile Communications Concepts and Technologies" CRC press – 2019.
5. Keith Q. T. Zhang, "Wireless Communications: Principles, Theory and Methodology" 1st edition, John Wiley & Sons, 2016.
6. Ramjee Prasad, "OFDM for Wireless Communication Systems", Artech House, 2004.

SE4071

AGILE TECHNOLOGIES

**L T P C
3 0 0 3**

OBJECTIVES:

- To learn the fundamental principles and practices associated with each of the agile development methods
- To apply the principles and practices of agile software development on a project of interest and relevance to the student.
- To provide a good understanding of software design and a set of software technologies and APIs.
- To do a detailed examination and demonstration of Agile development and testing techniques.
- To understand Agile development and testing.

UNIT I AGILE SOFTWARE DEVELOPMENT 9

Basics and Fundamentals of Agile Process Methods, Values of Agile, Principles of Agile, stakeholders, Challenges . Lean Approach: Waste Management, Kaizen and Kanban, add process and products add value. Roles related to the lifecycle, differences between Agile and traditional plans, differences between Agile plans at different lifecycle phases. Testing plan links between testing, roles and key techniques, principles, understand as a means of assessing the initial status of a project/ How Agile helps to build quality

UNIT II AGILE AND SCRUM PRINCIPLES 9

Agile Manifesto, Twelve Practices of XP, Scrum Practices, Applying Scrum. Need of scrum, working of scrum, advanced Scrum Applications, Scrum and the Organization, scrum values

UNIT III AGILE PRODUCT MANAGEMENT 9

Communication, Planning, Estimation Managing the Agile approach Monitoring progress, Targeting and motivating the team, Managing business involvement, Escalating issue. Quality, Risk, Metrics and Measurements, Managing the Agile approach Monitoring progress, Targeting and motivating the team, Managing business involvement and Escalating issue

UNIT IV AGILE REQUIREMENTS AND AGILE TESTING 9

User Stories, Backlog Management. Agile Architecture: Feature Driven Development. Agile Risk Management: Risk and Quality Assurance, Agile Tools. Agile Testing Techniques, Test-Driven Development, User Acceptance Test

UNIT V AGILE REVIEW AND SCALING AGILE FOR LARGE PROJECTS 9

Agile Metrics and Measurements, The Agile approach to estimating and project variables, Agile Measurement, Agile Control: the 7 control parameters. Agile approach to Risk, The Agile approach to Configuration Management, The Atern Principles, Atern Philosophy, The rationale for using Atern, Refactoring, Continuous integration, Automated Build Tools. Scrum of Scrums, Team collaborations, Scrum, Estimate a Scrum Project, Track Scrum Projects, Communication in Scrum Projects, Best Practices to Manage Scrum.

COURSE OUTCOMES:

- CO1: Analyze existing problems with the team, development process and wider organization
- CO2: Apply a thorough understanding of Agile principles and specific practices
- CO3: Select the most appropriate way to improve results for a specific circumstance or need
- CO4: Judge and craft appropriate adaptations to existing practices or processes depending upon analysis of typical problems
- CO5: Evaluate likely successes and formulate plans to manage likely risks or problems

TOTAL PERIODS: 45

REFERENCES

1. Robert C. Martin ,Agile Software Development, Principles, Patterns, and Practices Alan Apt Series (2011)
2. Succeeding with Agile : Software Development Using Scrum, Pearson (2010)
3. David J. Anderson and Eli Schragenheim, “Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results, Prentice Hall, 2003.
4. Hazza and Dubinsky, “Agile Software Engineering, Series: Undergraduate Topics in Computer Science, Springer, 2009.
5. Craig Larman, “Agile and Iterative Development: A Managers Guide, Addison-Wesley, 2004.
6. Kevin C. Desouza, “Agile Information Systems: Conceptualization, Construction, and Management, Butterworth-Heinemann, 2007.

	PO					
	1	2	3	4	5	6
CO1	2	-	3	2	-	2
CO2	2	-	3	2	-	-
CO3	2	-	3	2	-	2
CO4	-	-	3	2	2	2

CO5	1	-	3	-	2	2
Avg	1.4	-	3	1.6	0.8	1.6

CP4078

PERFORMANCE ANALYSIS OF COMPUTER SYSTEMS

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To understand the mathematical foundations needed for performance evaluation of computer systems
- To understand the metrics used for performance evaluation
- To understand the analytical modeling of computer systems
- To enable the students to develop new queuing analysis for both simple and complex systems
- To appreciate the use of smart scheduling and introduce the students to analytical techniques for evaluating scheduling policies

UNIT I OVERVIEW OF PERFORMANCE EVALUATION 9

Need for Performance Evaluation in Computer Systems – Overview of Performance Evaluation Methods – Introduction to Queuing – Probability Review – Generating Random Variables for Simulation – Sample Paths, Convergence and Averages – Little’s Law and other Operational Laws – Modification for Closed Systems.

UNIT II MARKOV CHAINS AND SIMPLE QUEUES 9

Discrete-Time Markov Chains – Ergodicity Theory – Real World Examples – Google, Aloha – Transition to Continuous-Time Markov Chain – M/M/1.

UNIT III MULTI-SERVER AND MULTI-QUEUE SYSTEMS 9

Server Farms: M/M/k and M/M/k/k – Capacity Provisioning for Server Farms – Time Reversibility and Burke’s Theorem – Networks of Queues and Jackson Product Form – Classed and Closed Networks of Queues.

UNIT IV REAL-WORLD WORKLOADS 9

Case Study of Real-world Workloads – Phase-Type Distributions and Matrix-Analytic Methods – Networks with Time-Sharing Servers – M/G/1 Queue and the Inspection Paradox – Task Assignment Policies for Server Farms.

UNIT V SMART SCHEDULING IN THE M/G/1 9

Performance Metrics – Scheduling Non-Preemptive and Preemptive Non-Size-Based Policies - . Scheduling Non-Preemptive and Preemptive Size-Based Policies – Scheduling - SRPT and Fairness.

COURSE OUTCOMES:

Upon completion of this course, the students should be able to

- CO1: Identify the need for performance evaluation and the metrics used for it
- CO2: Distinguish between open and closed queuing networks
- CO3: Apply Little'e law and other operational laws to open and closed systems
- CO4: Use discrete-time and continuous-time Markov chains to model real world systems
- CO5: Develop analytical techniques for evaluating scheduling policies

REFERENCES:

1. K. S. Trivedi, "Probability and Statistics with Reliability, Queueing and Computer Science Applications", John Wiley and Sons, 2001.
2. Krishna Kant, "Introduction to Computer System Performance Evaluation", McGraw-Hill, 1992.
3. Lieven Eeckhout, "Computer Architecture Performance Evaluation Methods", Morgan and Claypool Publishers, 2010.
4. Mor Harchol - Balter, "Performance Modeling and Design of Computer Systems – Queueing Theory in Action", Cambridge University Press, 2013.
5. Paul J. Fortier and Howard E. Michel, "Computer Systems Performance Evaluation and Prediction", Elsevier, 2003.
6. Raj Jain, "The Art of Computer Systems Performance Analysis: Techniques for Experimental Design, Measurement, Simulation and Modeling", Wiley-Interscience, 1991.
7. Raj Jain, "Art of Computer Systems Performance Analysis: Techniques For Experimental Design Measurements Simulation and Modeling", 2nd edition, Wiley, 2015

	PO					
	1	2	3	4	5	6
C01	1	1	1	1	1	1
C02	2	2	3	2	2	1
C03	2	2	2		2	
C04	1		3		3	1
C05	2	2	2	1	2	
AVG	1.60	1.75	2.20	1.33	2.00	1.00

CP4001

ADVANCED OPERATING SYSTEM

**L T P C
3 0 0 3**

COURSE OBJECTIVES

- To get a comprehensive knowledge of the architecture of distributed systems.
- To understand the deadlock and shared memory issues and their solutions in distributed environments.
- To know the security issues and protection mechanisms for distributed environments.
- To get a knowledge of multiprocessor operating systems and database operating systems.

UNIT I INTRODUCTION**9**

Architectures of Distributed Systems - System Architecture types - issues in distributed operating systems - communication networks – communication primitives. Theoretical Foundations - inherent limitations of a distributed system – lamport's logical clocks – vector clocks – causal ordering of messages – global state – cuts of a distributed computation – termination detection. Distributed Mutual Exclusion – introduction – the classification of mutual exclusion and associated algorithms – a comparative performance analysis.

UNIT II DISTRIBUTED DEADLOCK DETECTION AND RESOURCE MANAGEMENT**9**

Distributed Deadlock Detection -Introduction - deadlock handling strategies in distributed systems – issues in deadlock detection and resolution – control organizations for distributed deadlock detection – centralized and distributed deadlock detection algorithms –hierarchical deadlock detection algorithms. Agreement protocols – introduction-the system model, a classification of agreement problems, solutions to the Byzantine agreement problem, applications of agreement algorithms. Distributed resource management: introduction-architecture – mechanism for building distributed file systems – design issues – log structured file systems.

UNIT III DISTRIBUTED SHARED MEMORY AND SCHEDULING**9**

Distributed shared memory-Architecture– algorithms for implementing DSM – memory coherence and protocols – design issues. Distributed Scheduling – introduction – issues in load distributing – components of a load distributing algorithm – stability – load distributing algorithms – performance comparison – selecting a suitable load sharing algorithm – requirements for load distributing -task migration and associated issues. Failure Recovery and Fault tolerance: introduction– basic concepts – classification of failures – backward and forward error recovery, backward error recovery- recovery in concurrent systems – consistent set of checkpoints – synchronous and asynchronous checkpointing and recovery – checkpointing for distributed database systems- recovery in replicated distributed databases.

UNIT IV DATA SECURITY**9**

Protection and security -preliminaries, the access matrix model and its implementations.-safety in matrix model- advanced models of protection. Data security – cryptography: Model of cryptography, conventional cryptography- modern cryptography, private key cryptography, data encryption standard- public key cryptography – multiple encryption – authentication in distributed systems.

UNIT-V MULTIPROCESSOR AND DATABASE OPERATING SYSTEM**9**

Multiprocessor operating systems - basic multiprocessor system architectures – interconnection networks for multiprocessor systems – caching – hypercube architecture. Multiprocessor Operating System - structures of multiprocessor operating system, operating system design issues- threads-process synchronization and scheduling. Database Operating systems :Introduction- requirements of a database operating system Concurrency control : theoretical aspects – introduction, database systems – a concurrency control model of database systems- the problem of concurrency control – serializability theory- distributed database systems, concurrency control algorithms – introduction, basic synchronization primitives, lock based algorithms-timestamp based algorithms, optimistic algorithms – concurrency control algorithms: data replication.

TOTAL: 45 HOURS**COURSE OUTCOMES:**

After the completion of this course, student will be able to

- Understand and explore the working of Theoretical Foundations of OS.
- Analyze the working principles of Distributed Deadlock Detection and resource management
- Understand the concepts of distributed shared memory and scheduling mechanisms
- Understand and analyze the working of Data security
- Apply the learning into multiprocessor system architectures.

REFERENCES:

1. Mukesh Singhal, Niranjana G. Shivaratri, "Advanced concepts in operating systems: Distributed, Database and multiprocessor operating systems", TMH, 2001
2. Andrew S. Tanenbaum, "Modern operating system", PHI, 2003
3. Pradeep K. Sinha, "Distributed operating system-Concepts and design", PHI, 2003.
4. Andrew S. Tanenbaum, "Distributed operating system", Pearson education, 2003.

	PO					
	1	2	3	4	5	6
C01	1	3	2	2	1	3
C02	2	2	3	2	1	
C03	1	1		3	2	1
C04	1	1	2	1	2	2
C05						
AVG	1.25	1.75	2.33	2.00	1.50	2.00

MU4251

DIGITAL IMAGE PROCESSING

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To study fundamental concepts of digital image processing.
- To understand and learn image processing operations and restoration.
- To use the concepts of Feature Extraction
- To study the concepts of Image Compression.
- To expose students to current trends in the field of image segmentation.

UNIT I INTRODUCTION

9

Examples of fields that use digital image processing, fundamental steps in digital image processing, components of image processing system. Digital Image Fundamentals: A simple image formation model, image sampling and quantization, basic relationships between pixels. Image enhancement in the spatial domain: Basic gray-level transformation, histogram processing, enhancement using arithmetic and logic operators, basic spatial filtering, smoothing, and sharpening spatial filters, combining the spatial enhancement methods.

Suggested Activities:

- Discussion of Mathematical Transforms.
- Numerical problem solving using Fourier Transform.
- Numerical problem solving in Image Enhancement.

- External learning – Image Noise and its types.

Suggested Evaluation Methods:

- Tutorial – Image transforms.
- Assignments on histogram specification, histogram equalization and spatial filters.
- Quizzes on noise modeling.

UNIT II IMAGE RESTORATION

9

A model of the image degradation/restoration process, noise models, restoration in the presence of noise—only spatial filtering, Weiner filtering, constrained least squares filtering, geometric transforms; Introduction to the Fourier transform and the frequency domain, estimating the degradation function. Color Image Processing: Color fundamentals, color models, pseudo color image processing, basics of full-color image processing, color transforms, smoothing and sharpening, color segmentation

Suggested Activities:

- Discussion on Image Artifacts and Blur.
- Discussion of Role of Wavelet Transforms in Filter and Analysis.
- Numerical problem solving in Wavelet Transforms.
- External learning – Image restoration algorithms.

Suggested Evaluation Methods:

- Tutorial – Wavelet transforms.
- Assignment problems on order statistics and multi-resolution expansions.
- Quizzes on wavelet transforms.

