SCHEME OF INSTRUCTION
BE (COMPUTER SCIENCE AND ENGINEERING)
(Artificial Intelligence and Data Science)
AICTE MODEL CURRICULUM
I-SEMESTER
AI and DS as Prescribed by OU

S. No	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	P	Contact Hrs/Week	CIE	SEE	Duration in Hours	
		Theory Courses								
		Induction Program for 3 weeks								
1	MC801PO	Indian Constitution	2	-	-	2	30	70	3	-
2	HS101EG	English	2	-	-	2	30	70	3	2
3	BS202PH	Physics	3	1	-	4	30	70	3	4
4	BS203MT	Mathematics-I	3	1	-	4	30	70	3	4
5	ES301EE	Basic Electrical Engineering	3	1	-	4	30	70	3	4
		Practical/Laboratory Courses								
6	HS151EG	English Lab	-	-	2	2	25	50	3	1
7	BS251PH	Physics Lab	-	-	3	3	25	50	3	1.5
8	ES353CE	Engineering Graphics	-	-	3x2	6	50	50	3	3
9	ES354EE	Basic Electrical Engineering Lab	-	-	2	2	25	50	3	1
		Total	**13**	3	**13**	**29**	**275**	**550**	-	20.5

BS: Basic Sciences **ES: Engineering Sciences** **MC: Mandatory Course**

L:Lectures **T:Tutorials** **P:Practicals** **D:Drawing**

CIE: Continuous Internal Evaluation **SEE: Semester End Examination**

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MATHEMATICS-I

BS 201 MT

Instruction: 3+1 periods per week — *Duration of SEE: 3 hours*
CIE: 30 marks — *SEE. 70 marks*
Credits : 4

Objectives:

1.To introduce the concepts of sequences, series and their properties
2.To introduce the concepts of functions of several variables and multiple integrals
3.To study vector differential and integral calculus

Outcomes: Student will be able to:

1.Find the nature of sequences and series
2.Apply this knowledge to solve the curriculum problems
3.Evaluate multiple integrals

UNIT – I
Sequences and Series: Sequences, Series, General properties of series, Series of positive terms, Comparison tests, tests of Convergence D'Alembert's ratio test, Cauchy's n^{th} root test, Raabe's test, Logarithmic test, Alternating series, Series of positive and negative terms, Absolute convergence and Conditional convergence.
UNIT – II
Calculus of one Variable: Rolle's theorem, Lagrange's, Cauchy's mean value theorems, Taylor's series, Curvature, Radius of curvature, Circle of curvature, Envelope of a family of curves, Evolutes and Involutes.
UNIT – III
Multivariable Calculus (Differentiation): Functions of two variables, Limits and continuity, Partial derivatives, Total differential and differentiability, Derivatives of composite and implicit functions (Chain rule), Change of variables, Jacobian, Higher order partial derivatives, Taylor's series of functions of two variables, Maximum and minimum values of functions of two variables, Lagrange's method of undetermined multipliers.
UNIT – IV
***Multivariable Calculus (Integration)*:** Double integrals, Change of order of integration, Change of Variables from Cartesian to plane polar coordinates, Triple integrals
UNIT – V
Vector Calculus: Scalar and vector fields, Gradient of a scalar field, Directional derivative, Divergence and Curl of a vector field, Line, Surface and Volume integrals, Green's theorem in a plane, Gauss's divergence theorem, Stoke's theorem (without proofs) and their verification.

Suggested Readings:

1	R.K. Jain & S.R.K Iyengar, "*Advanced Engineering Mathematics*", Alpha Science International Limited, 2014.
2	Erwin Kreyszig, "*Advanced Engineering Mathematics*", John Wiley, 9th Edition, 2012.
3	B.S. Grewal, "*Higher Engineering Mathematics*", Khanna Publishers, 43rd Edition, 2014.
4	G.B. Thomas, Maurice Weir and Joel Hass, "*Thomas' Calculus*", Pearson Education, 12th Edition,2010.
5	B.V. Ramana, "*Higher Engineering Mathematics*", Tata Mc Graw Hill Education, 23rd reprint, 2017.

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ENGLISH

HS 101 EG

Instruction: 2 periods per week — *Duration of SEE: 3 hours*
CIE: 30 marks — *SEE: 70 marks*
Credits: 0

Objectives:

1.Using authentic material for language learning
2.Exposing them to a variety of content-rich texts
3.Strengthening their grammar and vocabulary
4.Improving their reading and comprehension skills
5.Honing their writing skills
6.Encouraging them to think creatively and critically

Outcomes: Student will be able to:

1.Read, understand, and interpret a variety of written texts
2.Use appropriate vocabulary and correct grammar
3. Undertake guided and extended writing with confidence

UNIT – I
Reading: RK Narayan, "A Horse and Two Goats"***Vocabulary***: Word formation—Prefixes, Suffixes, Root Words ***Grammar:*** Articles, Prepositions, Determiners
UNIT – II
Reading: Rudyard Kipling, "If" ***Vocabulary***: Word formation—Compounding and Blending, Contractions ***Grammar***: Transitions, Connectives ***Writing***: Paragraph Writing
UNIT – III
Reading: Martin Luther King Jr., "I Have a dream" ***Vocabulary***: Synonyms, Antonyms, One Word Substitutes ***Grammar***: Voice ***Writing:*** Letter Writing
UNIT – IV
Reading: Robert Frost, "Road Not Taken" ***Vocabulary***: Homophones, Homonyms, Homographs ***Grammar***: Narration (Direct-Indirect Speech) ***Writing:*** Report Writing
UNIT – V
Reading: George Orwell, "The Sporting Spirit" (Excerpt) ***Vocabulary***: Inclusive Language, Euphemisms ***Grammar***: Tense ***Writing:*** SOP

Suggested Readings:

1	Board of Editors," *Language and Life: A Skills Approach*", Orient Black Swan, 2018.
2	Sudharshana, NP and C Savitha," *English for Engineers*". Cambridge University Press, 2018
3	Kumar, Sanjay and Pushp Lata," *English Language and Communication Skills for Engineers*", Oxford University Press, 2018

INDIAN CONSTITUTION

MC 803 PO

Instruction: 2 periods per week
CIE: 30 marks
Credits: 0

Duration of SEE: 3 hours
SEE: 70 marks

Objectives:

1. To create awareness among students about the Indian Constitution.
2.To acquaint the working conditions of union, state, local levels, their powers and functions
3. To create consciousness in the students on democratic values and principles articulated in the constitution.
4.To expose the students on the relations between federal and provincial units.
5.To divulge the students about the statutory institutions.

Outcomes: Student will be able to:

1. Know the background of the present constitution of India
2.Understand the working of the union, state and local levels
3.Gain consciousness on the fundamental rights and duties
4.Be able to understand the functioning and distribution of financial resources between the centre and states
5.Be exposed to the reality of hierarchical Indian social structure and the ways the grievances of the deprived sections can be addressed to raise human dignity in a democratic way.

UNIT – I
Evolution of the Indian Constitution: 1909 Act. 1919 Act and 1935 Act. Constituent Assembly: Composition and Functions; Fundamental features of the Indian Constitution
UNIT – II
Union Government: Executive-President, Prime Minister, Council of Minister ***State Government***: Executive: Governor, Chief Minister, Council of Minister ***Local Government***: Panchayat Raj Institutions, Urban Government
UNIT – III
Rights and Duties: Fundamental Rights, Directive principles, Fundamental Duties
UNIT – IV
Relation between Federal and Provincial units: Union-State relations, Administrative, legislative and Financial, Inter State council, NITI Ayog, Finance Commission of India.
UNIT – V
Statutory Institutions: Elections-Election Commission of India, National Human Rights Commission, National Commission for Women.

Suggested Readings:

1	Durga Das Basu, "*Introduction to the Constitution of India*", Lexis Nexis Butterworths Wadhwa Nagpur, 2008
2	Subhash Kashyap, "*Our Parliament*", National Book Trust, India, 2004.
3	Peu Ghosh, "*Indian Government and Politics*", Prentice Hall of India, New Delhi,2012.

ENGINEERING PHYSICS

BS 202 PH

Instruction: 3+1 periods per week
CIE: 30 marks
Credits: 4

Duration of SEE: 3 hours
SEE: 70 marks

Objectives:

1. Aware of limits of classical free electron free theory and to apply band theory of solids
2.Acquire knowledge on various properties of semiconductors.
3. Grasp the intricacies in semiconductor-optical interaction

Outcomes: Student will be able to:

1.Distinguish materials based on band theory of solids.
2.Classify semiconductors on the basis doping and to estimate conductivity and learn transport phenomenon in semiconductors.
3.Appreciate use of optical absorption by semiconductors.

UNIT – I
Crystallography: Introduction, Types of crystal systems, Bravais lattices, Lattice planes and Miller Indices (Cubic system), Inter planar spacing (Cubic system), Bragg's law, Powder diffraction method. ***Crystal Defects***: Classification of point defects, Concentration of Schottky defects in metals and ionic crystals, Concentration of Frankel defects, Line defects, Screw and Edge dislocations, Burger's vector.
UNIT – II
Band Theory of Solids & Semiconductors: Classical free electron theory (qualitative), Kronig Penney model (qualitative treatment), Energy band formation in solids, Intrinsic and Extrinsic semiconductors, Concept of a hole, Carrier concentration and conductivity in intrinsic semiconductors, Formation of P-N junction diode and its I – V characteristics, Thermistor and its characteristics, Hall effect and its applications. ***Dielectric Materials:*** Dielectrics, Types of polarizations, Electronic, Ionic, Orientational and Space charge polarizations, Expression for Electronic polarizability, Frequency and temperature dependence of dielectric polarizations, Determination of dielectric constant by capacitance Bridge method, Ferro electricity, Barium titanate, Applications of Ferroelectrics.
UNIT – III
Wave Mechanics: Matter waves –de-Broglie wavelength, properties of wave function, Physical significance, Schrodinger time dependent and time in-dependent wave equation. Particle in a 1-D box. ***Electromagnetic Theory***: Basic laws of electricity and magnetism, Maxwell's equations in integral and differential forms, Conduction and displacement current, Relation between D, E and P – Electromagnetic waves: Equation of plane wave in free space, Poynting theorem.
UNIT – IV
Magnetic Materials: Classification of magnetic materials: dia, para, ferro, antiferro and ferrimagnetic materials, Weiss molecular field theory of ferromagnetism, Magnetic domains, Hysteresis curve, soft and hard magnetic materials, Ferrites: Applications of ferrites. ***Superconductivity:*** Introduction, General properties of super conductors, Meissner effect, Type I and Type II superconductors, BCS theory (qualitative). Introduction to High T_c superconductors, Applications of superconductors
UNIT – V
Lasers: Characteristics of Lasers, spontaneous and stimulated emission of radiation, Einstein's Coefficients, population inversion, Ruby Laser, Helium Neon Laser, Semi-Conductor Laser and applications of lasers.

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Fiber Optics: Introduction, Propagation of light through an optical fiber, Acceptance angle, Numerical aperture (NA), Types of Optical fibers and Refractive index profiles, Fiber drawing process (double Crucible Method), Losses in optical fibers, applications of optical fibers.

Suggested Readings:

1	B.K. Pandey and S. Chaturvedi," *Engineering Physics*", Cengage Learning, 2012
2	A.K. Bhandhopadhya, "*Nano Materials*", New Age International, 1st Edition, 2007
3	M.S. Avadhanulu and P.G. Kshirusagar," *Engineering Physics*", S. Chand & Co. 1st Edition,1992
4	C.M. Srivastava and C. Srinivasan , "*Science of Engineering Materials*", New Age International, 2001
5	R.K Gaur and S.L Gupta, "*Engineering Physics*", McGraw-Hill Education (India) Pvt Limited, 1992
6	Sanjay D Jain and Girish G Sahasrabudhe, "Engineering Physics", Orient Black swan Pvt Limited, 2016

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BASIC ELECTRICAL ENGINEERING

ES 303 EE

Instruction: 3+1 periods per week | *Duration of SEE: 3 hours*
CIE: 30 marks | *SEE: 70 marks*
Credits: 4

Objectives:

1. To provide an understanding of basics in Electrical circuits.
2. To provide an overview of ordinary differential equations

Outcomes: Student will be able to:

1. To analyse Electrical circuits to compute and measure the parameters of Electrical Energy
2.To comprehend the working principles of Electrical DC Machines
3. To Identify and test various Electrical switchgear, single phase transformers and assess the ratings needed in given application
4.To comprehend the working principles of electrical AC machines

UNIT – I
DC Circuits: Electrical circuit elements (R, L and C), voltage and current sources, Kirchoff current and voltage laws, analysis of simple circuits with dc excitation. Superposition, Thevenin and Norton Theorems.
UNIT – II
AC Circuits: Representation of sinusoidal waveforms, peak and rms values, phasor representation, real power, reactive power, apparent power, power factor. Analysis of single-phase ac circuits consisting of R, L, C, and RL, RC, RLC combinations (series only). Three phase balanced circuits, voltage and current relations in star and delta connections.
UNIT – III
Transformers and 3-ph Induction Motors: Transformers: Electromagnetic induction, Faradays laws, statically induced emf, Lenz law, BH characteristics, ideal and practical transformer, losses and efficiency, Auto-transformer and three-phase transformer connections. ***Three Phase Induction motor:*** Generation of rotating magnetic fields, Construction and working of a three-phase induction motor, squirrel cage IM, slip-ring IM, Applications
UNIT – IV
Single-phase induction motor and DC Machines: Single-phase induction motor: Construction and principle of operation, Capacitor start & capacitor run motor, applications. ***DC Generators***: Dynamically induced emf, Flemming's Right hand and Left hand rules, Construction and principle of operation of DC generator, EMF equation, Types of DC Generators, OCC characteristics, applications. ***DC Motors:*** principle of operation of DC Motor, Types of DC motors, applications
UNIT – V
Electrical Installations: Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Wires and Cables, Earthing. Types of Batteries, Important Characteristics for Batteries. Elementary calculations for energy consumption, power factor improvement and battery backup.

Suggested Readings:

1	N. K. De, "*Basic Electrical Engineering*", Universities Press, 2015.
2	J.B. Gupta, "*Fundamentals of Electrical Engineering and Electronics*" S.K. Kataria & Sons Publications, 2002
3	J.B. Gupta, "*Utilization of Electric Power and Electric Traction*" S.K. Kataria & Sons Publications,

	2010
4	Abhijit Chakrabarti, Sudipta Nath, Chandan Kumar Chanda, "*Basic Electrical Engineering*" Tata McGraw Hill, Publications, 2009
5	Hughes, "*Electrical Technology*", 7th Edition, Addison Welsey Longman Inc., 1995

ENGLISH LAB

HS 151 EG

Instruction:2 periods per week — *Duration of SEE: 3 hours*
CIE: 25 marks — *SEE: 50 marks*
Credits: 1

Objectives:

1. Giving them sufficient practice in listening with comprehension
2. Providing them ample opportunities to improve their public speaking skills
3. Training them in the use of correct pronunciation, stress, and intonation
4. Sensitizing them to the use of verbal and non-verbal communication appropriate to the context
5. Encouraging them to learn the art of conversation to suit formal and informal situations
6.Preparing them to make formal presentations and face interviews

Outcomes: Student will be able to:

1.Listen, understand, and interpret formal and informal spoken language
2. Speak English with acceptable pronunciation, stress, and intonation
3.Present themselves with confidence in formal situations
4. Participate in individual and group activities with relative ease

List of Experiments:

1. Listening for Comprehension
2. Pronunciation, Intonation, Stress, and Rhythm
3. Conversation Skills
4. Introducing Oneself and Others
5. Asking for and Giving Information
6. Making Requests and Responding to them Appropriately
7. Giving Instructions and Responding to them Appropriately
8. Making Formal Announcements and Emceeing
9. Group Discussions
10. JAM
11. Role Play
12. Debate
13. Public Speaking Skills and Body Language
14. Interviews
15. Formal Presentations

Suggested Readings:

1	Board of Editors, "*Language and Life: A Skills Approach*", Orient Black Swan, 2018
2	T. Balasubramanian, "*Textbook of English Phonetics for Indian Students*", Macmillan publishers, 1981
3	CIEFL Exercises in Spoken English. Parts. I-III. Oxford University Press
4	Pillai, Radhakrishna G, "*Spoken English For You - Level II*", 8th Edition, Emerald Publishers, 2014
5	Sethi, J and PV Dhamija, "*A Course in Phonetics and Spoken English*", 2nd Edition, Prentice Hall India Learning Private Limited, 1999

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ENGINEERING PHYSICS LAB

BS 251 PH

Instruction:2 periods per week
CIE: 25 marks
Credits: 1

Duration of SEE: 3 hours
SEE: 50 marks

Objectives:

1. Make precise measurements using basic physical principles and acquire skills to handle the instruments
2. Relates the theoretical Knowledge to the behavior of Practical Physical world
3.Analyse errors in the experimental data
4.Plot graphs between various physical parameters

Outcomes: Student will be able to:

1.Conduct experiments, take measurements independently
2. Write appropriate laboratory reports
3.Compute and compare the experimental results and draw relevant conclusions
4.Use the graphical representation of data and estimate results from graphs

List of Experiments:

1. To determine the Dielectric constant and Phase transition temperature of Lead Zirconium Titanate (PZT).
2. To draw the I - V Characteristics of P-N Junction diode and to evaluate the resistance.
3. To find the values of Electrical conductivity and energy gap of Ge crystal.
4. Determination of rigidity of modulus of Torsion pendulum.
5. Determination of carrier concentration, Mobility and Hall Coefficient of Ge crystal using Hall Effect Experiment.
6. To determine the constants of A, B and α using Thermistor characteristics.
7. To draw the curve between the magnetizing field and the intensity of magnetization of the specimen (soft iron rod) and to find out
   i) Coercivity ii) Retentivity and iii) Hysteresis loss.
8. To draw the I - V Characteristics of a solar cell and to calculate the
   i) Fill factor Efficiency and ii) Series resistance.
9. To Determine the Numerical Aperture (NA) of Optical fiber.
10. To determine the wave length of the given Laser source.

Note: Minimum eight experiments should be conducted in the semester

Suggested Readings:

1	N.K. De, "*Basic Electrical Engineering*", Universities Press, 2015
2	J.B. Gupta, "*Fundamentals of Electrical Engineering and Electronics*" S.K. Kataria & Sons Publications, 2002
3	J.B. Gupta, "*Utilization of Electric Power and Electric Traction*" S.K. Kataria & Sons Publications, 2010

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BASIC ELECTRICAL ENGINEERING LAB

ES 353 EE

Instruction:2 periods per week *Duration of SEE: 3 hours*

CIE: 25 marks *SEE: 50 marks*

Credits: 1

Objectives:

1. To impart the practical knowledge on testing of DC and AC Machines.
2. To learn the usage of common electrical measuring instruments

Outcomes: Student will be able to:

1.Get an exposure to common electrical components and their ratings
2. Analyse the performance of DC and AC Machines
3.Comprehend the usage of common electrical measuring instruments
4. Test the basic characteristics of transformers and electrical machines

List of Experiments:

Dem1. Basic safety precautions. Introduction and use of measuring instruments – voltmeter, ammeter, multi-meter, oscilloscope. Real-life resistors, capacitors and inductors.

Exp 1. Verification of KVL and KCL, superposition theorem (with DC excitation)

Exp 2 Verification of Thevinens and Nortons theorems (with DC excitation)

Exp 3. Sinusoidal steady state response of R-L, and R-C circuits – impedance calculation and verification. Observation of phase differences between current and voltage. Power factor calculation

Exp 4. Transformers: Observation of the no-load current waveform on an oscilloscope (nonsinusoidal wave-shape due to B-H curve nonlinearity should be shown along with a discussion about harmonics).

Exp 5. Loading of a transformer: measurement of primary and secondary voltages and currents, and power.

Exp 6. Three-phase transformers: Star and Delta connections. Voltage and Current relationships (line-line voltage, phase-to-neutral voltage, line and phase currents).

Exp 7. Measurement of phase voltage/current, line voltage/current and power in a balanced three-phase circuit connected in star and delta.

Dem2. Demonstration of cut-out sections of machines: dc machine (commutator-brush arrangement), induction machine (squirrel cage rotor), synchronous machine (field winging - slip ring arrangement) and single-phase induction machine.

Exp 8. OCC characteristics of DC Generator

Exp 9. Synchronous speed of two and four-pole, three-phase induction motors. Direction reversal by change of phase-sequence of connections.

Exp 10. Power factor improvement of Induction Motor using static capacitors

Exp 11. Load Test of DC Motor

Note - 1:

(i) List of Experiments and Demonstrations suggested above are already available in the Laboratory of the electrical department. No need to purchase any extra equipment except Demonstration2 equipments

(ii) Procurement of Demonstration 2 equipments can be done during the course work of that semester. It can be included in the laboratory.

Suggested Readings:

1	J.B. Gupta, "*Fundamentals of Electrical Engineering and Electronics*" ,S.K. Kataria & Sons Publications, 2002.
2	J.B. Gupta, "*Utilization of Electric Power and Electric Traction*" S.K. Kataria & Sons Publications, 2010
3	Abhijit Chakrabarti, Sudipta Nath, Chandan Kumar Chanda, "*Basic Electrical Engineering*", Tata McGraw Hill, Publications, 2009
4	Hughes, "*Electrical Technology*", 7th Edition, Addison Wesley Longman Inc., 1995

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ENGINEERING GRAPHICS

ES 352 CE

Instruction:6 periods per week *Duration of SEE: 3 hours*

CIE: 50 marks *SEE: 50 marks*

Credits: 3

Objectives:

1.To prepare you to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
2. To prepare you to use the techniques, skills, modern engineering tools to use for Engineering practice.

Outcomes: Student will be able to:

1. Introduction to engineering design and its place in society
2. Exposure to the visual aspects of engineering design
3. Exposure to engineering graphics standards
4. Exposure to solid modelling
5.Exposure to computer-aided geometric design
6. Exposure to creating working drawings
7. Exposure to engineering communication

S.No	Description	Lectures	Drawing
1	Principles of Engineering Graphics and their significance, usage of drawing instruments	1	
2	Conic Sections – I, Construction of ellipse, parabola and hyperbola given focus and eccentricity.	1	2
3	Conic Sections – II, Construction of ellipse (given major and minor axis), parabola (given bas and height), rectangular hyperbola	-	2
4	Cycloids (cycloid & epicycloid)	1	2
5	Involutes (involute of triangle, square & circle)	-	2
6	Scales (plain & diagonal scales)	1	2+2
7	Introduction to AutoCAD –Basic commands and simple drawings	-	2+2
8	Orthographic Projection , Projection of points situated in different quadrants	1	2
9	Projections of straight lines-I Lines parallel to both the reference planes, lines perpendicular or inclined to one reference plane	1	2
10	Projections of straight lines-II Lines parallel to both the reference planes	1	2
11	Projections of planes-I Perpendicular planes	1	2
12	Projections of planes-II Oblique planes	-	2
13	Projections of solids – I Polyhydra and solids revolution, projections of solids in simple position	1	2
14	Projections of solids – II	1	2

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	Polyhydra and solids when the axes inclined to one or both the reference planes.		
15	Section of solids – I When the sectional plane is parallel or perpendicular to one reference plane	1	2
16	Section of solids – II When the sectional plane is inclined to one reference plane	-	2
17	Development of surfaces – I Prisms and Cylinders	1	2
18	Development of surfaces – II Pyramids and Cones	-	2
19	Intersection of surfaces – I Intersection of cylinder and cylinder	1	2
20	Intersection of surfaces – I Intersection of cylinder and cones	-	2
21	Isometric projection – I- planes and simple solids	1	2
22	Isometric projection – I – Combination of two or three solids	-	2
23	Conversion of Isometric Views to Orthographic Views	1	2
24	Floor plans of 2 or 3 rooms including windows, doors, and fixtures such as WC, bath, sink, shower, etc.	1	2

Suggested Readings:

1	Bhatt N.D., Panchal V.M. & Ingle P.R.,"*Engineering Drawing*", Charotar Publishing House, 2014
2	Shah, M.B. & Rana B.C., " *Engineering Drawing and Computer Graphics*", Pearson Education, 2008
3	S.N Lal, " *Engineering Drawing with Introduction to Auto CAD*", Cengage Learning India Pvt Ltd, New Delhi, 2018
4	Agarwar B. & Agrawal C. M., "*Engineering Graphics*", TMH Publication, 2012
5	Narayana, K.L. & P Kannaiah," *Text book on Engineering Drawing*", Scitech Publishers, 2008
6	(Corresponding set of) CAD Software Theory and User Manuals

NOTE:

1. At least 20 sheets must be covered.
2. Sheet number 1 to 6 (Graph sheets / drawing sheets)
3. Sheet number 7 to 24 (AutoCAD drawings.