UNIT III FEATURE EXTRACTION

9

Detection of discontinuities – Edge linking and Boundary detection- Thresholding- -Edge based segmentation-Region based Segmentation- matching-Advanced optimal border and surface detection- Use of motion in segmentation. Image Morphology – Boundary descriptors- Regional descriptors.

Suggested Activities:

- External learning – Feature selection and reduction.
- External learning – Image salient features.
- Assignment on numerical problems in texture computation.

Suggested Evaluation Methods:

- Assignment problems on feature extraction and reduction.
- Quizzes on feature selection and extraction.

UNIT IV IMAGE COMPRESSION

9

Fundamentals, image compression models, error-free compression, lossy predictive coding, image compression standards Morphological Image Processing: Preliminaries, dilation, erosion, open and closing, hit or miss transformation, basic morphological algorithms

Suggested Activities:

- Flipped classroom on different image coding techniques.
- Practical – Demonstration of EXIF format for given camera.
- Practical – Implementing effects quantization, color change.
- Case study of Google’s WebP image format.

Suggested Evaluation Methods:

- Evaluation of the practical implementations.
- Assignment on image file formats

UNIT V IMAGE SEGMENTATION

9

Detection of discontinuous, edge linking and boundary detection, thresholding, region-based segmentation. Object Recognition: Patterns and patterns classes, recognition based on decision-theoretic methods, matching, optimum statistical classifiers, neural networks, structural methods – matching shape numbers, string matching.

Suggested Activities:

- Flipped classroom on importance of segmentation.

Suggested Evaluation Methods:

- Tutorial – Image segmentation and edge detection.

COURSE OUTCOMES:

CO1: Apply knowledge of Mathematics for image processing operations

CO2: Apply techniques for image restoration.

CO3: Identify and extract salient features of images.

CO4: Apply the appropriate tools (Contemporary) for image compression and analysis.

CO5: Apply segmentation techniques and do object recognition.

TOTAL PERIODS: 60

REFERENCES

1. Digital Image Processing, Rafeal C.Gonzalez, Richard E.Woods, Second Edition, Pearson Education/PHI., 2002
2. Digital Image Processing, Sridhar S, Second Edition, Oxford University Press, 2016
3. Introduction to Digital Image Processing with Matlab, Alasdair McAndrew, Thomson Course Technology, .Brooks/Cole 2004
4. Milan Sonka, Vaclav Hlavac, Roger Boyle, "Image Processing, Analysis and Machine Vision", Second Edition, Thompson Learning, 2007.
5. Digital Image Processing using Matlab, Rafeal C.Gonzalez, Richard E.Woods, Steven L. Eddins, Pearson Education. Second Edition, 2017

MAPPING OF CO'S WITH PO'S

	PO					
	1	2	3	4	5	6
CO1		2	1	1	2	
CO2	1	3	1		1	
CO3	2	2	3	2	2	1
CO4	1	2	2	3	2	2
CO5	3	1	1	1		3
Avg						

BD4071

HIGH PERFORMANCE COMPUTING FOR BIG DATA

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To learn the fundamental concepts of High Performance Computing.

- To learn the network & software infrastructure for high performance computing.
- To understand real time analytics using high performance computing.
- To learn the different ways of security perspectives and technologies used in HPC.
- To understand the emerging big data applications.

UNIT I INTRODUCTION

9

The Emerging IT Trends- IOT/IOE-Apache Hadoop for big data analytics-Big data into big insights and actions – Emergence of BDA discipline – strategic implications of big data – BDA Challenges – HPC paradigms – Cluster computing – Grid Computing – Cloud computing – Heterogeneous computing – Mainframes for HPC - Supercomputing for BDA – Appliances for BDA.

UNIT II NETWORK & SOFTWARE INFRASTRUCTURE FOR HIGH PERFORMANCE BDA

9

Design of Network Infrastructure for high performance BDA – Network Virtualization – Software Defined Networking – Network Functions Virtualization – WAN optimization for transfer of big data – started with SANs- storage infrastructure requirements for storing big data – FC SAN – IP SAN – NAS – GFS – Panasas – Luster file system – Introduction to cloud storage.

UNIT III REAL TIME ANALYTICS USING HIGH PERFORMANCE COMPUTING

9

Technologies that support Real time analytics – MOA: Massive online analysis – GPFS: General parallel file system – Client case studies – Key distinctions – Machine data analytics – operational analytics – HPC Architecture models – In Database analytics – In memory analytics

UNIT IV SECURITY AND TECHNOLOGIES

9

Security, Privacy and Trust for user – generated content: The challenges and solutions – Role of real time big data processing in the IoT – End to End Security Framework for big sensing data streams – Clustering in big data.

UNIT V EMERGING BIG DATA APPLICATIONS

9

Deep learning Accelerators – Accelerators for clustering applications in machine learning - Accelerators for classification algorithms in machine learning – Accelerators for Big data Genome Sequencing

TOTAL: 45 PERIODS

REFERENCES:

1. Pethuru Raj, Anupama Raman, Dhivya Nagaraj and Siddhartha Duggirala, "High-Performance Big-Data Analytics: Computing Systems and Approaches", Springer, 1st Edition, 2015.
2. "Big Data Management and Processing", Kuan-Ching Li , Hai Jiang, Albert Y. Zomaya, CRC Press,1st Edition,2017.
3. "High Performance Computing for Big Data: Methodologies and Applications", Chao wang ,CRC Press,1st Edition,2018
4. "High-Performance Data Mining And Big Data Analytics" , Khosrow Hassibi, Create Space Independent Publishing Platform,1st Edition,2014
5. "High performance computing: Modern systems and practices", Thomas Sterling, Matthew Anderson, Morgan Kaufmann publishers,1st Edition,2017

WEB REFERENCES:

1. <https://www.hpcwire.com/>

ONLINE RESOURCES:

1. http://hpc.fs.uni-lj.si/sites/default/files/HPC_for_dummies.pdf

2. <https://www.nics.tennessee.edu/computing-resources/what-is-hpc>

COURSE OUTCOMES:

Upon completion of the course, the student should be able to:

CO1: Understand the basics concepts of High Performance computing systems.

CO2: Apply the concepts of network and software infrastructure for high performance computing

CO3: Use real time analytics using high performance computing.

CO4: Apply the security models and big data applications in high performance computing

CO5: Understand the emerging big data applications.

	PO					
	1	2	3	4	5	6
CO1	1		1	2		2
CO2	2		2	1	2	
CO3	1		2	2	2	
CO4	2		2	1	2	
CO5	1		1	2		2
Avg	7/5=1.4		8/5=1.6	8/5=1.6	6/3=2	4/2=2

CP4076

INFORMATION RETRIEVAL TECHNIQUES

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the basics of information retrieval with pertinence to modeling, query operations and indexing
- To get an understanding of machine learning techniques for text classification and clustering.
- To understand the various applications of information retrieval giving emphasis to multimedia IR, web search
- To get an understanding of machine learning techniques for text classification and clustering.
- To understand the concepts of digital libraries
-

UNIT I INTRODUCTION: MOTIVATION

9

Basic Concepts – Practical Issues - Retrieval Process – Architecture - Boolean Retrieval –Retrieval Evaluation – Open-Source IR Systems–History of Web Search – Web Characteristics–The impact of the web on IR —IR Versus Web Search–Components of a Search engine.

C01	2	2	1	3	3	2
C02	1	1	1	3	2	1
C03	2	1	2	3	3	3
C04	1	2	2	1	2	3
C05	2	2	3	3	1	3
AVG	1.60	1.60	1.80	2.60	2.20	2.40

CP4079

SOFTWARE QUALITY ASSURANCE

L T P C
3 0 0 3

COURSE OBJECTIVES:

- Be exposed to the software quality factors, Quality Assurance (SQA) architecture and SQA components.
- Understand the integration of SQA components into the project life cycle.
- Be familiar with the software quality infrastructure.
- Be exposed to the management components of software quality.
- Be familiar with the Quality standards, certifications and assessments

UNIT I INTRODUCTION TO SOFTWARE QUALITY & ARCHITECTURE 9

Need for Software quality – Software quality assurance (SQA) – Software quality factors- McCall’s quality model – SQA system components – Pre project quality components – Development and quality plans.

UNIT II SQA COMPONENTS AND PROJECT LIFE CYCLE 9

Integrating quality activities in the project life cycle – Reviews – Software Testing – Quality of software maintenance components – Quality assurance for external participants contribution – CASE tools for software quality Management.

UNIT III SOFTWARE QUALITY INFRASTRUCTURE 9

Procedures and work instructions – Supporting quality devices - Staff training and certification - Corrective and preventive actions – Configuration management – Software change control – Configuration management audit -Documentation control.

UNIT IV SOFTWARE QUALITY MANAGEMENT & METRICS 9

Project process control – Software quality metrics – Cost of software quality – Classical quality cost model – Extended model – Application and Problems in application of Cost model

UNIT V STANDARDS, CERTIFICATIONS & ASSESSMENTS 9

Quality management standards – ISO 9001 and ISO 9000-3 –Capability Maturity Models – CMM and CMMI assessment methodologies - Bootstrap methodology – SPICE Project – SQA project process standards – Organization of Quality Assurance – Role of management in SQA – SQA units and other actors in SQA systems.

OUTCOMES:

CO1: Utilize the concepts of SQA in software development life cycle

- CO2: Demonstrate their capability to adopt quality standards.
 CO3: Assess the quality of software products.
 CO4: Apply the concepts in preparing the quality plan & documents.
 CO5: Ensure whether the product meets company's quality standards and client's expectations and demands

TOTAL PERIODS: 45

REFERENCES

1. Daniel Galin, "Software Quality Assurance", Pearson Publication, 2009.
2. Alan C. Gillies, "Software Quality: Theory and Management", International Thomson Computer Press, 2011.
3. Kshirasagar Naim and Priyadarshi Tripathy," Software Testing and Quality Assurance Theory and Practice", John Wiley & Sons Inc., 2008
4. Mordechai Ben-Menachem "Software Quality: Producing Practical Consistent Software", International Thompson Computer Press, 2014

	PO					
	1	2	3	4	5	6
C01	3	3	3	3	2	3
C02	2	2	2	3	2	3
C03	3	1	1	2	1	3
C04	2	2	2	3	2	1
C05	1	1	1	3	1	2
AVG	2.20	1.80	1.80	2.80	1.60	2.40

CP4071

AUTONOMOUS SYSTEMS

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To impart knowledge on the functional architecture of autonomous vehicles
- To impart knowledge on Localization and mapping fundamentals
- To impart knowledge on process end effectors and robotic controls
- To learn Robot cell design, Robot Transformation and Sensors
- To learn Micro/Nano Robotic Systems

UNIT I INTRODUCTION AND FUNCTIONAL ARCHITECTURE 9

Functional architecture - Major functions in an autonomous vehicle system, Motion Modeling - Coordinate frames and transforms, point mass model, Vehicle modeling (kinematic and dynamic bicycle model - two-track models), Sensor Modeling - encoders, inertial sensors, GPS.

UNIT II PERCEPTION FOR AUTONOMOUS SYSTEMS 9

SLAM - Localization and mapping fundamentals, LIDAR and visual SLAM, Navigation – Global path planning, Local path planning, Vehicle control - Control structures, PID control, Linear quadratic regulator, Sample controllers.

UNIT III ROBOTICS INTRODUCTION, END EFFECTORS AND CONTROL 9

Robot anatomy-Definition, law of robotics, Simple problems Specifications of Robot-Speed of

Robot-Robot joints and links-Robot classifications-Architecture of robotic systems, Mechanical grippers-Slider crank mechanism, Screw type, Rotary actuators, cam type-Magnetic grippers-Vacuum grippers-Air operated grippers-Gripper force analysis-Gripper design-Simple problems-Robot controls-Point to point control, Continuous path control, Intelligent robotControl system for robot joint-Control actions-Feedback devices-Encoder, Resolver, LVDTMotion Interpolations-Adaptive control.

UNIT IV ROBOT TRANSFORMATIONS, SENSORS AND ROBOT CELL 9
DESIGN

Robot kinematics-Types- 2D, 3D Transformation-Scaling, Rotation, Translation- Homogeneous coordinates, multiple transformation-Simple problems. Sensors in robot – Touch sensors-Tactile, Robot work cell design and control-Sequence control, Operator interface, Safety monitoring devices in Robot-Mobile robot working principle, actuation using MATLAB, NXT Software.

UNIT V MICRO/NANO ROBOTICS SYSTEM 9

Micro/Nano robotics system overview-Scaling effect-Top down and bottom up approach Actuators of Micro/Nano robotics system-Nano robot communication techniques-Fabrication of micro/nano grippers-Wall climbing micro robot working principles-Biomimetic robot-Swarm robot-Nano robot in targeted drug delivery system.