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SCHEME OF INSTRUCTION & EXAMINATION

B.E. II - SEMESTER

(Artificial Intelligence and Data Science)

CSE: II- SEMESTER

AI and DS as Prescribed by OU

S. No.	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	P/D	Contact Hours/ Week	CIE	SEE	Duration in Hours	
Theory Courses										
1	MC802CE	Environmental Science	2	-	-	2	30	70	-	
2	MC803PY	Essence of Indian Traditional knowledge	2	-	-	2	30	70	-	
3	BS201MT	Mathematics-II	3	1	-	4	30	70	3	4
4	BS204CH	Chemistry	3	1	-	4	30	70	3	4
5	ES302CS	Programming for Problem Solving	3	1	-	4	30	70	3	4
Practical/Laboratory Courses										
6	BS252CH	Chemistry Lab	-	-	3	3	25	50	3	1.5
7	ES352ME	Workshop Practice	-	-	2x3	6	50	50	3	3
8	ES351 CS	Programming for Problem Solving Lab	-	-	2	2	25	50	3	1
		Total	**13**	**03**	**11**	**26**	**250**	**500**		**17.5**

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ENVIRONMENTAL SCIENCES

MC 801CE

Instruction: 3 periods per week — *Duration of SEE: 3 hours*

CIE: 30 marks — *SEE: 70 marks*

Credits : 0

Objectives:

1. To create awareness and impart basic knowledge about the environment and its allied problems.
2. To know the functions of ecosystems, social and environment related issues and their preventive measures
3. To understand importance of biological diversity, different pollutions and their impact on environment

Outcomes: Student will be able to:

1. Adopt environmental ethics to attain sustainable development
2. Develop an attitude of concern for the environment
3. Conservation of natural resources and biological diversity
4. Creating awareness of Green technologies for nation's security
5. Imparts awareness for environmental laws and regulations

UNIT – I

The Multidisciplinary Nature of Environmental Studies: Definition, scope and importance, need for public awareness.

Natural Resources: Water Resources – Use and over utilization of surface and ground water, flood, drought, conflicts over water, Dams: Benefits and Problems. Food Resources –World Food Problems, effects of modern agriculture, fertilizer-pesticides problems, water logging, salinity, Forest Resources – Use and over exploitation, deforestation & its effect on tribal people.Land Resources –Land Degradation, environmental effect of mining, man induced landslides, soil erosion and desertification. Energy Resources –Growing energy needs, Renewable and Non-renewable energy resources.

UNIT – II

Ecosystems: Concept of an ecosystem, Structure and function of an ecosystem, Producers, consumers and decomposers, Energy flow in ecosystem, food chains, ecological pyramids, ecological succession, types of ecosystems (marine, pond, river, forest, grassland, desert)

UNIT – III

Biodiversity: Levels of Biodiversity, Bio-geographical classification of India, Value of biodiversity, Threats to biodiversity, endangered and endemic species of India, Conservation of biodiversity, global and national efforts.

UNIT – IV

Environmental Pollution: Definition, Causes, effects and control measures of air pollution, water pollution, soil pollution, noise pollution, thermal pollution, solid waste management.

Environment Protection Act: Air, water, forest and wildlife Acts, issues in the enforcement of environmental legislation

UNIT – V

Social Issues and the Environment: Watershed management and environmental ethics. Climate change, global warming, acid rain, ozone layer depletion.

Environmental Disaster Management: Types of disasters, impact of disasters on environment,

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ENGINEERING CHEMISTRY LAB

ES 252 CH

Instruction:2 periods per week
CIE: 25 marks
Credits: 1

Duration of SEE: 3 hours
SEE: 50 marks

Objectives:

1.Conduct experiments, take measurements and analyse the data though hands-on experience in order to demonstrate understanding of the theoretical concepts of quantitative Analysis while working in small group.
2.Interpret the electro analytical principles with experimental results graphically
3.Demonstrate writing skills through clear laboratory reports

Outcomes: Student will be able to:

1.Apply the principles of Colourimetry and Electrochemistry in quantitative estimations.
2.Estimate the rate constants of reactions from concentration of reactants/ products as a function of time.
3. Synthesize small drug molecules.

List of Experiments:

1. Introduction to Chemical Analysis.
2. Techniques of Weighing. Volumetric Analysis:
3. Preparation of Standard Mohr's salt solution, Standardization of $KMnO_4$ and estimation ferrous ion.
4. Estimation Iron(II) by Dichromatometry
5. Water Analysis:
6. Preparation of Standard Magnesium sulphate solution, standardization of EDTA and Estimation of Total Hardness.
7. Preparation of Standard Sodium Carbonate Solution, Standardization of HCL and Estimation of Carbonate and Bicarbonate Alkalinity.
   Conductometry: Estimation of HCL
8. Estimation of CH_3COOH and mixture of Acids Potentiometry
9. Estimation of HCL
10. Estimation of Iron
    pH Metry:
11. Estimation of HCL
    Colorimetry:
12. Verification of Beer-Lambert's law and estimation of Manganese.
    Chemical Kinetics:
13. Determination of rate constant of acid catalysed hydrolysis of methyl acetate.
14. Drug Synthesis Preparation of Aspirin

Note: Minimum ten experiments should be conducted in the semester

Suggested Readings:

1	B.D. Khosla, A. Gulati and V. Garg , "*Senior Practical Physical Chemistry*", R. Chand & Co., Delhi, 2011.
2	K. K. Sharma and D.S. Sharma , "*An Introduction to Practical Chemistry*", Vikas publishers, New Delhi, 1982.

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WORKSHOP PRACTICE

ES 351 ME

Instruction:4 periods per week
CIE: 25 marks
Credits: 2

Duration of SEE: 3 hours
SEE: 50 marks

Objectives:

1.Identify and use marking out tools, hand tools, measuring equipment and to work to prescribed tolerances.
2.To provide hands on experience about use of different engineering materials, tools, equipments and processes those are common in the engineering field.
3.To gain a good basic working knowledge required for the production of various engineering products.
4.To Study different hand operated power tools, uses and their demonstration.
5.Adopt safety practices while working with various tools

Outcomes: Student will be able to:

1. Demonstrate an understanding of and comply with workshop safety regulations.
2. Identify and apply suitable tools for different trades of Engineering processes including drilling, material removing, measuring, chiseling.
3. Study and practice on machine tools and their operations
4.Undertake jobs connected with Engineering Workshop trades including fitting, carpentry, sheet metal, house wiring, welding, smithy and foundry.
5.Apply basic electrical engineering knowledge for house wiring practice

List of Experiments:

A. TRADE FOR EXERCISES:

1. Carpentry
2. Fitting
3. House wiring
4. Sheet metal working
5. Smithy
6. Welding
7. Plumbing

B. TRADES FOR DEMONSTRATION AND EXPOSURE:

1. Machining (Lathe & Drilling)
2. Injection moulding
3. Mould making and casting
4. Basic Electronics lab instruments

C. PRESENTATIONS AND VIDEO LECTURES

1. Manufacturing Methods
2. Rapid Prototyping
3. Glass Cutting
4. 3D printing
5. CNC LATHE

D. IT WORKSHOP: Computer hardware, identification of parts, Disassembly, Assembly of computer to working condition, operating system installation.

Note: At least two exercises from each trade.

Suggested Readings:

1	Venugopal, K, "*Workshop Manual*", Anuradha Publications, Kumbakonam, TN, 2012
2	K.C. John, "*Mechanical Workshop*" 2nd Edn., PHI, 2010.
3	Hajra Choudary, "*Elements of Workshop Technology*" Vol. 1, Asian Publishers, Edn., 1993.
4	G.S. Sawhney, "*Mechanical Experiments and Workshop Practice*", I.K. International Publishing House, New Delhi, 2009.

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PROGRAMMING FOR PROBLEM SOLVING LAB

ES 353 CS

Instruction:2 periods per week — *Duration of SEE: 3 hours*
CIE: 25 marks — *SEE: 50 marks*
Credits: 1

Objectives:

1. Understand the fundamentals of programming in C Language
2. Write, compile and debug programs in C
3. Formulate solution to problems and implement in C.
4. Effectively choose programming components to solve computing problems

Outcomes: Student will be able to:

1.Choose appropriate data type for implementing programs in C language
2.Design and implement modular programs involving input output operations, decision making and looping constructs.
3.Implement search and sort operations on arrays.
4.Apply the concept of pointers for implementing programs on dynamic memory management and string handling.
5.Design and implement programs to store data in structures and files.

List of Experiments:

1. Finding maximum and minimum of given set of numbers, finding roots of quadratic equation.
2. Sin x and Cos x values using series expansion.
3. Conversion of binary to decimal, octal, hexadecimal and vice versa.
4. Generating Pascal triangle, pyramid of numbers.
5. Recursion: factorial, Fibonacci, GCD.
6. Matrix addition and multiplication using arrays, linear search and binary search using recursive and non-recursive procedures.
7. Bubble sort and selection sort.
8. Programs on pointers: pointer to arrays, pointer to functions.
9. Functions for string manipulations.
10. Programs on structures and unions.
11. Finding the number of characters, words and lines of given text file.
12. File handling programs

Suggested Readings:

1	Byron Gottfried, "*Theory and practice of Programming with C*", Schaum's Outline McGraw-Hill, 1996
2	A.K. Sharma, "*Computer Fundamentals and Programming in C*", Universities Press, 2nd Edition, 2018.
3	E. Balaguruswamy, "*Programming in ANSI C*", Tata McGraw-Hill Education, 2008
4	Brian W. Kernighan and Dennis M. Ritchie,"*The C Programming Language*", Prentice Hall of India,1988.

MATHEMATICS-II

BS 203 MT

Instruction: 3+1 periods per week
CIE: 30 marks
Credits: 4

Duration of SEE: 3 hours
SEE: 70 marks

Objectives:

1.To study matrix algebra and its use in solving system of linear equations and in solving eigen value problems
2. To provide an overview of ordinary differential equations
3. To study special functions like Legendre and Beta Gamma functions
4.To learn Laplace Transforms and its properties

Outcomes: Student will be able to:

1.Solve system of linear equations and eigen value problems
2.Solve certain first order and higher order differential equations
3.Solve basic problems of Beta Gamma and Legender's Function
4.Apply Laplace Transforms; solve ordinary Differential Equations by using it

UNIT – I

Matrices: Rank of a matrix, Echelon form, System of linear equations, Linearly dependence and independence of vectors, Linear transformation, Orthogonal transformation, Eigen values, Eigenvectors, Properties of eigen values, Cayley - Hamilton theorem, Quadratic forms, Reduction of quadratic form to canonical form by orthogonal transformation, Nature of quadratic forms.

UNIT – II

Differential Equations of First Order: Exact differential equations, Integrating factors, Linear differential equations, Bernoulli's, Riccati's and Clairaut's differential equations, Orthogonal trajectories of a given family of curves.

UNIT – III

Differential Equations of Higher Orders: Solutions of second and higher order linear homogeneous equations with constants coefficients, Method of reduction of order for the linear homogeneous second order differential equations with variable coefficients, Solutions of non-homogeneous linear differential equations, Method of variation of parameters, solution of Euler-Cauchy equation.

UNIT – IV

Special Function: Gamma Functions, Beta Functions, Relation Between Beta and Gamma Function, Error Functions. Power Series Method. Lengender's Differential Equations and Legender's Polynomial $P_n(x)$, Rodrigue's Formula (without proof).

UNIT – V

Laplace Transforms: Laplace Transforms, Inverse Laplace Transforms, Properties of Laplace Transforms and inverse Laplace Transforms, Convolution Theorem (without proof). Solution of ordinary Differential Equations using Laplace Transforms.

Suggested Readings:

1	R.K. Jain & S.R.K. Iyengar, "*Advanced Engineering Mathematics*", Narosa Publications, 4th Edition, 2014.

PROGRAMMING FOR PROBLEM SOLVING

ES 302 CS

Instruction: 3+1 periods per week — *Duration of SEE: 3 hours*
CIE: 30 marks — *SEE: 70 marks*
Credits: 3

Objectives:

1.To introduce the concepts of Computing environment, number systems, flowcharts and algorithms
2.To familiarize the basic constructs of C language – data types, operators and expressions
3.To understand modular and structured programming constructs in C
4.To learn the usage of structured data types and memory management using pointers
5.To learn the concepts of data handling using pointers

Outcomes: Student will be able to:

1. Formulate simple algorithms and translate the algorithms to programs using C language.
2. Implement conditional branching, and iteration and arrays.
3.Apply the function concepts to implement searching and sorting algorithms
4. Analyse the usage of structures and pointer variables.

UNIT – I
Introduction to Programming: Introduction to components of a computer system (disks, memory, processor, where a program is stored and executed, operating system, compilers etc.). Idea of Algorithm: steps to solve logical and numerical problems. ***Representation of Algorithm***: Flowchart / Pseudocode with examples. From algorithms to programs; source code, variables (with data types) variables and memory locations, Syntax and Logical Errors in compilation, object and executable code.
UNIT – II
Control Structures: Arithmetic expressions and precedence, Conditional Branching and Loops, Writing and evaluation of conditionals and consequent branching. ***Arrays:*** Arrays (1-D, 2-D), Character arrays and Strings.
UNIT – III
Basic Algorithms: Searching, Basic Sorting Algorithms (Bubble and Selection), Finding roots of Equations. ***Functions:*** Functions (including using built in libraries), Parameter passing in functions, call by value. Passing arrays to functions: idea of call by reference
UNIT – IV
Recursion: Recursion, Example programs, such as Finding Factorial, Fibonacci series ***Structure***: Structures, Defining structures and Array of Structures
UNIT – V
Pointers : Idea of pointers, Defining pointers, Use of Pointers in self-referential structures, notion of linked list (no implementation), Introduction to File Handling.

Suggested Readings:

1	Byron Gottfried, "*Theory and practice of Programming with C*", Schaum's Outline McGraw-Hill, 1996
2	A.K. Sharma, "*Computer Fundamentals and Programming in C*", Universities Press, 2nd Edition, 2018.
3	E. Balaguruswamy, "*Programming in ANSI C*", Tata McGraw-Hill Education, 2008
4	Brian W. Kernighan and Dennis M. Ritchie,"*The C Programming Language*", Prentice Hall of India,1988.

	Types of Polymerization-Addition, Condensation, Co-Polymerization. Mechanism of free radical polymerization.Preparation, Properties & Uses of the following polymers: Plastics - PVC and Bakelite, Fibres - Nylon 6:6, and Kevlar, Elastomers - Buna-S, Butyl and Silicone Rubbers. ***Conducting polymers***: Introduction, Classification and Mechanism of conduction in Poly-acetylene, Applications of conducting polymers. ***Biodegradable polymers:*** Introduction preparation, properties and applications of polylactic acid.
UNIT – IV	
	Chemical Fuels: Classification of fuels: Introduction, definition and classification of chemical fuels-Primary and secondary fuels. Solid, liquid and gaseous fuels. Requirements of a good fuel. Calorific Value – HCV and LCV. Theoretical calculations of calorific value by Dulong's formula – Numerical problems. ***Solid Fuels:*** Coal and its Ranking. Analysis of coal - Proximate and Ultimate analysis. ***Liquid Fuels:*** Fractionation of Petroleum. Composition and uses of Gasoline, Diesel and Kerosene. Cracking & its Significance- Catalytic cracking by moving bed method, Knocking. Fuel rating – Octane and Cetane numbers. ***Gaseous Fuels***: LPG, CNG -Composition and Uses. ***Combustion:*** Ignition temperature of a fuel, calculation of air quantities by weight and volume required for combustion of a fuel- Numerical problems.
UNIT – V	
	Green Chemistry: Concept, Principles of green chemistry – Atom Economy, Catalysis. and examples of clean technology. ***Biodiesel:*** Sources, Concept of Transesterification and carbon neutrality, Properties and significance ***Composites:*** Introduction to composites, composition and characteristic properties of composites. Classification of composites based on matrix, reinforcement and ply. Applications of composites.

Suggested Readings:

1	B.R. Puri, L.R. Sharma, Madan S. Pathania , "*Principles of Physical Chemistry*", S.N. Chand & Co. New Delhi,1987
2	P C Jain and M Jain ,"*Engineering Chemistry*", Dhanpat Rai & Sons , 15th Edition, New Delhi, 2004
3	J C Kuriacose and J Rajaram ,"*Chemistry in Engineering and Technology* ", Tata Mc Graw Hill, New Delhi, 2010
4	O G Palanna, "*Engineering Chemistry*", Tata Mc Graw Hill, New Delhi, 2009
5	S S Dara and SS Umare, "*Engineering Chemistry*", S.N. Chand & Co. New Delhi, 2004
6	Sashi Chawla, "*Engineering Chemistry*", Dhanpat Rai & Sons, New Delhi, 2017
7	Prasanta Rath, "*Engineering Chemistry*", Cengage Learning India Pvt. Ltd, 2015

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ENGINEERING CHEMISTRY

BS 204 CH

Instruction: 3+1 periods per week — *Duration of SEE: 3 hours*

CIE: 30 marks — *SEE: 70 marks*

Credits : 4

Objectives:

1. Correlate the properties of materials with their internal structure and use for Engineering applications
2. Apply the principles of electrochemistry in storage of electrical energy in batteries.
3. Gains knowledge about the causes of corrosion and its prevention.
4.Attains knowledge about the hard water and treatment of water for drinking purpose.
5.Exposed to qualitative and quantitative parameters of chemical fuels and aware of eco-friendly materials and processes.

Outcomes: Student will be able to:

1.Apply concept of electrode potential in identifying feasibility of electrochemical reaction; illustrate electro analytical techniques and working of batteries.
2. Identify the mechanism of corrosion of materials on basis of electrochemical approach and devise corrosion control methods.
3. Estimate the physical & chemical parameters of quality of water and explain the process of water treatment
4.Analyze the influence of chemical structure on properties of materials and their choice in engineering applications.
5. Classify chemical fuels and grade them through qualitative analysis and relate the concept of green c chemistry to modify engineering processes and materials.

UNIT – I

Electrochemistry: Electrochemical cells, Electrolytic and Galvanic cells-notation, cell reaction and cell potentials. Types of electrodes, Calomel Quinhydrone and Glass electrodes. Determination of pH of a solution by using Quinhydrone electrode. Thermodynamics of emf of cells, Nernst equation and its derivation. Applications of Nernst equation to electrode potential and emf of cells. Numerical problems.

Battery Chemistry: Primary batteries: Zn – Carbon battery. Secondary batteries: Pb-Acid battery and Li-Ion battery, Applications. Flow batteries (Fuel cells): Methanol-Oxygen fuel cells, Construction, Applications.

UNIT – II

Water Chemistry: Hardness of Water-Types and units of hardness, estimation of temporary and permanent hardness of water by EDTA method. Alkalinity of water and its determination. Water softening by Ion exchange and Reverse Osmosis methods. Numerical problems. Specifications of potable water. Sterilization by Chlorination. Break Point Chlorination.

Corrosion: Causes and its effects. Types of Corrosion-Dry or Chemical corrosion and Wet or Electrochemical corrosion and their mechanism. Electrochemical corrosion –Waterline and Pitting Corrosion. Factors influencing rate of corrosion.

Corrosion control methods: Cathodic protection methods - Sacrificial anodic and impressed current methods.

Surface coating methods: Hot Dipping-Galvanizing.

UNIT – III

Engineering Materials: Polymers: Basics of terms polymers: Monomer and its functionality, Polymers and degree of polymerization. Classification of polymers - Thermoplastics & Thermosetting resins.

4	S. Narain, "*Examinations in Ancient India*", Arya Book Depot, New Delhi, 1993
5	Satya Prakash, "*Founders of Sciences in Ancient India*", Vijay Kumar Publisher, New Delhi, 1989
6	M. Hiriyanna, "*Essentials of Indian Philosophy*", Motilal Banarsidass Publishers, New Delhi, 2005

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ESSENCE OF INDIAN TRADITIONAL KNOWLEDGE

MC 802 PY

Instruction: 2 periods per week
CIE: 30 marks
Credits : 0

Duration of SEE: 3 hours
SEE: 70 marks

Objectives:

1.	To get a knowledge in Indian Culture
2.	To Know Indian Languages and Literature and the fine arts in India
3.	To explore the Science and Scientists of Medieval and Modern India

Outcomes: Student will be able to:

1.	Understand philosophy of Indian culture
2.	Distinguish the Indian languages and literature.
3.	Learn the philosophy of ancient, medieval and modern India.
4.	Acquire the information about the fine arts in India
5.	Know the contribution of scientists of different eras.

UNIT – I
Introduction to Culture: Culture, civilization, culture and heritage, general characteristics of culture, importance of culture in human literature, Indian Culture, Ancient India, Medieval India, Modern India
UNIT – II
Indian Languages, Culture and Literature: Indian Languages and Literature-I: the role of Sanskrit, significance of scriptures to current society, Indian philosophies, other Sanskrit literature, literature of south India. ***Indian Languages and Literature-II***: Northern Indian languages & literature
UNIT – III
Religion and Philosophy: Religion and Philosophy in ancient India, Religion and Philosophy in Medieval India, Religious Reform Movements in Modern India (selected movements only)
UNIT – IV
Fine Arts in India (Art, Technology& Engineering): Indian Painting, Indian handicrafts, Music, divisions of Indian classic music, modern Indian music, Dance and Drama, Indian Architecture (ancient, medieval and modern), Science and Technology in India, development of science in ancient, medieval and modern India.
UNIT – V
Education System in India: Education in ancient, medieval and modern India, aims of education, subjects, languages, Science and Scientists of Ancient India, Science and Scientists of Medieval India, Scientists of Modern India

Suggested Readings:

1	Kapil Kapoor, "*Text and Interpretation: The India Tradition*", D. K. Print world, 2005
2	Gopala Krishnan , "*Science in Samskrit*", Samskrita Bharti Publisher, New Delhi, 2017
3	NCERT, "*Position paper on Arts, Music, Dance and Theatre*" NCERT, New Delhi, 2010.

infrastructure, and development. Basic principles of disaster mitigation, disaster management, and methodology. Disaster management cycle and disaster management in India. ***Field Work:*** Visit to a local area to document environmental issues- agricultural area/ pond/lake/terrestrial ecosystem. Visit to a local polluted area- market/slum area/Industrial area/traffic area.