COURSE OUTCOMES:

- CO1: Understand architecture and modeling of autonomous systems.
- CO2: Employ localization mapping techniques for autonomous systems
- CO3: Design solutions for autonomous systems control.
- CO4: Analyze Robot Transformations, Sensors and Cell Design
- CO5: Explain the working principles of Micro/Nano Robotic system

TOTAL PERIODS: 45

REFERENCES

1. S.R. Deb, Robotics Technology and flexible automation, Tata McGraw-Hill Education.,2009
2. Mikell P Groover & Nicholas G Odrey, Mitchel Weiss, Roger N Nagel, Ashish Dutta, Industrial Robotics, Technology programming and Applications, McGraw Hill, 2012.
3. Karsten Berns, Ewald Puttkamer, Springer, Autonomous Land Vehicles: Steps towards Service Robots, 2009
4. Sebastian Thrun, Wolfram Burgard, Dieter Fox., Probabilistic robotics. MIT Press, 2005
5. Steven M. LaValle., Planning algorithms, Cambridge University Press, 2006
6. Daniel Watzenig and Martin Horn (Eds.), Automated Driving: Safer and More Efficient Future Driving, Springer, 2017
7. Markus Maurer, Autonomous driving: technical, legal and social aspects. Springer, 2016
8. Jha, Theory, Design and Applications of Unmanned Aerial Vehicles, CRC Press, 2016

	PO					
	1	2	3	4	5	6
C01	1	2	3	2	3	3
C02	2	1	2	3	2	2
C03	1	2	2		1	1
C04	2	1	2	2	2	
C05	3			1		2

AVG	1.80	1.50	2.25	2.00	2.00	2.00
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CP4081

WEB ANALYTICS

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the Web analytics platform, and their evolution.
- To learn about the various Data Streams Data.
- To learn about the benefits of surveys and capturing of data
- To understand Common metrics of web as well as KPI related concepts.
- To learn about the various Web analytics versions.

UNIT I INTRODUCTION 9

Definition, Process, Key terms: Site references, Keywords and Key phrases; building block terms: Visit characterization terms, Content characterization terms, Conversion metrics; Categories: Offsite web, on site web; Web analytics platform, Web analytics evolution, Need for web analytics, Advantages, Limitations.

UNIT II DATA COLLECTION 9

Click stream Data: Web logs, Web Beacons, JavaScript tags, Packet Sniffing; Outcomes Data: E-commerce, Lead generation, Brand/Advocacy and Support; Research data: Mindset, Organizational structure, Timing; Competitive Data: Panel-Based measurement, ISP-based measurement, Search Engine data.

UNIT III QUALITATIVE ANALYSIS 9

Heuristic evaluations: Conducting a heuristic evaluation, Benefits of heuristic evaluations; Site Visits: Conducting a site visit, Benefits of site visits; Surveys: Website surveys, Post-visit surveys, creating and running a survey, Benefits of surveys. Capturing data: Web logs or JavaScript's tags, Separate data serving and data capture, Type and size of data, Innovation, Integration, Selecting optimal web analytic tool, Understanding click stream data quality, Identifying unique page definition, Using cookies, Link coding issues.

UNIT IV WEB METRICS 9

Common metrics: Hits, Page views, Visits, Unique visitors, Unique page views, Bounce, Bounce rate, Page/visit, Average time on site, New visits; Optimization (e-commerce, non e-commerce sites): Improving bounce rates, Optimizing adwords campaigns; Real time report, Audience report, Traffic source report, Custom campaigns, Content report, Google analytics, Introduction to KPI, characteristics, Need for KPI, Perspective of KPI, Uses of KPI. Relevant Technologies: Internet & TCP/IP, Client / Server Computing, HTTP (Hypertext Transfer Protocol), Server Log Files & Cookies, Web Bugs.

UNIT V WEB ANALYTICS 2.0 9

Web analytics 1.0, Limitations of web analytics 1.0, Introduction to analytic 2.0, Competitive intelligence analysis : CI data sources, Toolbar data, Panel data ,ISP data, Search engine data, Hybrid data, Website traffic analysis: Comparing long term traffic trends, Analyzing competitive site overlap and opportunities. Google Analytics: Brief introduction and working, Adwords,

Benchmarking, Categories of traffic: Organic traffic, Paid traffic; Google website optimizer, Implementation technology, Limitations, Performance concerns, Privacy issues.

TOTAL: 45 PERIODS

COURSE OUTCOMES

Upon completion of this course, the students should be able to:

CO1:Understand the Web analytics platform, and their evolution.

CO2:Use the various Data Streams Data.

CO3:Know how the survey of capturing of data will benefit.

CO4:Understand Common metrics of web as well as KPI related concepts.

CO5:Apply various Web analytics versions in existence.

REFERENCES:

1. Clifton B., Advanced Web Metrics with Google Analytics, Wiley Publishing, Inc.2nd ed, 2012.
2. Kaushik A., Web Analytics 2.0, The Art of Online Accountability and Science of Customer Centricity, Wiley Publishing, Inc. 1st ed, 2010.
3. Sterne J., Web Metrics: Proven methods for measuring web site success, John Wiley and Sons, 2002

	PO					
	1	2	3	4	5	6
C01	3		3	2	3	2
C02	2	2	3	1	1	1
C03	3		3	2	2	2
C04	1	2	3	1	1	1
C05	2		3	2	2	1
AVG	2.20	2.00	3.00	1.60	1.80	1.40

MP4071

COGNITIVE COMPUTING

**L T P C
3 0 0 3**

OBJECTIVES:

- To familiarize Use the Innovation Canvas to justify potentially successful products.
- To learn various ways in which to develop a product idea.
- To understand about how Big Data can play vital role in Cognitive Computing
- To know about the business applications of Cognitive Computing
- To get into all applications of Cognitive Computing

UNIT I FOUNDATION OF COGNITIVE COMPUTING

9

Foundation of Cognitive Computing: cognitive computing as a new generation, the uses of cognitive systems, system cognitive, gaining insights from data, Artificial Intelligence as the foundation of cognitive computing, understanding cognition Design Principles for Cognitive Systems: Components of a cognitive system, building the corpus, bringing data into cognitive system, machine learning, hypotheses generation and scoring, presentation, and visualization services

UNIT II NATURAL LANGUAGE PROCESSING IN COGNITIVE SYSTEMS 9

Natural Language Processing in support of a Cognitive System: Role of NLP in a cognitive system, semantic web, Applying Natural language technologies to Business problems Representing knowledge in Taxonomies and Ontologies: Representing knowledge, Defining Taxonomies and Ontologies, knowledge representation, models for knowledge representation, implementation considerations

UNIT III BIG DATA AND COGNITIVE COMPUTING 9

Relationship between Big Data and Cognitive Computing: Dealing with human-generated data, defining big data, architectural foundation, analytical data warehouses, Hadoop, data in motion and streaming data, integration of big data with traditional data Applying Advanced Analytics to cognitive computing: Advanced analytics is on a path to cognitive computing, Key capabilities in advanced analytics, using advanced analytics to create value, Impact of open source tools on advanced analytics

UNIT IV BUSINESS IMPLICATIONS OF COGNITIVE COMPUTING 9

The Business Implications of Cognitive Computing: Preparing for change ,advantages of new disruptive models , knowledge meaning to business, difference with a cognitive systems approach , meshing data together differently, using business knowledge to plan for the future , answering business questions in new ways , building business specific solutions , making cognitive computing a reality , cognitive application changing the market The process of building a cognitive application: Emerging cognitive platform, defining the objective, defining the domain, understanding the intended users and their attributes, questions and exploring insights, training and testing

UNIT V APPLICATION OF COGNITIVE COMPUTING 9

Building a cognitive health care application: Foundations of cognitive computing for healthcare, constituents in healthcare ecosystem, learning from patterns in healthcare Data, Building on a foundation of big data analytics, cognitive applications across the health care eco system, starting with a cognitive application for healthcare, using cognitive applications to improve health and wellness, using a cognitive application to enhance the electronic medical record Using cognitive application to improve clinical teaching

COURSE OUTCOMES:

- CO1: Explain applications in Cognitive Computing.
- CO2: Describe Natural language processor role in Cognitive computing.
- CO3: Explain future directions of Cognitive Computing
- CO4: Evaluate the process of taking a product to market
- CO5: Comprehend the applications involved in this domain.

TOTAL PERIODS:45

REFERENCES

1. Judith H Hurwitz, Marcia Kaufman, Adrian Bowles, "Cognitive computing and Big Data Analytics", Wiley, 2015

COURSE OBJECTIVES:

- To introduce the building blocks of Quantum computers and highlight the paradigm change between conventional computing and quantum computing
- To understand the Quantum state transformations and the algorithms
- To understand entangled quantum subsystems and properties of entangled states
- To explore the applications of quantum computing

UNIT I QUANTUM BUILDING BLOCKS 9

The Quantum Mechanics of Photon Polarization, Single-Qubit Quantum Systems, Quantum State Spaces, Entangled States, Multiple-Qubit Systems, Measurement of Multiple-Qubit States, EPR Paradox and Bell's Theorem, Bloch sphere

UNIT II QUANTUM STATE TRANSFORMATIONS 9

Unitary Transformations, Quantum Gates, Unitary Transformations as Quantum Circuits, Reversible Classical Computations to Quantum Computations, Language for Quantum Implementations.

UNIT III QUANTUM ALGORITHMS 9

Computing with Superpositions, Quantum Subroutines, Quantum Fourier Transformations, Shor's Algorithm and Generalizations, Grover's Algorithm and Generalizations

UNIT IV ENTANGLED SUBSYSTEMS AND ROBUST QUANTUM COMPUTATION 9

Quantum Subsystems, Properties of Entangled States, Quantum Error Correction, Graph states and codes, CSS Codes, Stabilizer Codes, Fault Tolerance and Robust Quantum Computing

UNIT V QUANTUM INFORMATION PROCESSING 9

Limitations of Quantum Computing, Alternatives to the Circuit Model of Quantum Computation, Quantum Protocols, Building Quantum Computers, Simulating Quantum Systems, Bell states. Quantum teleportation. Quantum Cryptography, no cloning theorem

COURSE OUTCOMES:

At the end of the course, the student will be able to

- Understand the basic principles of quantum computing.
- Gain knowledge of the fundamental differences between conventional computing and quantum computing.
- Understand several basic quantum computing algorithms.
- Understand the classes of problems that can be expected to be solved well by quantum computers.

REFERENCES:

1. John Gribbin, Computing with Quantum Cats: From Colossus to Qubits, 2021
2. William (Chuck) Easttom, Quantum Computing Fundamentals, 2021
3. Parag Lala, Quantum Computing, 2019

4. Eleanor Rieffel and Wolfgang Polak, QUANTUM COMPUTING A Gentle Introduction, 2011
5. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press.2002
6. Benenti G., Casati G. and Strini G., Principles of Quantum Computation and Information, Vol. I: Basic Concepts, Vol II: Basic Tools and Special Topics, World Scientific. 2004
7. Pittenger A. O., An Introduction to Quantum Computing Algorithms 2000

BD4251

BIG DATA MINING AND ANALYTICS

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the computational approaches to Modeling, Feature Extraction
- To understand the need and application of Map Reduce
- To understand the various search algorithms applicable to Big Data
- To analyze and interpret streaming data
- To learn how to handle large data sets in main memory and learn the various clustering techniques applicable to Big Data

UNIT I DATA MINING AND LARGE SCALE FILES 9

Introduction to Statistical modeling – Machine Learning – Computational approaches to modeling – Summarization – Feature Extraction – Statistical Limits on Data Mining - Distributed File Systems – Map-reduce – Algorithms using Map Reduce – Efficiency of Cluster Computing Techniques.

UNIT II SIMILAR ITEMS 9

Nearest Neighbor Search – Shingling of Documents – Similarity preserving summaries – Locality sensitive hashing for documents – Distance Measures – Theory of Locality Sensitive Functions – LSH Families – Methods for High Degree of Similarities.

UNIT III MINING DATA STREAMS 9

Stream Data Model – Sampling Data in the Stream – Filtering Streams – Counting Distance Elements in a Stream – Estimating Moments – Counting Ones in Window – Decaying Windows.

UNIT IV LINK ANALYSIS AND FREQUENT ITEMSETS 9

Page Rank –Efficient Computation - Topic Sensitive Page Rank – Link Spam – Market Basket Model – A-priori algorithm – Handling Larger Datasets in Main Memory – Limited Pass Algorithm – Counting Frequent Item sets.

UNIT V CLUSTERING 9

Introduction to Clustering Techniques – Hierarchical Clustering –Algorithms – K-Means – CURE – Clustering in Non – Euclidean Spaces – Streams and Parallelism – Case Study: Advertising on the Web – Recommendation Systems.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Design algorithms by employing Map Reduce technique for solving Big Data problems.

CO2: Design algorithms for Big Data by deciding on the apt Features set .

CO3: Design algorithms for handling petabytes of datasets

CO4: Design algorithms and propose solutions for Big Data by optimizing main memory consumption

CO5: Design solutions for problems in Big Data by suggesting appropriate clustering techniques.