Suggested Readings:

1	De Anil Kumar, "*Environmental Chemistry*", New Age Publisher International Pvt Ltd, New Delhi , 2016
2	E.P. Odum, '*Fundamentals of Ecology*', W.B. Sunders Co., USA.,1971
3	M.N. Rao and A.K. Datta, "*Waste Water Treatment*", Oxford and IBK Publications, New Delhi, 2009.
4	Benny Joseph, "*Environmental Studies*", Tata McGraw Hill, New Delhi, 2009
5	V.K. Sharma, "*Disaster Management*", National Centre for Disaster Management, IIPE, New Delhi, 1999

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SCHEME OF INSTRUCTION & EXAMINATION
B.E. III - SEMESTER
(Artificial Intelligence and Data Science)

S.NO	Course Code	Course Title	Scheme of Instruction				Scheme of examination			Credits
			L	T	Pr/Drg	Contact Hrs / Wk	CIE	SEE	Duration in Hrs	
Theory Courses										
1	PC301AD	Data Structures & Algorithms	3			3	30	70	3	3
2	PC302AD	OOPS Using Java	3		-	3	30	70	3	3
3	PC303AD	Discrete Mathematics	2		-	2	30	70	3	2
4	ES216EC	Digital Electronics	3	1		4	30	70	4	4
5	ES214EC	Basic Electronics	3	1	-	4	30	70	4	4
6	BS205MT	Mathematic-III	3		-	3	30	70	3	3
Practical / Laboratory Courses										
7	PC351AD	Data Structure & Algorithms using C	-	-	2	2	25	50	2	1
8	PC352AD	OOPS Using Java lab			2	2	25	50	2	1
9	ES 351EC	Basic Electronics lab	-	-	2	2	25	50	2	1
Total			17	2	6	25	255	570		22

BS: Basic Sciences ES: Engineering Sciences MC: Mandatory Course
PC: Professional Course HS: Humanities and Sciences
L: Lectures T: Tutorials Pr: Practicals Drg: Drawing
CIE: Continuous Internal Evaluation SEE: Semester End Examination (Univ. Exam)

Note: 1) Each contact hour is a Clock Hour

2) The practical class can be of two and half hour (clock hours) duration as per the requirement of a particular laboratory.

3) Students admitted into B.E./B.Tech. Courses under lateral entry scheme (through ECET) from the academic year 2017-18 should undergo the following bridge course subjects at III Semester (CBCS).

(1) ES 154 CS Computer Programming Lab
(2) MC 156 EG Engineering English Lab

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Course Code	Course Title						Core/Elective
PC301AD	Data Structures and Algorithm						Core
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives

- To teach the importance of structuring the data for easy access and storage.
- To teach the implementation of various data structures.
- To acquire skills in using generic principles for data representation and manipulation with a view for efficiency, maintainability and code reuse.
- To introduce the basic concepts of advanced data structures.

Course Outcomes

After completing this course, the student will be able to:

1. Understand the importance of abstract data type and implementing the concepts of data structure using abstract data type.
2. Evaluate an algorithm by using algorithmic performance and measures.
3. Distinguish between linear and non-linear data structures and their representations in the memory using array and linked list.
4. Develop applications using Linear and Non-linear data structures.
5. Apply the suitable data structure for a real world problem and think critically for improvement in solutions.
6. Determine the suitability of the standard algorithms: Searching, Sorting and Traversals.

UNIT-I

Introduction Algorithms: Introduction, Algorithm Specifications, Recursive Algorithms, Performance Analysis of an algorithm- Time and Space Complexity, Asymptotic Notations, Amortized analysis

UNIT-II

Stacks and Queues: ADT Stack and its operations: Algorithms and their complexity analysis, **Applications of Stacks:** Expression Conversion and evaluation –corresponding algorithms and complexity analysis, Queue ADT and its operations: Linear Queue, Circular Queue, Algorithms and their analysis.

UNIT-III

Linked Lists: Singly linked lists: Representation in memory, Algorithms of several operations: Traversing, Searching, Insertion into, Deletion from linked list; Linked representation of Stack and Queue, Header nodes, **Doubly linked list:** Operations on it and algorithmic analysis; Circular Linked Lists: all operations their algorithms and the complexity analysis.

UNIT-IV

Trees: Basic Tree Terminologies, Different types of Trees: Binary Tree, Threaded Binary Tree, Binary Search Tree, AVL Tree; Tree operations on each of the trees and their algorithms with complexity analysis, Heaps.

UNIT-V

Sorting and Searching: Objective and properties of different sorting algorithms: Selection Sort; Bubble Sort, Insertion Sort, Quick Sort, Merge Sort, Heap Sort; Performance and Comparison among all the methods, Linear and Binary Search algorithms, and their complexity analysis, Hashing

Graph: Basic Terminologies and Representations, Graph search and traversal algorithms and complexity

Suggested Readings:

1. "Fundamentals of Data Structures in C", Illustrated Edition by Ellis Horowitz, Sartaj Sahni, Susan Anderson freed Universities Press 2008.
2. Data Structures and Algorithm Analysis in C ", Mark Allen Weiss, 2nd Edition, Pearson India 2002.
3. Data structures in C Yashwanth kanetkar BPB publication
4. Data structures in C Reema Thereja oxford press
5. Introduction to Data structures in C kamthane pearson
6. "How to Solve it by Computer", 2nd Impression by R.G. Dromey, Pearson Education.

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Course Code	Course Title						Core/Elective
PC231CS	**OOPS using JAVA**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	**3**	**-**	**-**	**-**	**30**	**70**	**3**

Course Objectives

- To understand fundamentals of object-oriented programming in Java which includes defining classes, invoking methods, difference between applet and application programs, using class libraries
- To create Java application programs using sound OOP practices such as interfaces, exception handling, multithreading.
- Use Collection framework, AWT and event handling to solve real world problems.
- Exploring Swing, and implementing Servlets.

Course Outcomes

1. Identify classes, objects, members of a class and the relationships needed to solve a problem.
2. Use interfaces and creating user-defined packages.
3. Utilize exception handling and Multithreading concepts to develop Java programs.
4. Compose programs using the Java Collection API.
5. Design a GUI using GUI components with the integration of event handling.
6. Create files and read from computer files.

UNIT-I

Introduction: OOP concepts, history of Java, Java buzzwords, data types, variables, scope and life time of variables, operators, expressions, control statements, type conversion and casting, simple java programs.

Classes and Objects: Concept of classes, objects, constructors, methods, this keyword, super keyword, garbage collection, overloading methods and constructors, parameter passing, Arrays

String handling: String, StringBuffer, StringBuilder

UNIT -II

Inheritance: Base class object, subclass, member access rules, super uses, using final with inheritance, method overriding, abstract classes.

Interfaces: Defining and implementing an interface, differences between classes and interfaces and extending interfaces Polymorphism.

Packages: Defining, creating and accessing a package, importing packages, exploring packages

UNIT -III

Exception handling: Concepts and benefits of exception handling, exception hierarchy, checked and unchecked exceptions, usage of-try, catch, throw, throws and finally, built in exceptions, creating User defined exceptions.

Multithreading: Difference between multi-threading and multitasking, thread life cycle, creating threads, synchronizing threads, daemon threads, thread groups.

UNIT -IV

Basic I/O Streams: Java I/O classes and interfaces, Files, Stream and Byte classes, Character streams, Serialization

Exploring java.lang: Object class, Wrapper classes

Exploring java.util: Scanner, StringTokenizer, BitSet, Date, Calendar, Timer

Regular Expressions: Pattern class, Matcher class, Split method, Enum and Internationalization

UNIT -V

AWT & Event Handling: The AWT class hierarchy, user interface components - labels, buttons, canvas, scrollbars, text components, checkbox, checkbox groups, choices, lists.

Events, event sources, event classes, event listeners, delegation event model, handling mouse and key board events, adapter classes.

Layout manager: Border, Grid, Flow, Card and Grid Bag layouts. **Swings:**

Introduction, limitations of AWT, components, containers,

Exploring Swing Components - JApplet, JFrame and JComponent, Icons and Labels, Text fields, JButton class, Checkboxes, Radio buttons, ScrollPanes.

Suggested Readings:

1. Java The complete reference, 8th edition, Herbert Schildt, TMH.
2. Understanding OOP with Java, up dated edition, T. Budd, Pearson education.
3. Head First Java, 2nd Edition by Bert Bates, Kathy Sierra Publisher: O'Reilly Media, Inc.
4. An Introduction to programming and OO design using Java, J. Nino and F.A. Hosch, John Wiley & sons.
5. An Introduction to OOP, second edition, T. Budd, Pearson Education.
6. Introduction to Java programming 6th edition, Y. Daniel Liang, Pearson Education.
7. An introduction to Java programming and object oriented application development, R. A. Johnson-Thomas.

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Course Code	Course Title						Core/Elective
PC222CS	**Discrete Mathematics**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	**3**	**-**	**-**	**-**	**30**	**70**	**3**

Course Objectives

- To Learn mathematical concepts as applied in computer science for solving logical problems.
- To model relationships, analyse data, apply probability concepts and use functions to solve problems.
- To develop the mathematical skills needed for advanced quantitative courses.

Course Outcomes

After completing this course, the student will be able to:

1. Apply Propositional and Predicate logic for a variety of problems in various domains.
2. Understand Set Theory, Venn Diagrams, relations, functions and apply them to Real-world scenarios.
3. Model and solve the real world problems using Generating Functions and Recurrence Relations.
4. To identify the basic properties of graphs and trees and use these concepts to model simple applications.
5. Understand General properties of Algebraic systems and study lattices as partially ordered sets and their applications.
6. Apply the knowledge and skills obtained to investigate and solve a variety of discrete mathematics problems.

UNIT – I

Logic – Sets and Functions – Logic, Propositional equivalences – Predicates and quantifiers – Nested Quantifiers-Sets-Set Operations, Functions.

Algorithms- Integers – Matrices: Algorithms, Complexity of Algorithms. The Integers and Division, Integers and Algorithms, Applications of Number Theory, Matrices.

UNIT – II

Mathematical Reasoning, Induction, and Recursion: Proof Strategy, Sequence and Summation, Mathematical Induction, Recursive Definitions and Structural Induction, Recursive Algorithms.

Counting – Basics, Pigeonhole principle, Permutations and combinations – Binomial Coefficients, Generalized Permutations and combinations, Generating permutations and combinations.

UNIT – III

Discrete Probability: An Introduction to Discrete Probability theory, Expected Value and Variance.

Advanced Counting Techniques: Recurrence relations – Solving Recurrence Relations, - Divide and conquer relations – and Recurrence Relations, Generating function – Inclusion – Exclusion – Applications of Inclusion – Exclusion.

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UNIT – IV

Relations: Relations & their Properties, n-ray relations and applications, Representing relations – Closures, equivalence relations, partial orderings.

Graphs: Introduction, Graph terminology, representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamiltonian paths, Shortest path problems, Planar graphs, Graph colouring.

UNIT –V

Trees: Introduction to Trees, Application of Trees, Spanning Trees, Minimum Spanning Trees.

Boolean Algebra: Boolean function, Representing Boolean functions, Logic Gates

Suggested Readings:

1. Kenneth H. Rosen – Discrete Mathematics and its Application – 5th Edition, McGraw Hill, 2003.
2. J. K. Sharma, Discrete Mathematics, Second Edition, Macmillan, 2005.
3. J.P. Tremblay, R. Manohar, Discrete Mathematical Structure with Application to Computer Science, McGraw Hill – 1997.
4. Joel. Mott. Abraham Kandel, T.P. Baker, Discrete Mathematics for Computer Scientist & Mathematicians, Prentice Hail N.J., 2nd Edition, 1986.

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Course Code	Course Title						Core/Elective
ES216EC	Digital Electronics						Core
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives

- To learn the principles of digital hardware and support given by it to the software.
- To explain the operation and design of combinational and arithmetic logic circuits.
- To design hardware for real world problems.

Course Outcomes

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

1. Understand the deign process of digital hardware, use Boolean algebra to minimize the logical expressions and optimize the implementation of logical functions.
2. Understand the number representation and design combinational circuits like adders, MUX etc.
3. Design Combinational circuits using PLDS and write VHDL code for basic gates and combinational circuits.
4. Analyse sequential circuits using flip-flops and design registers, counters.
5. Represent a sequential circuit using Finite State machine and apply state minimization techniques to design a FSM

UNIT – I

Design Concepts: Digital Hardware, Design process, Design of digital hardware. Introduction to logic circuits – Variables and functions, Logic gates and networks. Boolean algebra, Synthesis using gates, Design examples. Optimized implementation of logic functions using K-Map and Quine-McCluskey Tabular method

UNIT – II

Number representation: Addition and Subtraction of signed and unsigned numbers.

Combinational circuit building blocks: Half adder, Full adder, Multiplexers. Decoders. Encoders. Code converters, BCD to 7-segment converter, Arithmetic comparator circuits.

UNIT – III

Design of combinational circuits using Programmable Logic Devices (PLDs): General structure of a Programmable Array Logic (PAL), Programmable Logic Arrays (PLAs), Structure of CPLDs and FPGAs, 2-input and 3-input lookup tables (LUTs)

Introduction to Verilog HDL: Verilog code for basic logic gates, adders, decoders.

UNIT – IV

Sequential Circuits: Basic Latch, Gated SR Latch, gated D Latch, Master-Slave edge triggered flip-flops, T Flip-flop, JK Flip-flop, Excitation tables. Registers, Counters, Verilog code for flip-flops

UNIT – V

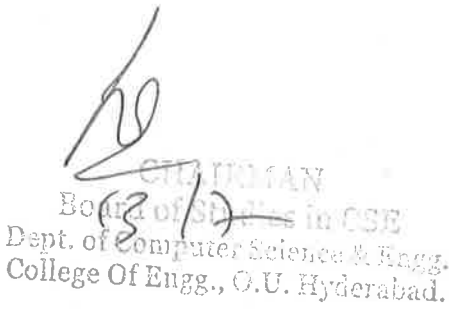
Synchronous Sequential Circuits: Basic Design Steps, Finite State machine (FSM) representation using Moore and Mealy state models, State minimization, Design of FSM for Sequence Generation and Detection, Algorithmic State Machine charts.

Suggested Readings:

2. Moris Mano and Michael D CIletti, Digital Design, Pearson, fourth edition, 2008

2011.
4. R. P Jain, Modern Digital Electronics,4th ed., McGraw Hill Education (India) Private Limited, 2003
5. Ronald J.Tocci, Neal S. Widmer &Gregory L.Moss, "Digital Systems: Principles and Applications," PHI, 10/e, 2009.

Samir Palnitkar, "



Course Code	Course Title						Core/Elective
ES214EC	**Basic Electronics**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	**3**	**-**	**-**	**-**	**30**	**70**	**3**

Course Objectives

The objectives of this course is to impart knowledge

- To understand the characteristics of diodes and transistor configurations
- To understand the design concepts of biasing of BJT and FET
- To understand the design concepts of feedback amplifiers and oscillators
- To study the design concepts of OP Amp and data converters

Course Outcomes

After completing this course, the student will be able to:

1. Study and analyse the rectifiers and regulator circuits.
2. Study and analyse the performance of BJTs, FETs on the basis of their operation and working.
3. Ability to analyse & design oscillator circuits.
4. Ability to analyse different logic gates & multi-vibrator circuits.
5. Ability to analyse different data acquisition systems

UNIT-I

PN Junction Diode: Characteristics, Half wave rectifier, Full wave rectifier, filters, ripple, regulation, TIF and efficiency, Zener diode and Zener diode regulators. CRT construction and CRO applications

UNIT-II

ansistors: BJT construction and working, modes of operation, configurations of BJT (CB, CE, CC), small signal h-parameter model of CE, CE amplifier analysis. Construction and working of JFET, V-I characteristics of JFET.

UNIT-III

Feedback concepts: Types of negative feedback – modification of gain, bandwidth, input and output impedances, applications.
Oscillators: RC Phase shift, Wein bridge, LC and crystal Oscillators (Qualitative treatment only).

UNIT-IV

Operational Amplifier: OP-AMP Block diagram, Ideal OP-AMP, DC and AC Characteristics, Inverting and Non-Inverting Amplifiers, Adder/Subtractor, Integrator, Differentiator.
Logic gate circuits - Introduction to Digital systems- AND, NAND, NOR, XOR gates, Binary half adder, full adder.

UNIT-V

Data Acquisition Systems: Construction and Operation of transducers- Strain guage LVDT, Thermocouple, Instrumentation systems

Data Converters: R-2R Ladder DAC, Successive approximation and Flash ADC.

Suggested Readings:

1. Robert Boylestad L. and Louis Nashelsky, *Electronic Devices and Circuit Theory*, PHI, 2007

2. Helfrick D and David Cooper, *Modern Electronic Instrumentation and Measurements Techniques,* 1st edition, Prentice Hall of India, 2006.

3. Salivahanan, Suresh Kumar and Vallavaraj, *Electronic Devices and Circuits,* 2nd edition, Tata McGraw-Hill, 2010.

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Course Code	Course Title						Core/Elective
BS207MT	**Mathematics – III (Probability & Statistics)**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	**3**	-	-	-	**30**	**70**	**3**

Course Objectives

- To introduce the solution methodologies for second order Partial Differential Equations with applications in engineering
- To provide an overview of probability and statistics to engineers

Course Outcomes

After completing this course, the student will be able to:

1. Solve field problems in engineering involving PDEs.
2. They can also formulate and solve problems involving random variables and apply statistical methods for analyzing experimental data.

UNIT-I: Introduction of Probability, Conditional probability, Theorem of Total probability, Baye's Theorem and its applications, Random variables, Types of random variables, Probability mass function and Probability density function, Mathematical expectations.

UNIT-II: Discrete probability distributions: Binomial and Poisson distributions, Mean, variance, moment generating function and evaluation of statistical parameters for these distributions, Moments, Skewness and Kurtosis.

UNIT-III: Continuous probability distributions, Uniform, Exponential and Normal distributions, Mean, variance, moment generating function and evaluation of statistical parameters for these distributions

UNIT-IV: Curve fitting by the method of least squares: Fitting of straight lines, second degree parabolas and more general curves, Correlation, regression and Rank correlation. Test of significance: Large sample test for single proportion, difference of proportions, single mean, difference of means, and difference of standard deviations.

UNIT-V: Test for single mean, difference of means and correlation coefficients, test for ratio of variances, Chi-square test for goodness of fit and independence of attributes, -control charts for measurements (X and R charts) – Control charts for attributes (p, c and np charts) – Tolerance limits – Acceptance sampling

Suggested Readings:

1. R.K.Jain & Iyengar, "Advanced Engineering Mathematics", Narosa Publications.
2. B.S. Grewal, "Higher Engineering Mathematics", Khanna Publishers, 2000.
3. P.Sivaramakrishna Das & C.Vijaya Kumar, "Engineering Mathematics" , Pearson India Education Services Pvt. Ltd.
4. N.P. Bali & M. Goyal, "A Text Book of Engineering Mathematics", Laxmi Publications, 2010.
5. S.C.Gupta & V.K.Kapoor, "Fundamentals of Mathematical Statistics" , S.Chand Pub.
6. P. G. Hoel, S. C. Port & C. J. Stone, "Introduction to Probability Theory", Universal Book Stall, 2003.
7. W. Feller, "An Introduction to Probability Theory and its Applications", Vol. 1, Wiley, 1968.

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8. Ross, S.M., "Introduction to Probability and Statistics", Academic Foundation, 2011.
9. Papoulis, A. and Pillai, S.U, "Probability, Random Variables and Stochastic Processes", TMH, 2010

1. Verilog HDL A Guide to Digital Design and Synthesis," 2nd Edition, Pearson Education, 2006.

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Course Code	Course Title						Core/Elective
PC252CS	**Data Structures and Algorithm Lab**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	**2**	**25**	**50**	**1**

Course Objectives

- Design and construct simple programs by using the concepts of structures as abstract data type.
- To have a broad idea about how to use pointers in the implement of data structures.
- To enhance programming skills while improving their practical knowledge in data structures.
- To strengthen the practical ability to apply suitable data structure for real time applications.

Course Outcomes

After completing this course, the student will be able to:

- Implement the abstract data type and reusability of a particular data structure.
- Implement linear data structures such as stacks, queues using array and linked list.
- Understand and implements non-linear data structures such as trees, graphs.
- Implement various kinds of searching, sorting and traversal techniques and know when to choose which technique.
- Understanding and implementing hashing techniques.
- Decide a suitable data structure and algorithm to solve a real world problem.

Programming Exercise using C:

1. Implementation of Stacks, Queues (using both arrays and linked lists).
2. Implementation of Singly Linked List, Doubly Linked List and Circular List.
3. Implementation of Infix to Postfix conversion and evaluation of postfix expression.
4. Implementation of Polynomial arithmetic using linked list.
5. Implementation of Linear search and Binary Search
6. Implementation of Hashing Technique
7. Implementation of Binary Tree and Binary tree traversal techniques (inorder, preorder, postorder, level-order)
8. Implementation of Binary search tree and its operations
9. Implementation of Insertion Sort, Selection Sort, Bubble Sort, Merge Sort, Quick Sort, Heap Sort
10. Implementation of operations on AVL trees.
11. Implementation of Graph Search Methods.

Note: It is recommended to use a debugging tool to debug the programs.

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Course Code	Course Title						Core/Elective
PC262CS	**OOPs using JAVA Lab**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	**2**	**25**	**50**	**1**

Course Objectives

- To build software development skills using java programming for real world applications.
- To implement frontend and backend of an application
- To implement classical problems using java programming.

Course Outcomes

After completing this course, the student will be able to:

1. Design interfaces and packages.
2. Compose program for implementation of multithreading concepts.
3. Develop program using Collection Framework.
4. Develop small GUIs using GUI components with the integration of event handling.
5. Handle I/O Streams from various sources.
6. Write programs using the Java Concepts.

List of Experiments

1. Write a Java program to illustrate the concept of class with method overloading
2. Write a Java Program that reads a line of integers, and then displays each integer, and the sum of all the integers (Use String Tokenizer class of java. util)
3. Write a Java program to illustrate the concept of Single level and Multi level Inheritance.
4. Write a Java program to demonstrate the Interfaces & Abstract Classes.
5. Write a Java program to implement the concept of exception handling.
6. Write a Java program to illustrate the concept of threading using Thread Class and runnable Interface.
7. Write a Java program to illustrate the concept of Thread synchronization.
8. Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.
9. Write a Java program to illustrate collection classes like Array List, Linked List, Tree map and Hash map.
10. Write a Java program to illustrate Legacy classes like Vector, Hashtable, Dictionary & Enumeration interface
11. Write a Java program to implement iteration over Collection using Iterator interface and List Iterator interface
12. Write a Java program that reads a file name from the user, and then displays information about whether the file exists, whether the file is readable, whether the file is writable, the type of file and the length of the file in bytes.
13. Write a Java program to illustrate the concept of I/O Streams
14. Write a Java program to implement serialization concept
15. Write a Java applet program to implement Colour and Graphics class
16. Write a Java applet program for handling mouse & key events
17. Write a Java applet program to implement Adapter classes

Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result.