REFERENCES:

1. Jure Leskovec, AnandRajaraman, Jeffrey David Ullman, "Mining of Massive Datasets", Cambridge University Press, 3rd Edition, 2020.
2. Jiawei Han, MichelineKamber, Jian Pei, "Data Mining Concepts and Techniques", Morgan Kaufman Publications, Third Edition, 2012.
3. Ian H.Witten, Eibe Frank "Data Mining – Practical Machine Learning Tools and Techniques", Morgan Kaufman Publications, Third Edition, 2011.
4. David Hand, HeikkiMannila and Padhraic Smyth, "Principles of Data Mining", MIT PRESS, 2001

WEB REFERENCES:

1. https://swayam.gov.in/nd2_arp19_ap60/preview
2. https://nptel.ac.in/content/storage2/nptel_data3/html/mhrd/ict/text/106104189/lec1.pdf

ONLINE RESOURCES:

1. <https://examupdates.in/big-data-analytics/>
2. https://www.tutorialspoint.com/big_data_analytics/index.htm
3. https://www.tutorialspoint.com/data_mining/index.htm

CO-PO MAPPING

	PO					
	1	2	3	4	5	6
CO1	1		1	3	3	1
CO2	1		1	3	3	1
CO3	1		1	3	3	1
CO4	1		1	3	3	2
CO5	1		1	3	3	1
Avg	5/5=1		5/5=1	15/5=3	15/5=3	6/5=1.2

COURSE OBJECTIVES:

- To understand the basics of Mobile Computing and Personal Computing
- To learn the role of cellular networks in Mobile and Pervasive Computing
- To expose to the concept of sensor and mesh networks
- To expose to the context aware and wearable computing
- To learn to develop applications in mobile and pervasive computing environment

UNIT I INTRODUCTION 9

Differences between Mobile Communication and Mobile Computing – Contexts and Names – Functions – Applications and Services – New Applications – Making Legacy Applications Mobile Enabled – Design Considerations – Integration of Wireless and Wired Networks – Standards Bodies – Pervasive Computing – Basics and Vision – Principles of Pervasive Computing – Categories of Pervasive Devices

UNIT II 3G AND 4G CELLULAR NETWORKS 9

Migration to 3G Networks – IMT 2000 and UMTS – UMTS Architecture – User Equipment – Radio Network Subsystem – UTRAN – Node B – RNC functions – USIM – Protocol Stack – CS and PS Domains – IMS Architecture – Handover – 3.5G and 3.9G a brief discussion – 4G LAN and Cellular Networks – LTE – Control Plane – NAS and RRC – User Plane – PDCP, RLC and MAC – WiMax IEEE 802.16d/e – WiMax Internetworking with 3GPP

UNIT III SENSOR AND MESH NETWORKS 9

Sensor Networks – Role in Pervasive Computing – In Network Processing and Data Dissemination – Sensor Databases – Data Management in Wireless Mobile Environments – Wireless Mesh Networks – Architecture – Mesh Routers – Mesh Clients – Routing – Cross Layer Approach – Security Aspects of Various Layers in WMN – Applications of Sensor and Mesh networks

UNIT IV CONTEXT AWARE COMPUTING & WEARABLE COMPUTING 9

Adaptability – Mechanisms for Adaptation - Functionality and Data – Transcoding – Location Aware Computing – Location Representation – Localization Techniques – Triangulation and Scene Analysis – Delaunay Triangulation and Voronoi graphs – Types of Context – Role of Mobile Middleware – Adaptation and Agents – Service Discovery Middleware Health BAN- Medical and Technological Requirements-Wearable Sensors-Intra-BAN communications

UNIT V APPLICATION DEVELOPMENT 9

Three tier architecture - Model View Controller Architecture - Memory Management – Information Access Devices – PDAs and Smart Phones – Smart Cards and Embedded Controls – J2ME – Programming for CLDC – GUI in MIDP – Application Development ON Android and iPhone

OUTCOMES:

CO1: Design a basic architecture for a pervasive computing environment

CO2: Design and allocate the resources on the 3G-4G wireless networks

CO3: Analyze the role of sensors in Wireless networks

CO4: Work out the routing in mesh network

CO5: Deploy the location and context information for application development

CO6: Develop mobile computing applications based on the paradigm of context aware computing and wearable computing

TOTAL:45 PERIODS

REFERENCES

1. Asoke K Talukder, Hasan Ahmed, Roopa R Yavagal, "Mobile Computing: Technology, Applications and Service Creation", 2nd ed, Tata McGraw Hill, 2017.

2. Reto Meier, "Professional Android 2 Application Development", Wrox Wiley,2010.
3. Pei Zheng and Lionel M Li, 'Smart Phone & Next Generation Mobile Computing', Morgan Kaufmann Publishers, 2006.
4. Frank Adelstein, 'Fundamentals of Mobile and Pervasive Computing', TMH, 2005
5. Jochen Burthardt et al, 'Pervasive Computing: Technology and Architecture of Mobile Internet Applications', Pearson Education, 2003
6. Feng Zhao and Leonidas Guibas, 'Wireless Sensor Networks', Morgan Kaufmann Publishers, 2004
7. Uwe Hansmaan et al, 'Principles of Mobile Computing', Springer, 2nd edition,2006
8. Reto Meier, "Professional Android 2 Application Development", Wrox Wiley,2010.
9. Mohammad s. Obaidat et al, "Pervasive Computing and Networking" ,John wiley, 2011
10. Stefan Poslad, "Ubiquitous Computing: Smart Devices, Environments and Interactions", Wiley, 2009
11. Frank Adelstein Sandeep K. S. Gupta Golden G. Richard III Loren Schwiebert "Fundamentals of Mobile and Pervasive Computing, ", McGraw-Hill, 2005

	PO					
	1	2	3	4	5	6
C01	3	3	1	3	1	3
C02	2	2	2	2	2	2
C03	1	3	1	1	2	2
C04	1	2	2	2	1	1
C05	2	2	2	1	2	2
AVG	1.80	2.50	1.60	1.80	1.60	2.00

MP4075

Web Services and API Design

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To learn the basics of Web service.
- To become familiar with the Web Services building blocks
- To learn to work with RESTful web services.
- To implement the RESTful web services.
- To understand resource oriented Architecture.
- To develop Restful Micro Services using Spring framework

UNIT I INTRODUCTION TO WEB SERVICE

9

Overview – Web service-Architecture – Service-Oriented Architecture (SOA), Architecting Web Services: Web Services Technology Stack, Logical Architectural View, Deployment Architectural View, and Process Architectural View.

UNIT II WEB SERVICE BUILDING BLOCKS

9

Introduction to SOAP: SOAP Syntax- Sending SOAP Messages - SOAP Implementations - Introduction to WSDL: WSDL Syntax - SOAP Binding - WSDL Implementations - Introduction to UDDI: The UDDI API - Implementations - The Future of UDDI

UNIT III RESTFUL WEB SERVICES

9

Programmable Web - HTTP: Documents in Envelopes - Method Information - Scoping Information

- The Competing Architectures - Technologies on the Programmable Web -Leftover Terminology - Writing Web Service Clients: The Sample Application - Making the Request: HTTP Libraries - Processing the Response: XML Parsers - JSON Parsers: Handling Serialized Data - Clients Made Easy with WADL.

UNIT IV IMPLEMENTATION OF RESTFUL WEB SERVICES 9

Introducing the Simple Storage Service - Object-Oriented Design of S3 - Resources - HTTP Response Codes Resource- URIs - Addressability - Statelessness - Representations - Links and Connectedness - The Uniform Interface – Spring Web Services – Spring MVC Components - Spring Web Flow - A Service Implementation using Spring Data REST.

UNIT V RESOURCE ORIENTED ARCHITECTURE 9

Resource- URIs - Addressability - Statelessness - Representations - Links and Connectedness - The Uniform Interface- Designing Read-Only Resource-Oriented Services : Resource Design - Turning Requirements Into Read-Only Resources - Figure Out the Data Set- Split the Data Set into Resources- Name the Resources - Design Representation- Link the Resources to Each Other- The HTTP Response

COURSE OUTCOMES:

- CO1: Explain how to write XML documents.
- CO2: Apply the web service building blocks such as SOAP, WSDL and UDDI
- CO3: Describe the RESTful web services.
- CO4: Implement the RESTful web service
- CO5: Discuss Resource-oriented Architecture.
- CO6: Build a web service application using Spring MVC

TOTAL PERIODS: 45

REFERENCES

1. Leonard Richardson and Sam Ruby, RESTful Web Services, O’Reilly Media, 2007
2. McGovern, et al., "Java Web Services Architecture", Morgan Kaufmann Publishers,2005.
3. Lindsay Bassett, Introduction to JavaScript Object Notation, O’Reilly Media, 2015
4. Craig Walls, “Spring in Action, Fifth Edition”, Manning Publications, 2018
5. Raja CSP Raman, Ludovic Dewailly, “Building A RESTful Web Service with Spring 5”, Packt Publishing, 2018 .

**CP4074 DATA VISUALIZATION TECHNIQUES L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To develop skills to both design and critique visualizations.
- To introduce visual perception and core skills for visual analysis.
- To understand technological advancements of data visualization
- To understand various data visualization techniques
- To understand the methodologies used to visualize large data sets

UNIT I INTRODUCTION AND DATA FOUNDATION 9

Basics - Relationship between Visualization and Other Fields -The Visualization Process - Pseudo code Conventions - The Scatter plot. Data Foundation - Types of Data - Structure within and between Records - Data Preprocessing - Data Sets

UNIT II FOUNDATIONS FOR VISUALIZATION 9

Visualization stages - Semiology of Graphical Symbols - The Eight Visual Variables – Historical Perspective - Taxonomies - Experimental Semiotics based on Perception Gibson's Affordance theory – A Model of Perceptual Processing.

UNIT III VISUALIZATION TECHNIQUES 9

Spatial Data: One-Dimensional Data - Two-Dimensional Data – Three Dimensional Data - Dynamic Data - Combining Techniques. Geospatial Data : Visualizing Spatial Data - Visualization of Point Data -Visualization of Line Data - Visualization of Area Data – Other Issues in Geospatial Data Visualization Multivariate Data : Point-Based Techniques - LineBased Techniques - Region-Based Techniques - Combinations of Techniques – Trees Displaying Hierarchical Structures – Graphics and Networks- Displaying Arbitrary Graphs/Networks.

UNIT IV INTERACTION CONCEPTS AND TECHNIQUES 9

Text and Document Visualization: Introduction - Levels of Text Representations - The Vector Space Model - Single Document Visualizations -Document Collection Visualizations – Extended Text Visualizations Interaction Concepts: Interaction Operators - Interaction Operands and Spaces - A Unified Framework. Interaction Techniques: Screen Space - Object-Space –Data Space - Attribute Space- Data Structure Space - Visualization Structure – Animating Transformations - Interaction Control.

UNIT V RESEARCH DIRECTIONS IN VISUALIZATIONS 9

Steps in designing Visualizations – Problems in designing effective Visualizations- Issues of Data. Issues of Cognition, Perception, and Reasoning. Issues of System Design Evaluation , Hardware and Applications

OUTCOMES:

CO1: Visualize the objects in different dimensions.

CO2: Design and process the data for Visualization.

CO3: Apply the visualization techniques in physical sciences, computer science, applied mathematics and medical sciences.

CO4: Apply the virtualization techniques for research projects.

CO5: Identify appropriate data visualization techniques given particular requirements imposed by the data.

TOTAL PERIODS: 45

REFERENCES

1. Matthew Ward, Georges Grinstein and Daniel Keim, "Interactive Data Visualization Foundations, Techniques, Applications", 2010.
2. Colin Ware, "Information Visualization Perception for Design", 4th edition, Morgan Kaufmann Publishers, 2021.
3. Robert Spence "Information visualization – Design for interaction", Pearson Education, 2nd Edition, 2007.
4. Alexandru C. Telea, "Data Visualization: Principles and Practice," A. K. Peters Ltd, 2008.

	PO					
	1	2	3	4	5	6
C01	3	1	2	2	1	2
C02	2	1	2	3	2	2
C03	1		2	2	1	1
C04	3	1	3	3	2	2
C05	2	1	3	2	1	1
AVG	2.20	1.00	2.40	2.40	1.40	1.60

IF4071

Compiler Optimization Techniques

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the optimization techniques used in compiler design.
- To be aware of the various computer architectures that support parallelism.
- To become familiar with the theoretical background needed for code optimization.
- To understand the techniques used for identifying parallelism in a sequential program.
- To learn the various optimization algorithms.

UNIT I INTRODUCTION 9

Language Processors - The Structure of a Compiler – The Evolution of Programming Languages- The Science of Building a Compiler – Applications of Compiler Technology Programming Language Basics - The Lexical Analyzer Generator -Parser Generator - Overview of Basic Blocks and Flow Graphs - Optimization of Basic Blocks - Principle Sources of Optimization.

UNIT II INSTRUCTION-LEVEL PARALLELISM 9

Processor Architectures – Code-Scheduling Constraints – Basic-Block Scheduling –Global Code Scheduling – Advanced code motion techniques – Interaction with Dynamic Schedulers- Software Pipelining.

UNIT III OPTIMISING FOR PARALLELISM AND LOCALITY-THEORY 9

Basic Concepts – Matrix-Multiply: An Example - Iteration Spaces - Affine Array Indexes – Data Reuse- Array data dependence Analysis.

UNIT IV OPTIMISING FOR PARALLELISM AND LOCALITY – APPLICATION 9

Finding Synchronisation - Free Parallelism – Synchronisation Between Parallel Loops – Pipelining – Locality Optimizations – Other Uses of Affine Transforms.

UNIT V INTERPROCEDURAL ANALYSIS 9

Basic Concepts – Need for Interprocedural Analysis – A Logical Representation of Data Flow – A Simple Pointer-Analysis Algorithm – Context Insensitive Interprocedural Analysis - Context-Sensitive Pointer-Analysis - Datalog Implementation by Binary Decision Diagrams.

COURSE OUTCOMES:

CO1: Design and implement techniques used for optimization by a compiler.

CO2: Modify the existing architecture that supports parallelism.

CO3: Modify the existing data structures of an open source optimising compiler.

CO4: Design and implement new data structures and algorithms for code optimization.

CO5: Critically analyse different data structures and algorithms used in the building of an optimising compiler.

TOTAL PERIODS: 45 PERIODS

REFERENCES

1. Alfred V. Aho, Monica S.Lam, Ravi Sethi, Jeffrey D.Ullman, "Compilers:Principles, Techniques and Tools", Second Edition, Pearson Education,2008.
2. Randy Allen, Ken Kennedy, "Optimizing Compilers for Modern Architectures: A Dependence-based Approach", Morgan Kaufmann Publishers, 2002.
3. Steven S. Muchnick, "Advanced Compiler Design and Implementation",Morgan Kaufmann Publishers - Elsevier Science, India, 2007
4. 29. John Hopcroft, Rajeev Motwani, Jeffrey Ullman, "Introduction To Automata Theory Languages, and Computation", Third Edition, Pearson Education, 2007.
5. 30. Torbengidius Mogensen, "Basics of Compiler Design", Springer, 2011. 2. Charles N, Ron K Cytron, Richard J LeBlanc Jr., "Crafting a Compiler", Pearson Education, 2010.

CP4002

FORMAL MODELS OF SOFTWARE SYSTEMS

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the goals, complexity of software systems, the role of Specification activities and qualities to control complexity.
- To understand the fundamentals of abstraction and formal systems
- To learn fundamentals of logic reasoning- Propositional Logic, temporal logic and apply to models systems
- To understand formal specification models based on set theory, calculus and algebra and apply to a case study
- To learn Z, Object Z and B Specification languages with case studies.

UNIT I SPECIFICATION FUNDAMENTALS

9

Role of Specification- Software Complexity - Size, Structural, Environmental, Application, domain, Communication Complexity, How to Control Complexity. Software specification, Specification Activities-Integrating Formal Methods into the Software Lifecycle. Specification Qualities- Process Quality Attributes of Formal Specification Languages, Model of Process Quality, Product Quality and Utility, Conformance to Stated Goals Quality Dimensions and Quality Model.

UNIT II FORMAL METHODS

9

Abstraction- Fundamental Abstractions in Computing. Abstractions for Software Construction. Formalism Fundamentals - Formal Systems, Formalization Process in Software Engineering Components of a Formal System- Syntax, Semantics, and Inference Mechanism. Properties of Formal Systems - Consistency. Automata-Deterministic Finite Accepters, State Machine Modeling Nondeterministic Finite Accepters, Finite State Transducers Extended Finite State Machine. Case Study—Elevator Control. Classification of C Methods-Property-Oriented Specification Methods, Model-Based Specification Techniques.

UNIT III LOGIC

9

Propositional Logic - Reasoning Based on Adopting a Premise, Inference Based on Natural Deduction. Predicate Logic - Syntax and Semantics, Policy Language Specification, knowledge

Representation Axiomatic Specification. Temporal Logic -. Temporal Logic for Specification and Verification, Temporal Abstraction Propositional Temporal Logic (PTL), First Order Temporal Logic (FOTL). Formal Verification, Verification of Simple FOTL, Model Checking, Program Graphs, Transition Systems.

UNIT IV SPECIFICATION MODELS 9

Mathematical Abstractions for Model-Based Specifications-Formal Specification Based on Set Theory, Relations and Functions. Property-Oriented Specifications- Algebraic Specification, Properties of Algebraic Specifications, Reasoning, Structured Specifications. Case Study—A Multiple Window Environment: requirements, Modeling Formal Specifications. Calculus of Communicating Systems: Specific Calculus for Concurrency. Operational Semantics of Agents, Simulation and Equivalence, Derivation Trees, Labeled Transition Systems.

UNIT V FORMAL LANGUAGES 9

The Z Notation, abstractions in Z, Representational Abstraction, Types, Relations and Functions, Sequences, Bags. Free Types-Schemas, Operational Abstraction -Operations Schema Decorators, Generic Functions, Proving Properties from Z specifications, Consistency of Operations. Additional Features in Z. Case Study: An Automated Billing System. The Object-Z Specification Language- Basic Structure of an Object-Z, Specification. Parameterized Class, Object-Orientation, composition of Operations-Parallel Communication Operator, Nondeterministic Choice Operator, and Environment Enrichment. The B-Method -Abstract Machine Notation (AMN), Structure of a B Specification, arrays, statements. Structured Specifications, Case Study- A Ticketing System in a Parking.

COURSE OUTCOMES:

CO1: Understand the complexity of software systems, the need for formal specifications activities and qualities to control complexity.

CO2: Gain knowledge on fundamentals of abstraction and formal systems

CO3: Learn the fundamentals of logic reasoning- Propositional Logic, temporal logic and apply to models systems

CO4: Develop formal specification models based on set theory, calculus and algebra and apply to a typical case study

CO5: Have working knowledge on Z, Object Z and B Specification languages with case studies.

TOTAL: 45 PERIODS

REFERENCES

1. Mathematical Logic for computer science ,second edition, M.Ben-Ari ,Springer,2012.
2. Logic in Computer Science- modeling and reasoning about systems, 2 nd Edition, Cambridge University Press, 2004.
3. Specification of Software Systems, V.S. Alagar, K. Periyasamy, David Grises and Fred B Schneider, Springer –Verlag London, 2011
4. The ways Z: Practical programming with formal methods, Jonathan Jacky, Cambridge University Press,1996.
5. Using Z-Specification Refinement and Proof,Jim Woodcock and Jim Devies Prentice Hall, 1996
6. Markus Roggenbach ,Antonio Cerone, Bernd-Holger Schlingloff, Gerardo Schneider , Siraj Ahmed Shaikh, Formal Methods for Software Engineering: Languages, Methods, Application Domains (Texts in Theoretical Computer Science. An EATCS Series) 1st ed. 2022 Edition

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C01	1	1	3		2	3
C02	2	1		2	1	3
C03	3	1	2	3	2	3
C04		2	2		1	3
C05	2	2		3	3	3
AVG	2.00	1.40	2.33	2.67	1.80	3.00

AP4076

ROBOTICS

L T P C
3 0 0 3

Course Objectives:

- To Introduce the concepts of Robotic systems
- To understand the concepts of Instrumentation and control related to Robotics
- To understand the kinematics and dynamics of robotics
- To explore robotics in Industrial applications

UNIT I INTRODUCTION TO ROBOTICS 9

Robotics -History - Classification and Structure of Robotic Systems - Basic components -Degrees of freedom - Robot joints coordinates- Reference frames - workspace- Robot languages- Robotic sensors- proximity and range sensors, ultrasonic sensor, touch and slip sensor.

UNIT II ROBOT KINEMATICS AND DYNAMICS 9

Kinematic Modelling: Translation and Rotation Representation, Coordinate transformation, DH parameters, Forward and inverse kinematics, Jacobian, Dynamic Modelling: Forward and inverse dynamics, Equations of motion using Euler-Lagrange formulation, Newton Euler formulation.

UNIT III ROBOTICS CONTROL 9

Control of robot manipulator - state equations - constant solutions -linear feedback systems, single-axis PID control - PD gravity control -computed torque control, variable structure control and impedance control.

UNIT IV ROBOT INTELLIGENCE AND TASK PLANNING 9

Artificial Intelligence - techniques - search problem reduction - predicate logic means and end analysis -problem solving -robot learning - task planning - basic problems in task planning - AI in robotics and Knowledge Based Expert System in robotics

UNIT V INDUSTRIAL ROBOTICS 9

Robot cell design and control - cell layouts - multiple robots and machine interference - work cell design - work cell control - interlocks – error detectiondeduction and recovery - work cell controller - robot cycle time analysis. Safety in robotics, Applications of robot and future scope.

Course Outcomes:

At the end of the course the student will be able to

CO1: Describe the fundamentals of robotics

CO2: Understand the concept of kinematics and dynamics in robotics.

CO3: Discuss the robot control techniques

CO4: Explain the basis of intelligence in robotics and task planning

CO5: Discuss the industrial applications of robotics

Reference:

1. John J. Craig, 'Introduction to Robotics (Mechanics and Control)', Addison-Wesley, 2nd Edition, 2004.
2. Richard D. Klafter, Thomas A. Chmielewski, Michael Negin, 'Robotics Engineering: An Integrated Approach', PHI Learning, New Delhi, 2009.
3. K.S.Fu, R.C.Gonzalez and C.S.G.Lee, 'Robotics Control, Sensing, Vision and Intelligence', Tata McGraw Hill, 2nd Reprint, 2008.
4. Reza N.Jazar, 'Theory of Applied Robotics Kinematics, Dynamics and Control', Springer, 1st Indian Reprint, 2010.
5. Mikell. P. Groover, Michell Weis, Roger. N. Nagel, Nicolous G.Odrey, 'Industrial Robotics Technology, Programming and Applications ', McGraw Hill, Int 2012.

ML4251

NATURAL LANGUAGE PROCESSING

L T P C
2 0 2 3

COURSE OBJECTIVES:

- To understand basics of linguistics, probability and statistics
- To study statistical approaches to NLP and understand sequence labeling
- To outline different parsing techniques associated with NLP
- To explore semantics of words and semantic role labeling of sentences
- To understand discourse analysis, question answering and chatbots

UNIT I INTRODUCTION

6

Natural Language Processing – Components - Basics of Linguistics and Probability and Statistics – Words-Tokenization-Morphology-Finite State Automata

UNIT II STATISTICAL NLP AND SEQUENCE LABELING

6

N-grams and Language models –Smoothing -Text classification- Naïve Bayes classifier – Evaluation - Vector Semantics – TF-IDF - Word2Vec- Evaluating Vector Models -Sequence Labeling – Part of Speech – Part of Speech Tagging -Named Entities –Named Entity Tagging

UNIT III CONTEXTUAL EMBEDDING

6

Constituency –Context Free Grammar –Lexicalized Grammars- CKY Parsing – Earley's algorithm- Evaluating Parsers -Partial Parsing – Dependency Relations- Dependency Parsing -Transition Based - Graph Based

UNIT IV COMPUTATIONAL SEMANTICS

6

Word Senses and WordNet – Word Sense Disambiguation – Semantic Role Labeling – Proposition Bank- FrameNet- Selectional Restrictions - Information Extraction - Template Filling

UNIT V DISCOURSE ANALYSIS AND SPEECH PROCESSING 6

Discourse Coherence – Discourse Structure Parsing – Centering and Entity Based Coherence – Question Answering –Factoid Question Answering – Classical QA Models – Chatbots and Dialogue systems – Frame-based Dialogue Systems – Dialogue–State Architecture

TOTAL = 30 PERIODS

SUGGESTED ACTIVITIES:

1. Probability and Statistics for NLP Problems
2. Carry out Morphological Tagging and Part-of-Speech Tagging for a sample text
3. Design a Finite State Automata for more Grammatical Categories
4. Problems associated with Vector Space Model
5. Hand Simulate the working of a HMM model
6. Examples for different types of work sense disambiguation
7. Give the design of a Chatbot

PRACTICAL EXERCISES:

PERIODS = 30

1. Download nltk and packages. Use it to print the tokens in a document and the sentences from it.
2. Include custom stop words and remove them and all stop words from a given document using nltk or spaCY package
3. Implement a stemmer and a lemmatizer program.
4. Implement a simple Part-of-Speech Tagger
5. Write a program to calculate TFIDF of documents and find the cosine similarity between any two documents.
6. Use nltk to implement a dependency parser.
7. Implement a semantic language processor that uses WordNet for semantic tagging.
8. Project - (in Pairs) Your project must use NLP concepts and apply them to some data.
 - a. Your project may be a comparison of several existing systems, or it may propose a new system in which case you still must compare it to at least one other approach.
 - b. You are free to use any third-party ideas or code that you wish as long as it is publicly available.
 - c. You must properly provide references to any work that is not your own in the write-up.
 - d. Project proposal You must turn in a brief project proposal. Your project proposal should describe the idea behind your project. You should also briefly describe software you will need to write, and papers (2-3) you plan to read.

List of Possible Projects

1. Sentiment Analysis of Product Reviews
2. Information extraction from News articles
3. Customer support bot
4. Language identifier
5. Media Monitor
6. Paraphrase Detector
7. Identification of Toxic Comment
8. Spam Mail Identification

OUTCOMES:

C01: Understand basics of linguistics, probability and statistics associated with NLP

C02: Implement a Part-of-Speech Tagger

C03: Design and implement a sequence labeling problem for a given domain

C04: Implement semantic processing tasks and simple document indexing and searching system using the concepts of NLP

C05: Implement a simple chatbot using dialogue system concepts

TOTAL : 60 PERIODS

REFERENCES

1. Daniel Jurafsky and James H. Martin, "Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech Recognition" (Prentice Hall Series in Artificial Intelligence), 2020
2. Jacob Eisenstein. "Natural Language Processing ", MIT Press, 2019
3. Samuel Burns "Natural Language Processing: A Quick Introduction to NLP with Python and NLTK, 2019
4. Christopher Manning, "Foundations of Statistical Natural Language Processing", MIT Press, 2009.
5. Nitin Indurkha, Fred J. Damerau, "Handbook of Natural Language Processing", Second edition, Chapman & Hall/CRC: Machine Learning & Pattern Recognition, Hardcover, 2010
6. Deepti Chopra, Nisheeth Joshi, "Mastering Natural Language Processing with Python", Packt Publishing Limited, 2016
7. Mohamed Zakaria Kurdi "Natural Language Processing and Computational Linguistics: Speech, Morphology and Syntax (Cognitive Science)", ISTE Ltd., 2016
8. Atefeh Farzindar, Diana Inkpen, "Natural Language Processing for Social Media (Synthesis Lectures on Human Language Technologies)", Morgan and Claypool Life Sciences, 2015

IF4077

GPU COMPUTING

**L T P C
3 0 0 3**

COURSE OBJECTIVES:

- To understand the basics of GPU architectures
- To understand CPU GPU Program Partitioning
- To write programs for massively parallel processors
- To understand the issues in mapping algorithms for GPUs
- To introduce different GPU programming models

UNIT I	GPU ARCHITECTURE	12
Evolution of GPU architectures - Understanding Parallelism with GPU –Typical GPU Architecture - CUDA Hardware Overview - Threads, Blocks, Grids, Warps, Scheduling - Memory Handling with CUDA: Shared Memory, Global Memory, Constant Memory and Texture Memory.		
UNIT II	CUDA PROGRAMMING	12
Using CUDA - Multi GPU - Multi GPU Solutions - Optimizing CUDA Applications: Problem Decomposition, Memory Considerations, Transfers, Thread Usage, Resource Contentions.		
UNIT III	PROGRAMMING ISSUES	12
Common Problems: CUDA Error Handling, Parallel Programming Issues, Synchronization, Algorithmic Issues, Finding and Avoiding Errors.		
UNIT IV	OPENCL BASICS	12
OpenCL Standard – Kernels – Host Device Interaction – Execution Environment – Memory Model – Basic OpenCL Examples.		
UNIT V	ALGORITHMS ON GPU	12

Parallel Patterns: Convolution, Prefix Sum, Sparse Matrix - Matrix Multiplication - Programming Heterogeneous Cluster.