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Course Code	Course Title						Core/Elective
PC251EC	**Basic Electronics Lab**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	**2**	**25**	**50**	**1**

Course Objectives

- To understand the characteristics of diodes and transistor configurations
- To understand the design concepts of biasing of BJT and FET
- To understand the design concepts of feedback amplifiers and oscillators
- To study the design concepts of OP Amp and data converters

Course Outcomes

After completing this course, the student will be able to:

1. Ability to design diode circuits & understand the application of Zener diode.
2. Ability to analyse characteristics of BJTs & FETs.
3. Ability to understand the different oscillator circuits.
4. Ability to understand operation of HWR & FWR circuits with & without filters.
5. Ability tom design Analog-to-Digital converters & Digital-to-Analog converters.

List of Experiments:

1. CRO-Applications, Measurements of R, L and C using LCR meter, Colour code method and soldering practice.
2. Characteristics of Semiconductors diode (Ge,Si and Zener)
3. Static Characteristics of BJT-Common Emitter
4. Static Characteristics of BJT-Common Base
5. Static Characteristics of FET
6. RC-Phase Shift Oscillator
7. Hartley and Colpitts Oscillators
8. Common Emitter Amplifier
9. Astable Multivibrator
10. Full-wave rectifier with and without filters using BJT
11. Operational Amplifier Applications
12. Strain Gauge Measurement
13. Analog-to-Digital and Digital to Analog Converters

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Suggested Readings:

1. Maheshwari and Anand, *Laboratory Experiments and PSPICE Simulations in Analog Electronics,* 1st edition, Prentice Hall of India, 2006.
2. David Bell A., *Laboratory Manual for Electronic Devices and Circuits,* Prentice Hall of India, 2001.

SCHEME OF INSTRUCTION & EXAMINATION
B.E. IV - SEMESTER
(Artificial Intelligence and Data Science)

S. No	Course Code	Course Title	Scheme of Instruction				Scheme of examination			Credits
			L	T	Pr/Drg	Contact Hrs / Wk	CIE	SEE	Duration in Hrs	
Theory Courses										
1	PC401AD	Computer Organization & Microprocessor	3	0	-	3	30	70	3	3
2	PC402AD	Design Analysis & Algorithms	2	0	-	2	30	70	2	2
3	PC403AD	Foundation of Data Science	3	0	-	3	30	70	3	3
4	PC404AD	Operating Systems	3	0	-	3	30	70	3	3
5	PC405AD	Computer Networks	3	0	-	3	30	70	3	3
6	HS105CM	Financial and Accounting	3	0	-	3	30	70	3	3
Practical / Laboratory Courses										
7	PC451AD	Computer Organization & Microprocessor lab	-	-	2	2	25	50	2	1
9	PC452AD	Computer Networks and Operating Systems Lab	-	-	2	2	25	50	2	1
10	PC453AD	Data Science lab	-	-	2	2	25	50	2	1
Total			17	0	08	25	280	620		20

BS: Basic Sciences ES: Engineering Sciences MC: Mandatory Course
PC: Professional Course HS: Humanities and Sciences
L: Lectures T: Tutorials Pr: Practicals Drg: Drawing
CIE: Continuous Internal Evaluation SEE: Semester End Examination (Univ. Exam)

Note: 1) Each contact hour is a Clock Hour
2) The practical class can be of two and half hour (clock hours) duration as per the requirement of a particular laboratory.

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Syllabus

B.E. IV – SEMESTER

(Artificial Intelligence and Data Science)

Course Code	Course Title				Core/Elective		
PC401AD	**Computer Organization & Microprocessors**				Core		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives

- To understand basic components of computers
- To explore the I/O organizations in depth.
- To explore the memory organization.
- To understand the basic chip design and organization of 8086 with assembly language.

Course Outcomes

After completing this course, the student will be able to:

1. Understand the I/O and memory organization in detail
2. Understand the merits and pitfalls in computer performance measurements.
3. Identify the basic elements and functions of 8086 microprocessors.
4. Understand the instruction set of 8086 and use them to write assembly language programs.
5. Demonstrate fundamental understanding on the operation between the microprocessor and its interfacing devices.

UNIT-I

Basic Computer Organization: Functions of CPU, I/O Units and Memory: Instruction: Instruction Formats One address, two addresses, zero addresses and three addresses and comparison; addressing modes with numeric examples: Program Control- Status bit conditions, conditional branch instructions, Program Interrupts: Types of Interrupts.

UNIT-II

Input-Output Organizations: I/O Interface, I/O Bus and Interface modules: I/O Vs Memory Bus, Isolated Vs Memory-Mapped I/O, Asynchronous data Transfer- Strobe Control, Hand Shaking: Asynchronous Serial transfer-Asynchronous Communication interface, Modes of transfer Programmed I/O, Interrupt Initiated I/O, DMA; DMA Controller, DMA Transfer, IOP-CPU-IOP Communication, Intel 8089 IOP.

UNIT-III

Memory Organizations: Memory hierarchy, Main Memory, RAM, ROM Chips, Memory Address Map, Memory Connection to CPU, associate memory, Cache Memory, Data Cache, Instruction cache, Miss and Hit ratio, Access time, associative, set associative, mapping, waiting into cache, Introduction to virtual memory.

UNIT-IV

8086 CPU Pin Diagram: Special functions of general purpose registers, Segment register, concept of pipelining, 8086 Flag register, Addressing modes of 8086.

8086-Instruction formats: assembly Language Programs involving branch & Call instructions, sorting, evaluation of arithmetic expressions. Interfacing with peripherals.

UNIT-V

Interfacing: 8255.8253,8257, 8259, RS-232, 555 Timer

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Suggested books:

1. Computer System Architecture 3rd Edition M. Morris Mano Pearson Education
2. Advanced microprocessors and peripherals 3rd Edition Mc Graw Hill.

References:

3. Fundamentals of microprocessor and Microcontrollers, by Ram B Ganpath Rai Publications
4. Computer Fundamentals Architecture and Organization, 6 th Edition, B Ram, Sanjay Kumar
5. Hall Douglas V,SSSP Rao, Microprocessors and Its Interfacing, , Tata McGraw Hill, 3rd Edition
6. SK Sen, Understanding 8085/8086 Microprocessors and peripheral ICs, New Age International publishers
7. Sunil Mathur, Microprocessor 8086 Architecture, Programming and Interfacing, Prentice Hall India

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Course Code	Course Title						Core/Elective
PC402AD	**Design and Analysis of Algorithms**						Core
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
	2	-	-	-	30	70	2

Course Objectives

- Analyze the asymptotic performance of algorithms
- Write rigorous correctness proofs for algorithms
- Demonstrate a familiarity with major algorithms and data structures.
- Apply important algorithmic design paradigms and methods of analysis
- Synthesize efficient algorithms in common engineering design situations.

Course Outcomes

After completing this course, the student will be able to:

1. Analyze the performance of algorithms.
2. Choose appropriate algorithm design techniques for solving problems.
3. Understand how the choice of data structures and the algorithm design methods impact the performance of programs

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UNIT-I

Introduction: Algorithm definition, and specification, asymptotic analysis – best, average, and worst-case behavior; Performance measurements of Algorithms, Time and Space complexities, Analysis of recursive algorithms. Basic Data Structures: Disjoint set operations, union and find algorithms, Dictionaries, Graphs, Trees.

UNIT-II

Divide and Conquer: General method, Control abstraction, Merge sort, Quick Sort – Worst, Best and average case. Binary search. Brute Force: Computing an– String Matching – Closest-Pair and Convex-Hull Problems - Exhaustive Search – Travelling Salesman Problem – Knapsack Problem – Assignment problem.

Greedy method: General method, applications- Knapsack problem, Job sequencing with deadlines, Minimum cost spanning trees, Single source shortest path problem.

UNIT-III

Dynamic Programming: General Method, applications- All pairs shortest path problem, Optimal binary search trees, 0/1 knapsack problem, Reliability design, Traveling sales person problem. Backtracking: General method, Recursive backtracking algorithm, Iterative backtracking method. 8-Queen problem, Hamiltonian Cycle, 0/1 Knapsack Problem. Branch and Bound: Control abstractions for Least Cost Search, Bounding, FIFO branch and bound, LC branch and bound, 0/1 Knapsack problem – LC branch and bound and FIFO branch and bound solution, Traveling sales person problem.

UNIT-IV

Graph Algorithms: Graph Traversals DFS, BFS, Transitive Closure, Directed Acyclic Graphs - Topological Ordering, Network Flow algorithms. Tries: Standard Tries, Compressed Tries, Suffix Tries, Search Engine Indexing. External Searching and B-Trees: (a, b) Trees, B-Trees

UNIT-V

Computational Complexity: Non Deterministic algorithms, The classes: P, NP, NP Complete, NP Hard, Satisfiability problem, Proofs for NP Complete Problems: Clique, Vertex Cover.

Parallel Algorithms: Introduction, models for parallel computing, computing with complete binary tree.

Suggested books:

Course Code	Course Title						Core / Elective
PC403AD	**Foundation of Data Sciences**						Core / Open Elective-II
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives

- Provide basics of R Programming environment: R language, R- studio and R packages
- Demonstrate an understanding of statistics concepts that are vital for data science
- Provide Classification algorithm viz KNN & Regression model like linear and logistic regression, K-mean Clustering

Course Outcomes:

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

1. Understand the key concepts in data science, including real world applications and the toolkit used by data scientists
2. Identify the kind of statistical analysis to be applied for given problem/understand the concept of random variable and few basic principles such as CLT, Hypothesis testing
3. Understand various data structures and packages in R for data visualization and summarization
4. Choose linear, non-linear regression models and classification techniques for data analysis
5. Make use of clustering method as K-means for develop a data science application

UNIT – I

Data Science: Introduction to Core concepts and Terminology: Introduction to Data science, Data Science Process, Data Science toolkit, Types of Data, Example Application, Linear Algebra for data science, Linear equations, Distance, Hyper planes, Half spaces, Eigen values, Eigenvectors.

UNIT II

Statistical Modeling, Random variables, Probability mass/density functions, sample statistics, hypothesis testing.

UNIT III

Predictive Modeling: Linear Regression, Simple Linear Regression model building, Multiple Linear Regression, Logistic regression

UNIT IV

Introduction to R Programming, getting started with R: Installation of R software and using the interface, Variables and data types, R Objects, Vectors and lists, Operations: Arithmetic, Logical and Matrix operations, Data frames, functions, Control structures, Debugging and Simulation in R.

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UNIT V

Classification: performance measures, Logistic Regression, K-Nearest neighbors (KNN), **Clustering**: K-Means Algorithm. Case Study

Suggested books:

1. Nina Zumel, Practical Data Science with R, Manning Publications, 2014.
2. Peter Bruce and Andrew Bruce, Practical Statistics for Data Scientists, O'Reilly, 2017.
3. Hadley Wickham and Garrett Grolemund, R for Data Science, O'Reilly, 2017.
4. Rafael A Irizarry, Introduction to Data Science, Lean Publishing, 2016
5. Seema Acharya , Data Analytics using R, McGraw Hill education.
6. Michael J. John ,The R book, Crawley, Wiley & Sons, Ltd

Course Code	Course Title						Core/ Elective
PC 404 AD	**Operating Systems**						CORE
Prerequisite	Contact Hours Per Week				CIE	SEE	Credits
	L	T	D	p			
	3	0			30	70	3

Course Objectives

- To learn the fundamentals of Operating Systems.
- To learn the mechanisms of OS to handle processes and threads and their communication
- To learn the mechanisms involved in memory management in contemporary OS
- To gain knowledge on distributed operating system concepts that includes architecture, Mutual exclusion algorithms, deadlock detection
- To know the components and management aspects of concurrency management

Course Outcomes

- Identify System calls and evaluate process scheduling criteria of OS.
- Develop procedures for process synchronization of an OS.
- Demonstrate the concepts of memory management and of disk management
- Solve issues related to file system interface and implementation, I/O systems
- Describe System model for deadlock, Methods for handling deadlocks.