SUGGESTED ACTIVITIES:

1. Debugging Lab
2. Performance Lab
3. Launching Nsight
4. Running Performance Analysis
5. Understanding Metrics
6. NVIDIA Visual Profiler
7. Matrix Transpose Optimization
8. Reduction Optimization

COURSE OUTCOMES:

CO1: Describe GPU Architecture

CO2: Write programs using CUDA, identify issues and debug them

CO3: Implement efficient algorithms in GPUs for common application kernels, such as matrix multiplication

CO4: Write simple programs using OpenCL

CO5: Identify efficient parallel programming patterns to solve problems

TOTAL PERIODS: 60

REFERENCES

1. Shane Cook, CUDA Programming: —A Developer's Guide to Parallel Computing with GPUs (Applications of GPU Computing), First Edition, Morgan Kaufmann, 2012.
2. David R. Kaeli, Perhaad Mistry, Dana Schaa, Dong Ping Zhang, —Heterogeneous computing with OpenCL, 3rd Edition, Morgan Kauffman, 2015.
3. Nicholas Wilt, —CUDA Handbook: A Comprehensive Guide to GPU Programming, Addison - Wesley, 2013.
4. Jason Sanders, Edward Kandrot, —CUDA by Example: An Introduction to General Purpose GPU Programming, Addison - Wesley, 2010.
5. David B. Kirk, Wen-mei W. Hwu, Programming Massively Parallel Processors - A Hands-on Approach, Third Edition, Morgan Kaufmann, 2016.
6. http://www.nvidia.com/object/cuda_home_new.html
7. <http://www.openCL.org>

IF4075

Devops and Microservices

**L T P C
3 0 2 4**

COURSE OBJECTIVES:

- To learn the basic concepts and terminology of DevOps
- To gain knowledge on Devops platform
- To understand building and deployment of code
- To be familiar with DevOps automation tools
- To learn basics of MLOps

UNIT I

INTRODUCTION

12

Software Engineering - traditional and Agile process models - DevOps -Definition - Practices - DevOps life cycle process - need for DevOps -Barriers

3. Prasanth Kumar Pattnaik, Rajib Mall, "Fundamentals of Mobile Computing", PHI Learning Pvt.Ltd, New Delhi-2012
4. Reto Meier, "Professional Android 2 Application Development", Wiley India Pvt Ltd, 2010
5. Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd, 2009
6. Dawn Griffiths and David Griffiths, "Head First Android Development", 1st Edition, O'Reilly SPD Publishers, 2015. ISBN-13: 978-9352131341
7. Erik Hellman, "Android Programming – Pushing the Limits", 1st Edition, Wiley India Pvt Ltd, 2014. ISBN-13: 978-8126547197.
8. Bill Phillips, Chris Stewart and Kristin Marsicano, "Android Programming: The Big Nerd Ranch Guide", 4th Edition, Big Nerd Ranch Guides, 2019. ISBN-13: 978-0134706054

IF4073

DEEP LEARNING

L T P C
3 0 2 4

COURSE OBJECTIVES:

- Develop and Train Deep Neural Networks.
- Develop a CNN, R-CNN, Fast R-CNN, Faster-R-CNN, Mask-RCNN for detection and recognition
- Build and train RNNs, work with NLP and Word Embeddings
- The internal structure of LSTM and GRU and the differences between them
- The Auto Encoders for Image Processing

UNIT I	DEEP LEARNING CONCEPTS	6
	Fundamentals about Deep Learning. Perception Learning Algorithms. Probabilistic modelling. Early Neural Networks. How Deep Learning different from Machine Learning. Scalars. Vectors. Matrixes, Higher Dimensional Tensors. Manipulating Tensors. Vector Data. Time Series Data. Image Data. Video Data.	
UNIT II	NEURAL NETWORKS	9
	About Neural Network. Building Blocks of Neural Network. Optimizers. Activation Functions. Loss Functions. Data Pre-processing for neural networks, Feature Engineering. Overfitting and Underfitting. Hyperparameters.	
UNIT III	CONVOLUTIONAL NEURAL NETWORK	10
	About CNN. Linear Time Invariant. Image Processing Filtering. Building a convolutional neural network. Input Layers, Convolution Layers. Pooling Layers. Dense Layers. Backpropagation Through the Convolutional Layer. Filters and Feature Maps. Backpropagation Through the Pooling Layers. Dropout Layers and Regularization. Batch Normalization. Various Activation Functions. Various Optimizers. LeNet, AlexNet, VGG16, ResNet. Transfer Learning with Image Data. Transfer Learning using Inception Oxford VGG Model, Google Inception Model, Microsoft ResNet Model. R-CNN, Fast R-CNN, Faster R-CNN, Mask-RCNN, YOLO	
UNIT VI	Natural Language Processing using RNN	10
	About NLP & its Toolkits. Language Modeling . Vector Space Model (VSM). Continuous Bag of Words (CBOW). Skip-Gram Model for Word Embedding. Part of Speech (PoS) Global Co-occurrence Statistics–based Word Vectors. Transfer Learning. Word2Vec. Global Vectors for Word Representation GloVe. Backpropagation Through Time. Bidirectional RNNs (BRNN) . Long Short Term Memory (LSTM). Bi-directional LSTM. Sequence-to-Sequence Models (Seq2Seq). Gated recurrent unit GRU.	
UNIT V	Deep Reinforcement & Unsupervised Learning	10
	About Deep Reinforcement Learning. Q-Learning. Deep Q-Network (DQN). Policy Gradient	

Methods. Actor-Critic Algorithm. About Autoencoding. Convolutional Auto Encoding. Variational Auto Encoding. Generative Adversarial Networks. Autoencoders for Feature Extraction. Auto Encoders for Classification. Denoising Autoencoders. Sparse Autoencoders

SUGGESTED ACTIVITIES :(Experiments in Lab)

30

1. Feature Selection from Video and Image Data
2. Image and video recognition
3. Image Colorization
4. Aspect Oriented Topic Detection & Sentiment Analysis
5. Object Detection using Autoencoder

COURSE OUTCOMES:

CO1: Feature Extraction from Image and Video Data

CO2: Implement Image Segmentation and Instance Segmentation in Images

CO3: Implement image recognition and image classification using a pretrained network (Transfer Learning)

CO4: Traffic Information analysis using Twitter Data

CO5: Autoencoder for Classification & Feature Extraction

TOTAL PERIODS:

45+30 PERIODS

REFERENCES

1. Deep Learning A Practitioner's Approach Josh Patterson and Adam Gibson O'Reilly Media, Inc.2017
2. Learn Keras for Deep Neural Networks, Jojo Moolayil, Apress,2018
3. Deep Learning Projects Using TensorFlow 2, Vinita Silaparasetty, Apress, 2020
4. Deep Learning with Python, FRANÇOIS CHOLLET, MANNING SHELTER ISLAND,2017
5. Pro Deep Learning with TensorFlow, Santanu Pattanayak, Apress,2017

CP4073

BLOCKCHAIN TECHNOLOGIES

**L T P C
3 0 2 4**

COURSE OBJECTIVES:

- This course is intended to study the basics of Blockchain technology.
- During this course the learner will explore various aspects of Blockchain technology like application in various domains.
- By implementing, learners will have idea about private and public Blockchain, and smart contract.

UNIT I INTRODUCTION OF CRYPTOGRAPHY AND BLOCKCHAIN

9

What is Blockchain, Blockchain Technology Mechanisms & Networks, Blockchain Origins, Objective of Blockchain, Blockchain Challenges, Transactions and Blocks, P2P Systems, Keys as Identity, Digital Signatures, Hashing, and public key cryptosystems, private vs. public Blockchain.

UNIT II BITCOIN AND CRYPTOCURRENCY

9

What is Bitcoin, The Bitcoin Network, The Bitcoin Mining Process, Mining Developments, Bitcoin Wallets, Decentralization and Hard Forks, Ethereum Virtual Machine (EVM), Merkle Tree, Double-Spend Problem, Blockchain and Digital Currency, Transactional Blocks, Impact of Blockchain Technology on Cryptocurrency.

UNIT III INTRODUCTION TO ETHEREUM

9

What is Ethereum, Introduction to Ethereum, Consensus Mechanisms, Metamask Setup, Ethereum Accounts, Transactions, Receiving Ethers, Smart Contracts.

UNIT IV INTRODUCTION TO HYPERLEDGER AND SOLIDITY PROGRAMMING 10

What is Hyperledger? Distributed Ledger Technology & its Challenges, Hyperledger & Distributed Ledger Technology, Hyperledger Fabric, Hyperledger Composer. Solidity - Language of Smart Contracts, Installing Solidity & Ethereum Wallet, Basics of Solidity, Layout of a Solidity Source File & Structure of Smart Contracts, General Value Types.

UNIT V BLOCKCHAIN APPLICATIONS 8

Internet of Things, Medical Record Management System, Domain Name Service and Future of Blockchain, Alt Coins.

TOTAL: 45 PERIODS

LIST OF EXPERIMENTS:

1. Create a Simple Blockchain in any suitable programming language.
2. Use Geth to Implement Private Ethereum Block Chain.
3. Build Hyperledger Fabric Client Application.
4. Build Hyperledger Fabric with Smart Contract.
5. Create Case study of Block Chain being used in illegal activities in real world.
6. Using Python Libraries to develop Block Chain Application.

TOTAL NO OF HOURS: 30

SUPPLEMENTARY RESOURCES:

- NPTEL online course : <https://nptel.ac.in/courses/106/104/106104220/#>
- Udemy: <https://www.udemy.com/course/build-your-blockchain-az/>
- EDUXLABS Online training : <https://eduxlabs.com/courses/blockchain-technology-training/?tab=tab-curriculum>

COURSE OUTCOMES:

After the completion of this course, student will be able to

CO1: Understand and explore the working of Blockchain technology (Understanding)

CO2: Analyze the working of Smart Contracts (Analyze)

CO3: Understand and analyze the working of Hyperledger (Analyze).

CO4: Apply the learning of solidity to build de-centralized apps on Ethereum (Apply)

CO5: Develop applications on Blockchain

REFERENCES:

1. Imran Bashir, "Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart Contracts Explained", Second Edition, Packt Publishing, 2018.
2. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, "Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction" Princeton University Press, 2016
3. Antonopoulos, Mastering Bitcoin, O'Reilly Publishing, 2014. .
4. Antonopoulos and G. Wood, "Mastering Ethereum: Building Smart Contracts and Dapps", O'Reilly Publishing, 2018.
5. D. Drescher, Blockchain Basics. Apress, 2017.

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C01	2	1	3	2	2	3
C02	2	1	2	3	2	2
C03	2	1	3	1	2	1
C04	2	1	2	3	2	2
C05	1	1	2	3	3	3
AVG	2.00	1.00	2.4	2.4	2.2	2.2

SE4072

EMBEDDED SOFTWARE DEVELOPMENT

**L T P C
3 0 2 4**

COURSE OBJECTIVES:

- To understand the architecture of embedded processor, microcontroller, and peripheral devices.
- To interface memory and peripherals with embedded systems.
- To study the embedded network environment.
- To understand challenges in Real time operating systems.
- To study, analyze and design applications on embedded systems.

UNIT I EMBEDDED PROCESSORS

12

Embedded Computers - Characteristics of Embedded Computing Applications - Challenges in Embedded Computing System Design - Embedded System Design Process- Formalism for System Design - Structural Description - Behavioural Description - ARM Processor - Intel ATOM Processor.

UNIT II EMBEDDED COMPUTING PLATFORM

12

CPU Bus Configuration - Memory Devices and Interfacing - Input/Output Devices and Interfacing - System Design - Development and Debugging – Emulator – Simulator - JTAG Design Example – Alarm Clock - Analysis and Optimization of Performance - Power and Program Size.

UNIT III EMBEDDED NETWORK ENVIRONMENT

12

Distributed Embedded Architecture - Hardware And Software Architectures - Networks for Embedded Systems - I2C - CAN Bus - SHARC Link Supports – Ethernet – Myrinet – Internet - Network-based Design - Communication Analysis - System Performance Analysis - Hardware Platform Design - Allocation and Scheduling - Design Example - Elevator Controller.

UNIT IV REAL-TIME CHARACTERISTICS

12

Clock Driven Approach - Weighted Round Robin Approach - Priority Driven Approach - Dynamic versus Static Systems - Effective Release Times and Deadlines - Optimality of the Earliest Deadline First (EDF) Algorithm - Challenges in Validating Timing Constraints in Priority Driven Systems - Off-Line versus On-Line Scheduling.

UNIT V SYSTEM DESIGN TECHNIQUES

12

Design Methodologies - Requirement Analysis – Specification - System Analysis and Architecture Design - Quality Assurance - Design Examples - Telephone PBX - Ink jet printer - Personal Digital Assistants - Set-Top Boxes.

SUGGESTED ACTIVITIES:

1. Study of ARM evaluation system
2. Interfacing ADC and DAC.
3. Interfacing LED and PWM.
4. Interfacing real time clock and serial port.
5. Interfacing keyboard and LCD.
6. Interfacing EPROM and interrupt.
7. Principles of Mailbox.
8. Interrupt performance characteristics of ARM and FPGA.
9. Flashing of LEDES.
10. Interfacing stepper motor and temperature sensor.

COURSE OUTCOMES:

CO1: Understand different architectures of embedded processor, microcontroller and peripheral devices. Interface memory and peripherals with embedded systems.

CO2: Interface memory and peripherals with embedded systems.

CO3: Work with embedded network environment.

CO4: Understand challenges in Real time operating systems.

CO5: Design and analyze applications on embedded systems.

TOTAL PERIODS: 60

REFERENCES

1. Adrian McEwen, Hakim Cassimally, "Designing the Internet of Things" Wiley Publication, First edition, 2013
2. Andrew N Sloss, D. Symes, C. Wright, Arm system developers guide, Morgan Kaufman/Elsevier, 2006.
3. ArshdeepBahga, Vijay Madiseti, " Internet of Things: A Hands-on-Approach" VPT First Edition, 2014
4. C. M. Krishna and K. G. Shin, —Real-Time Systems , McGraw-Hill, 1997
5. Frank Vahid and Tony Givargis, —Embedded System Design: A Unified Hardware/Software Introduction, John Wiley & Sons.1999
6. Jane.W.S. Liu, —Real-Time systems, Pearson Education Asia,2000
7. Michael J. Pont, —Embedded C, Pearson Education, 2007.
8. Muhammad Ali Mazidi , SarmadNaimi , SepehrNaimi, "The AVR Microcontroller and Embedded Systems: Using Assembly and C" Pearson Education, First edition, 2014
9. Steve Heath, —Embedded System Design, Elsevier, 2005
10. Wayne Wolf, —Computers as Components:Principles of Embedded Computer System Design, Elsevier, 2006.

	PO					
	1	2	3	4	5	6
CO1	1	-	2	-	-	-

CO2	1	-	2	-	-	-
CO3	1	-	2	-	-	-
CO4	1	-	2	-	-	-
CO5	3	-	2	-	-	-
Avg	1	-	2	-	-	-

IF4251

FULL STACK Web Application DEVELOPMENT

**L T P C
3 0 2 4**

COURSE OBJECTIVES:

- Develop TypeScript Application
- Develop Single Page Application (SPA)
- Able to communicate with a server over the HTTP protocol
- Learning all the tools need to start building applications with Node.js
- Implement the Full Stack Development using MEAN Stack

UNIT I Fundamentals & TypeScript Language 10

Server-Side Web Applications. Client-Side Web Applications. Single Page Application. About TypeScript. Creating TypeScript Projects. TypeScript Data Types. Variables. Expression and Operators. Functions. OOP in Typescript. Interfaces. Generics. Modules. Enums. Decorators. Enums. Iterators. Generators.

UNIT II Angular 10

About Angular. Angular CLI. Creating an Angular Project. Components. Components Interaction. Dynamic Components. Angular Elements. Angular Forms. Template Driven Forms. Property, Style, Class and Event Binding. Two way Bindings. Reactive Forms. Form Group. Form Controls. About Angular Router. Router Configuration. Router State. Navigation Pages. Router Link. Query Parameters. URL matching. Matching Strategies. Services. Dependency Injection. HttpClient. Read Data from the Server. CRUD Operations. Http Header Operations. Intercepting requests and responses.

UNIT III Node.js 10

About Node.js. Configuring Node.js environment. Node Package Manager NPM. Modules. Asynchronous Programming. Call Stack and Event Loop. Callback functions. Callback errors. Abstracting callbacks. Chaining callbacks. File System. Synchronous vs. asynchronous I/O. Path and directory operations. File Handle. File Synchronous API. File Asynchronous API. File Callback API. Timers. Scheduling Timers. Timers Promises API. Node.js Events. Event Emitter. Event Target and Event API. Buffers. Buffers and TypedArrays. Buffers and iteration. Using buffers for binary data. Flowing vs. non-flowing streams. JSON.

UNIT IV Express.js 7

Express.js. How Express.js Works. Configuring Express.js App Settings. Defining Routes. Starting the App. Express.js Application Structure. Configuration, Settings. Middleware. body-parser. cookie-parser. express-session. response-time. Template Engine. Jade. EJS. Parameters.

Routing. router.route(path). Router Class. Request Object. Response Object. Error Handling. RESTful.

UNIT V MongoDB 8

Introduction to MongoDB. Documents. Collections. Subcollections. Database. Data Types. Dates. Arrays. Embedded Documents. CRUD Operations. Batch Insert. Insert Validation. Querying The Documents. Cursors. Indexing. Unique Indexes. Sparse Indexes. Special Index and Collection Types. Full-Text Indexes. Geospatial Indexing. Aggregation framework.

SUGGESTED ACTIVITIES: (Experiments in Lab) 30

1. Accessing the Weather API from Angular
2. Accessing the Stock Market API from Angular
3. Call the Web Services of Express.js From Angular
4. Read the data in Node.js from MongoDB
5. CRUD operation in MongoDB using Angular

COURSE OUTCOMES:

CO1: Develop basic programming skills using Javascript

CO2: Implement a front-end web application using Angular.

CO3: Will be able to create modules to organise the server

CO4: Build RESTful APIs with Node, Express and MongoDB with confidence.

CO5: Will learn to Store complex, relational data in MongoDB using Mongoose

TOTAL PERIODS: 45 + 30 PERIODS

REFERENCES

1. Adam Freeman, Essential TypeScript, Apress, 2019
2. Mark Clow, Angular Projects, Apress, 2018
3. Alex R. Young, Marc Harter, Node.js in Practice, Manning Publication, 2014
4. Pro Express.js, Azat Mardan, Apress, 2015
5. MongoDB in Action, Kyle Banker, Peter Bakkum, Shaun Verch, Douglas Garrett, Tim Hawkins, Manning Publication, Second edition, 2016

CP4072

BIO INFORMATICS

**L T P C
3 0 2 4**

COURSE OBJECTIVES:

- Exposed to the need for Bioinformatics technologies
- Be familiar with the modeling techniques
- Learn microarray analysis
- Exposed to Pattern Matching and Visualization
- To know about Microarray Analysis

UNIT I INTRODUCTION 9

Need for Bioinformatics technologies – Overview of Bioinformatics technologies
Structural bioinformatics – Data format and processing – Secondary resources and applications –
Role of Structural bioinformatics – Biological Data Integration System.

UNIT II DATAWAREHOUSING AND DATAMINING IN BIOINFORMATICS 9

Bioinformatics data – Data warehousing architecture – data quality – Biomedical data analysis –
DNA data analysis – Protein data analysis – Machine learning – Neural network architecture
and applications in bioinformatics.

UNIT III MODELING FOR BIOINFORMATICS 9

Hidden Markov modeling for biological data analysis – Sequence identification – Sequence classification – multiple alignment generation – Comparative modeling –Protein modeling – genomic modeling – Probabilistic modeling – Bayesian networks – Boolean networks – Molecular modeling – Computer programs for molecular modeling.

UNIT IV PATTERN MATCHING AND VISUALIZATION 9

Gene regulation – motif recognition – motif detection – strategies for motif detection – Visualization – Fractal analysis – DNA walk models – one dimension – two dimension – higher dimension – Game representation of biological sequences – DNA, Protein, Amino acid sequences.

UNIT V MICROARRAY ANALYSIS 9

Microarray technology for genome expression study – image analysis for data extraction – preprocessing – segmentation – gridding – spot extraction – normalization, filtering – cluster analysis – gene network analysis – Compared Evaluation of Scientific Data Management Systems – Cost Matrix – Evaluation model – Benchmark – Tradeoffs.

LIST OF EXPERIMENTS:

1. Manipulating DNA strings
2. Use Protein Data Bank to visualize and Analyze the Proteins from protein database
3. Explore the Human Genome with the SciPy Stack
4. Hidden Markov Model for Biological Sequence
5. Molecular Modeling using MMTK package
6. Sequence Alignment using Biopython, Pairwise and multiple sequence alignment using ClustalW and BLAST
7. Simple generation and manipulation of genome graphs
8. DNA data handling using Biopython
9. Chaos Game Representation of a genetic sequence
10. Visualize the microarray data using Heatmap

COURSE OUTCOMES:

CO1: Understand the different Data formats

CO2: Develop machine learning algorithms.

CO3: Develop models for biological data.

CO4: Apply pattern matching techniques to bioinformatics data – protein data genomic data.

CO5: Apply micro array technology for genomic expression study.

TOTAL: 45 PERIODS

REFERENCES

1. Yi-Ping Phoebe Chen (Ed), “Bioinformatics Technologies”, First Indian Reprint, Springer Verlag, 2007.
2. Bryan Bergeron, “Bio Informatics Computing”, Second Edition, Pearson Education, 2015.
3. Arthur M Lesk, “Introduction to Bioinformatics”, Second Edition, Oxford University Press, 2019

	PO
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	1	2	3	4	5	6
C01	1	1				3
C02	1	1	2	2	1	2
C03	1	2	1	1	3	3
C04	1	2	2	2	2	2
C05	1	2	1		2	3
AVG	1.00	1.60	1.50	1.67	2.00	2.60

MU4253

MIXED REALITY

L T P C
3 0 2 4

COURSE OBJECTIVES:

- To study about Fundamental Concept and Components of Virtual Reality
- To study about Interactive Techniques in Virtual Reality
- To study about Visual Computation in Virtual Reality
- To study about Augmented and Mixed Reality and Its Applications
- To know about I/O Interfaces and its functions.

UNIT I INTRODUCTION TO VIRTUAL REALITY 9

Introduction, Fundamental Concept and Components of Virtual Reality. Primary Features and Present Development on Virtual Reality. Computer graphics, Real time computer graphics, Flight Simulation, Virtual environment requirement, benefits of virtual reality, Historical development of VR, Scientific Landmark 3D Computer Graphics: Introduction, The Virtual world space, positioning the virtual observer, the perspective projection, human vision, stereo perspective projection, 3D clipping, Colour theory, Simple 3D modelling, Illumination models, Reflection models, Shading algorithms, Radiosity, Hidden Surface Removal, Realism Stereographic image.

Suggested Activities:

- Flipped classroom on uses of MR applications.
- Videos – Experience the virtual reality effect.
- Assignment on comparison of VR with traditional multimedia applications.

Suggested Evaluation Methods:

- Tutorial – Applications of MR.
- Quizzes on the displayed video and the special effects

UNIT II INTERACTIVE TECHNIQUES IN VIRTUAL REALITY 9

Introduction, from 2D to 3D, 3D spaces curves, 3D boundary representation Geometrical Transformations: Introduction, Frames of reference, Modeling transformations, Instances, Picking, Flying, Scaling the VE, Collision detection Generic VR system: Introduction, Virtual environment, Computer environment, VR technology, Model of interaction, VR Systems.

Suggested Activities:

- Flipped classroom on modeling three dimensional objects.
- External learning – Collision detection algorithms.
- Practical – Creating three dimensional models.

Suggested Evaluation Methods:

- Tutorial – Three dimensional modeling techniques.
- Brainstorming session on collision detection algorithms.
- Demonstration of three dimensional scene creation.

UNIT III VISUAL COMPUTATION IN VIRTUAL REALITY 9

Animating the Virtual Environment: Introduction, The dynamics of numbers, Linear and Nonlinear interpolation, the animation of objects, linear and non-linear translation, shape & object inbetweening, free from deformation, particle system. Physical Simulation: Introduction, Objects falling in a gravitational field, Rotating wheels, Elastic collisions, projectiles, simple pendulum, springs, Flight dynamics of an aircraft.

Suggested Activities:

- External learning – Different types of programming toolkits and Learn different types of available VR applications.
- Practical – Create VR scenes using any toolkit and develop applications.

Suggested Evaluation Methods:

- Tutorial – VR tool comparison.
- Brainstorming session on tools and technologies used in VR.
- Demonstration of the created VR applications.

UNIT IV AUGMENTED AND MIXED REALITY 9

Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems

Suggested Activities:

- External learning - AR Systems

Suggested Evaluation Methods:

- Brainstorming session different AR systems and environments.

UNIT V I/O INTERFACE IN VR & APPLICATION OF VR 9

Human factors: Introduction, the eye, the ear, the somatic senses. VR Hardware: Introduction, sensor hardware, Head-coupled displays, Acoustic hardware, Integrated VR systems. VR Software: Introduction, Modeling virtual world, Physical simulation, VR toolkits, Introduction to VRML, Input -- Tracker, Sensor, Digitalglobe, Movement Capture, Video-based Input, 3D Menus & 3DScanner etc. Output -- Visual /Auditory / Haptic Devices. VR Technology in Film & TV Production. VR Technology in Physical Exercises and Games. Demonstration of Digital Entertainment by VR.

Suggested Activities:

- External learning – Different types of sensing and tracking devices for creating mixed reality environments.
- Practical – Create MR scenes using any toolkit and develop applications.

Suggested Evaluation Methods:

- Tutorial – Mobile Interface Design.
- Brainstorming session on wearable computing devices and games design.
- Demonstration and evaluation of the developed MR application.

COURSE OUTCOMES:

CO1: Understand the Fundamental Concept and Components of Virtual Reality

CO2: Able to know the Interactive Techniques in Virtual Reality

CO3: Can know about Visual Computation in Virtual Reality

CO4: Able to know the concepts of Augmented and Mixed Reality and Its Applications

CO5: Know about I/O Interfaces and its functions.

TOTAL PERIODS: 45

PRACTICALS: (Syllabus Needed)

1. Study of tools like Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender.
2. Use the primitive objects and apply various projection methods by handling the camera.
3. Download objects from asset stores and apply various lighting and shading effects.
4. Model three dimensional objects using various modeling techniques and apply textures over them.
5. Create three dimensional realistic scenes and develop simple virtual reality enabled mobile applications which have limited interactivity.
6. Add audio and text special effects to the developed application.
7. Develop VR enabled applications using motion trackers and sensors incorporating full haptic interactivity.
8. Develop AR enabled applications with interactivity like E learning environment, Virtual walkthroughs and visualization of historic places.
9. Develop MR enabled simple applications like human anatomy visualization, DNA/RNA structure visualization and surgery simulation.
10. Develop simple MR enabled gaming applications.

REFERENCES

1. Burdea, G. C. and P. Coffet. Virtual Reality Technology, Second Edition. Wiley-IEEE Press, 2003/2006.
2. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, First Edition 2013.
3. Alan Craig, William Sherman and Jeffrey Will, Developing Virtual Reality Applications, Foundations of Effective Design, Morgan Kaufmann, 2009.
1. John Vince, "Virtual Reality Systems ", Pearson Education Asia, 2007.
2. Adams, "Visualizations of Virtual Reality", Tata McGraw Hill, 2000.
3. Grigore C. Burdea, Philippe Coiffet , "Virtual Reality Technology", Wiley Inter Science, 2nd Edition, 2006.
4. William R. Sherman, Alan B. Craig, "Understanding Virtual Reality: Interface, Application and Design", Morgan Kaufmann, 2008

MAPPING OF CO'S WITH PO'S

	PO					
	1	2	3	4	5	6
CO1		2	1	2	1	
CO2	1	2	3	2		2
CO3	2	3	2	2	2	1
CO4	2	2	2	3	3	3
CO5	3	1	1	1	1	2
Avg						

AUDIT COURSES

AX4091

ENGLISH FOR RESEARCH PAPER WRITING

L T P C
2 0 0 0

COURSE OBJECTIVES:

- Teach how to improve writing skills and level of readability
- Tell about what to write in each section
- Summarize the skills needed when writing a Title

- Infer the skills needed when writing the Conclusion
- Ensure the quality of paper at very first-time submission

UNIT I INTRODUCTION TO RESEARCH PAPER WRITING 6

Planning and Preparation, Word Order, Breaking up long sentences, Structuring Paragraphs and Sentences, Being Concise and Removing Redundancy, Avoiding Ambiguity and Vagueness

UNIT II PRESENTATION SKILLS 6

Clarifying Who Did What, Highlighting Your Findings, Hedging and Criticizing, Paraphrasing and Plagiarism, Sections of a Paper, Abstracts, Introduction

UNIT III TITLE WRITING SKILLS 6

Key skills are needed when writing a Title, key skills are needed when writing an Abstract, key skills are needed when writing an Introduction, skills needed when writing a Review of the Literature, Methods, Results, Discussion, Conclusions, The Final Check

UNIT IV RESULT WRITING SKILLS 6

Skills are needed when writing the Methods, skills needed when writing the Results, skills are needed when writing the Discussion, skills are needed when writing the Conclusions

UNIT V VERIFICATION SKILLS 6

Useful phrases, checking Plagiarism, how to ensure paper is as good as it could possibly be the first- time submission

TOTAL: 30 PERIODS

COURSE OUTCOMES:

- CO1 –Understand that how to improve your writing skills and level of readability
- CO2 – Learn about what to write in each section
- CO3 – Understand the skills needed when writing a Title
- CO4 – Understand the skills needed when writing the Conclusion
- CO5 – Ensure the good quality of paper at very first-time submission

REFERENCES:

1. Adrian Wallwork , English for Writing Research Papers, Springer New York Dordrecht Heidelberg London, 2011
2. Day R How to Write and Publish a Scientific Paper, Cambridge University Press 2006
3. Goldbort R Writing for Science, Yale University Press (available on Google Books) 2006
4. Highman N, Handbook of Writing for the Mathematical Sciences, SIAM. Highman's
5. book 1998.

AX4092

DISASTER MANAGEMENT

L T P C

2 0 0 0

COURSE OBJECTIVES:

- Summarize basics of disaster
- Explain a critical understanding of key concepts in disaster risk reduction and humanitarian response.
- Illustrate disaster risk reduction and humanitarian response policy and practice from multiple perspectives.
- Describe an understanding of standards of humanitarian response and practical relevance

- in specific types of disasters and conflict situations.
- Develop the strengths and weaknesses of disaster management approaches

UNIT I INTRODUCTION 6

Disaster: Definition, Factors and Significance; Difference between Hazard And Disaster; Natural and Manmade Disasters: Difference, Nature, Types and Magnitude.

UNIT II REPERCUSSIONS OF DISASTERS AND HAZARDS 6

Economic Damage, Loss of Human and Animal Life, Destruction Of Ecosystem. Natural Disasters: Earthquakes, Volcanisms, Cyclones, Tsunamis, Floods, Droughts And Famines, Landslides And Avalanches, Man-made disaster: Nuclear Reactor Meltdown, Industrial Accidents, Oil Slicks And Spills, Outbreaks Of Disease And Epidemics, War And Conflicts.

UNIT III DISASTER PRONE AREAS IN INDIA 6

Study of Seismic Zones; Areas Prone To Floods and Droughts, Landslides And Avalanches; Areas Prone To Cyclonic and Coastal Hazards with Special Reference To Tsunami; Post-Disaster Diseases and Epidemics

UNIT IV DISASTER PREPAREDNESS AND MANAGEMENT 6

Preparedness: Monitoring Of Phenomena Triggering a Disaster or Hazard; Evaluation of Risk: Application of Remote Sensing, Data from Meteorological And Other Agencies, Media Reports: Governmental and Community Preparedness.

UNIT V RISK ASSESSMENT 6

Disaster Risk: Concept and Elements, Disaster Risk Reduction, Global and National Disaster Risk Situation. Techniques of Risk Assessment, Global Co-Operation in Risk Assessment and Warning, People's Participation in Risk Assessment. Strategies for Survival

TOTAL : 30 PERIODS

COURSE OUTCOMES:

- CO1: Ability to summarize basics of disaster
- CO2: Ability to explain a critical understanding of key concepts in disaster risk reduction and humanitarian response.
- CO3: Ability to illustrate disaster risk reduction and humanitarian response policy and practice from multiple perspectives.
- CO4: Ability to describe an understanding of standards of humanitarian response and practical relevance in specific types of disasters and conflict situations.
- CO5: Ability to develop the strengths and weaknesses of disaster management approaches

REFERENCES:

1. Goel S. L., Disaster Administration And Management Text And Case Studies", Deep & Deep Publication Pvt. Ltd., New Delhi,2009.
2. NishithaRai, Singh AK, "Disaster Management in India: Perspectives, issues and strategies "New Royal book Company,2007.
3. Sahni, Pradeep Et.Al. ," Disaster Mitigation Experiences And Reflections", Prentice Hall OfIndia, New Delhi,2001.

COURSE OBJECTIVES:

Students will be able to:

- Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
- To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional
- Role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
- To address the role of socialism in India after the commencement of the Bolshevik Revolution 1917 And its impact on the initial drafting of the Indian Constitution.

UNIT I HISTORY OF MAKING OF THE INDIAN CONSTITUTION

History, Drafting Committee, (Composition & Working)

UNIT II PHILOSOPHY OF THE INDIAN CONSTITUTION

Preamble, Salient Features

UNIT III CONTOURS OF CONSTITUTIONAL RIGHTS AND DUTIES

Fundamental Rights, Right to Equality, Right to Freedom, Right against Exploitation, Right to Freedom of Religion, Cultural and Educational Rights, Right to Constitutional Remedies, Directive Principles of State Policy, Fundamental Duties.

UNIT IV ORGANS OF GOVERNANCE

Parliament, Composition, Qualifications and Disqualifications, Powers and Functions, Executive, President, Governor, Council of Ministers, Judiciary, Appointment and Transfer of Judges, Qualifications, Powers and Functions.

UNIT V LOCAL ADMINISTRATION

District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO, Municipal Corporation. Pachayati raj: Introduction, PRI: Zila Panchayat. Elected officials and their roles, CEO Zila Pachayat: Position and role. Block level: Organizational Hierarchy(Different departments), Village level:Role of Elected and Appointed officials, Importance of grass root democracy.

UNIT VI ELECTION COMMISSION

Election Commission: Role and Functioning. Chief Election Commissioner and Election Commissioners - Institute and Bodies for the welfare of SC/ST/OBC and women.

TOTAL: 30 PERIODS

COURSE OUTCOMES:

Students will be able to:

- Discuss the growth of the demand for civil rights in India for the bulk of Indians before the arrival of Gandhi in Indian politics.
- Discuss the intellectual origins of the framework of argument that informed the conceptualization
- of social reforms leading to revolution in India.
- Discuss the circumstances surrounding the foundation of the Congress Socialist Party[CSP] under the leadership of Jawaharlal Nehru and the eventual failure of the proposal of direct elections through adult suffrage in the Indian Constitution.

- Discuss the passage of the Hindu Code Bill of 1956.

SUGGESTED READING

1. The Constitution of India, 1950 (Bare Act), Government Publication.
2. Dr.S.N.Busi, Dr.B. R.Ambedkar framing of Indian Constitution, 1st Edition, 2015.
3. M.P. Jain, Indian Constitution Law, 7th Edn., LexisNexis, 2014.
4. D.D. Basu, Introduction to the Constitution of India, LexisNexis, 2015.

AX4094

நற்றமிழ் இலக்கியம்

L T P C
2 0 0 0

UNIT I	சங்க இலக்கியம்	6
1.	தமிழின் துவக்க நூல் தொல்காப்பியம் - எழுத்து, சொல், பொருள்	
2.	அகநானூறு (82) - இயற்கை இன்னிசை அரங்கம்	
3.	குறிஞ்சிப் பாட்டின் மலர்க்காட்சி	
4.	புறநானூறு (95,195) - போரை நிறுத்திய ஔவையார்	
UNIT II	அறநெறித் தமிழ்	6
1.	அறநெறி வகுத்த திருவள்ளுவர் - அறம் வலியுறுத்தல், அன்புடைமை, ஒப்புறவு அறிதல், ஈகை, புகழ்	
2.	பிற அறநூல்கள் - இலக்கிய மருந்து - ஏலாதி, சிறுபஞ்சமூலம், திரிகடுகம், ஆசாரக்கோவை (தூய்மையை வலியுறுத்தும் நூல்)	
UNIT III	இரட்டைக் காப்பியங்கள்	6
1.	கண்ணகியின் புரட்சி - சிலப்பதிகார வழக்குரை காதை	
2.	சமூகசேவை இலக்கியம் மணிமேகலை - சிறைக்கோட்டம் அறக்கோட்டமாகிய காதை	
UNIT IV	அருள்நெறித் தமிழ்	6
1.	சிறுபாணாற்றுப்படை - பாரி முல்லைக்குத் தேர் கொடுத்தது, பேகன் மயிலுக்குப் போர்வை கொடுத்தது, அதியமான் ஔவைக்கு நெல்லிக்கனி கொடுத்தது, அரசர் பண்புகள்	
2.	நற்றிணை - அன்னைக்குரிய புன்னை சிறப்பு	
3.	திருமந்திரம் (617, 618)	

- இயமம் நியமம் விதிகள்
- 4. தர்மச்சாலையை நிறுவிய வள்ளலார்
- 5. புறநானூறு
 - சிறுவனே வள்ளலானான்
- 6. அகநானூறு (4) - வண்டு
நற்றிணை (11) - நண்டு
கலித்தொகை (11) - யானை, புறா
ஐந்திணை 50 (27) - மான்
ஆகியவை பற்றிய செய்திகள்

UNIT V நவீன தமிழ் இலக்கியம்

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1. உரைநடைத் தமிழ்,
- தமிழின் முதல் புதினம்,
- தமிழின் முதல் சிறுகதை,
- கட்டுரை இலக்கியம்,
- பயண இலக்கியம்,
- நாடகம்,
2. நாட்டு விடுதலை போராட்டமும் தமிழ் இலக்கியமும்,
3. சமுதாய விடுதலையும் தமிழ் இலக்கியமும்,
4. பெண் விடுதலையும் விளிம்பு நிலையினரின் மேம்பாட்டில் தமிழ் இலக்கியமும்,
5. அறிவியல் தமிழ்,
6. இணையத்தில் தமிழ்,
7. சுற்றுச்சூழல் மேம்பாட்டில் தமிழ் இலக்கியம்.

TOTAL: 30 PERIODS

தமிழ் இலக்கிய வெளியீடுகள் / புத்தகங்கள்

1. தமிழ் இணைய கல்விக்கழகம் (Tamil Virtual University)
- www.tamilvu.org
2. தமிழ் விகிப்பீடியா (Tamil Wikipedia)
- https://ta.wikipedia.org
3. தர்மபுர ஆதீன வெளியீடு
4. வாழ்வியல் களஞ்சியம்
- தமிழ்ப் பல்கலைக்கழகம், தஞ்சாவூர்
5. தமிழ்கலைக் களஞ்சியம்
- தமிழ் வளர்ச்சித் துறை (thamilvalarchithurai.com)
6. அறிவியல் களஞ்சியம்
- தமிழ்ப் பல்கலைக்கழகம், தஞ்சாவூர்