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UNIT-I

Introduction: Concept of Operating Systems, Generations of Operating systems, Types of Operating Systems, OS Services, System Calls, Structure of an OS - Layered, Monolithic, Microkernel Operating Systems, Concept of Virtual Machine.

UNIT-II

Processes: Definition, Process Relationship, Different states of a Process, Process State transitions, Process Control Block (PCB), Context switching, Threads: Definition, Various states, Benefits of threads, Types of threads, Concept of multithreads,

Process Scheduling: Foundation and Scheduling objectives, Types of Schedulers, Scheduling Criteria, Scheduling algorithms, multiprocessor scheduling.

UNIT-III

Process Synchronization: Inter-process Communication: Critical Section, Race Conditions, Mutual Exclusion, Peterson's Solution, classical problems of synchronization: The Bounded buffer problem,

Producer\Consumer Problem, reader's & writer problem, Dinning philosopher's problem. Semaphores, Event Counters, Monitors, Message Passing, Deadlocks: Definition, Necessary and sufficient conditions for Deadlock, Methods for Handling: Deadlocks: Deadlock prevention, Deadlock Avoidance: Banker's algorithm, Deadlock detection and Recovery.

UNIT-IV

Memory Management: Basic concept, Logical and Physical address map, Memory allocation: Contiguous Memory allocation, fragmentation and Compaction; Paging: Principle of operation - Page allocation - Hardware support for paging, structure of page table, Protection and sharing, Disadvantages of paging. Virtual Memory: Basics of Virtual Memory - Hardware and control structures - Locality of reference, Page fault, Working Set, Dirty page/Dirty bit - Demand paging, Page Replacement algorithms, Trashing.

UNIT-V

I/O Hardware: I/O devices, Device controllers, Direct memory access Principles of I/O Software: Goals of Interrupt handlers, Device drivers, Device independent I/O software,

File Management: Concept of File, Access methods, File types, File operation, Directory structure, File System

structure, Allocation methods, Free-space management, directory implementation, efficiency and performance. Secondary-Storage Structure: Disk structure, Disk scheduling algorithms, Disk Management, RAID structure

Suggested books:

1. *Abraham Silberschatz, Peter Galvin, Greg Gagne,*, Operating System Concepts Essentials, 9th Edition, Wiley Asia Student Edition, 2017.
2. William Stallings, Operating System.Internals and Design Principles, 5th Edition, Prentice Hall of India, 2016.
3. Maurice Bach, Design of the Unix Operating .ij!Stems, gth Edition,Prentice-Hall of India, 2009.
4. Daniel P. Bovet, Marco Cesati, Understanding the Linux Kernel, 3rdEdition, O'Reilly and Associates.

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Course Code	Course Title						Core/ Elective
PC405AD	**Computer Networks**						CORE
Prerequisite	Contact Hours Per Week				CIE	SEE	Credits
	L	T	D	p			
	3	0			30	70	3

Course Objectives

- To develop an understanding of communication in modern network architectures froma design and performance perspective.
- To understand Data Transmission standards and MAC protocols.
- To introduce the protocols functionalities in Network Layer and Transport Layer.
- To understand DNS and supportive application protocols.
- To provide basic concepts of Cryptography.

Course Outcomes

After completing this course, the student will be able to:

- Explain the functions of the different layer of the OSI and TCP/IP Protocol.
- Understand wide-area networks (WANs), local area networks (LANs) and Wireless
  LANs (WLANs) describe the function of each block.
- Illustrate network layer and transport layer protocols. For a given problem related
  TCP/IP protocol developed the network programming.
- Configure DNS , EMAIL, SNMP, Bluetooth, Firewalls using open source available
  software and tools.
- Identify the types of encryption techniques.

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UNIT-I

Data communication Components: Representation of data communication, flow of Networks, Layered architecture, OSI and TCP/IP model, Transmission Media. (William stalling)Techniques for Bandwidth utilization: Line configuration, Multiplexing - Frequency division, Time division and Wave division, Asynchronous and Synchronous transmission, XDSL , Introduction to Wired and Wireless LAN

UNIT-II

Data Link Layer and Medium Access Sub Layer: Error Detection and Error Correction - Fundamentals, Block coding, Hamming Distance, CRC;

Flow Control and Error control protocols: Stop and Wait, Go back - N ARQ, Selective Repeat ARQ, Sliding Window, and Piggybacking.

Multiple access protocols: Pure ALOHA, Slotted ALOHA, CSMA/CD, CDMA/CA

UNIT-III

Network Layer: Switching techniques (Circuit and Packet) concept,Logical addressing:
IPV4(Header), IPV6(Header), NAT, Sub-Netting concepts.

Inter-Networking: Tunneling, Fragmentation, congestion control (Leaky Bucket and Token Bucket algorithm), Internet control protocols: ARP, RARP, BOOTP and DHCP.

Network Routing Algorithms: Delivery, Forwarding and Unicast Routing protocol, Gateway protocols.

UNIT-IV

Transport Layer: Process to Process Communication, Elements of transport protocol,

Internet Transport Protocols: UDP, TCP. Congestion and Quality of Service, QoS improving techniques.

UNIT-V

Application Layer: Domain Name Space (DNS), EMAIL, SNMP, Bluetooth. Basic concepts of Cryptography: Network Security Attacks, firewalls, symmetric encryption, Data encryption Standards, public key Encryption (RSA), Hash function, Message authentication, Digital Signature.

Suggested books:

1. Data Communication and Networking, 4th Edition, Behrouz A. Forouzan, McGrawHill.
2. Data and Computer Communication, 8th Edition, William Stallings, Pearson Prentice Hall India.
3. W. Richard Stevens, Unix Network Programming, Prentice Hall/ Pearson Education, 2009

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Course Code	Course Title						Core/Elective
HS105CM	**Finance and Accounting**						Core
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives

The course will introduce the students

- To provide basic understanding of Financial and Accounting aspects of a business unit
- To provide understanding of the accounting aspects of business
- To provide understanding of financial statements
- To provide the understanding of financial system
- To provide inputs necessary to evaluate the viability of projects
- To provide the skills necessary to analyze the financial statements

Course Outcomes

After successful completion of the course the students will be able to

1. Evaluate the financial performance of the business unit.
2. Take decisions on selection of projects.
3. Take decisions on procurement of finances.
4. Analyze the liquidity, solvency and profitability of the business unit.
5. Evaluate the overall financial functioning of an enterprise

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UNIT-I :

Basics of Accounting: Financial Accounting–Definition- Accounting Cycle – Journal - Ledger and Trial Balance-Cash Book-Bank Reconciliation Statement (including Problems)

UNIT-II:

Final Accounts: Trading Account-Concept of Gross Profit- Profit and Loss Account-Concept of Net Profit Balance Sheet (including problems with minor adjustments)

UNIT-III :

Financial System and Markets: Financial System-Components-Role-Considerations of the investors and issuers- Role of Financial Intermediaries. Financial Markets-Players- Regulators and instruments - Money Markets Credit Market- Capital Market (Basics only)

UNIT-IV:

Basics of Capital Budgeting techniques: Time Value of money- Compounding- Discounting- Future Value of single and multiple flows- Present Value of single and multiple Flows- Present Value of annuities Financial Appraisal of Projects– Payback Period, ARR- NPV, Benefit Cost Ratio, IRR (simple ratios).

UNIT-V:

Financial statement Analysis: Financial Statement Analysis- Importance-Users-Ratio Analysis- liquidity, solvency, turnover and profitability ratios.

Suggested books:

1. Satyanarayana. S.V. and Satish. D., Finance and Accounting for Engineering, Pearson Education

2. Rajasekharan, Financial Accounting, Pearson Education

3. Sharma.S.K. and Rachan Sareen, Financial Management, Sultan Chand
4. Jonathan Berk, Fundamentals of Corporate Finance, Pearson Education
5. Sharan, Fundamentals of Financial Management, Pearson Education

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With effect from the academic year2021-25

Course Code	Course Title						Core/Elective
PC451AD	**Computer Organization & Microprocessor lab**						**Core**
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1

Course Objectives

The objectives of the course are to impart knowledge of the:

- To become familiar with the architecture and Instruction set of Intel 8086 microprocessor.
- To provide practical hands on experience with Assembly Language Programming.
- To familiarize the students with interfacing of various peripheral devices with 8085 microprocessors.

Course Outcomes

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

1. Interpret the principles of Assembly Language Programming, instruction set in developing microprocessor based applications.
2. Develop Applications such as: 8-bit Addition, Multiplication, and Division, array operations, swapping,negative and positive numbers.
3. Analyze the interfaces like serial ports, digital-to-analog Converters and analog-to-digital converters etc.
4. Build interfaces of Input-output and other units like stepper motor with 8086.
5. Analyze the function of traffic light controller.

1. Tutorials with 8086 kit / MASM software tool.
2. Fixed-point multiplication and division.
3. Floating-point multiplication and division.
4. Sorting hexadecimal array.
5. Code conversion from hexadecimal to decimal.
6. Sum of set of BCD numbers.
7. Searching.
8. Display a string of characters using 8279.
9. Interfacing traffic light controller using 8255.
10. Interfacing seven-segment LED using 8255.
11. Interfacing stepper motor using 8255.
12. Interfacing 8253 counter.
13. D/A conversion using 8255.
14. A/D conversion using 8255.

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Course Code	Course Title						Core/ Elective
PC 452 AD	**Computer Networks & Operating Systems LAB**						CORE
Prerequisite	Contact Hours Per Week				CIE	SEE	Credits
	L	T	D	p			
DC				2	30	70	1

Course Objectives

- Learn to communicate between two desktop computers.
- Learn to implement the different protocols
- Be familiar with socket programming.
- Be familiar with the various routing algorithms
- Be familiar with simulation tools.
- To use simulation tools to analyze the performance of various network protocols
- Learn different types of CPU scheduling algorithms
- Demonstrate the usage of semaphores for solving synchronization problem
- Understand memory management techniques and different types of fragmentation that occur in them and various page replacement policies Learn various disk scheduling algorithms.

Course Outcomes

After completing this course, the student will be able to:

- Implement various protocols using TCP and UDP.
- Program using sockets.
- Use simulation tools to analyze the performance of various network protocols.
- Implement and Analyze various routing algorithms.
- Evaluate the performance of different types of CPU scheduling algorithms.
- Implement producer-consumer problem, reader-writers problem, Dining philosopher's problem.
- Implement paging replacement and disk scheduling techniquesUse different system calls for writing application programs.

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Part – A

Computer Networks Lab

1. Configuration of router, hub, switch etc. (using real devices or simulators)
2. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.
3. Network packet analysis using tools like Wireshark, tcpdump, etc.
4. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
5. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers)
6. Programming using raw sockets
7. Programming using RPC

Part -B

Operating Systems Lab:

1. Write C programs to Simulate the following CPU scheduling algorithms
   a) FCFS b) SJF c)Round Robin d) Priority
2. Write C programs to Simulate IPC techniques
   a) Pipes b) Message Queues c) Shared Memory
3. Write C Programs to Simulate Classical Problems of Synchronization
   a) Readers-Writers b) Producers-Consumers C) Dining Philosophers
4. Write C Program to simulate Bankers Algorithm for Dead Lock Avoidance
5. Write C Programs to Simulate all page replacement algorithms
   a) FIFO b) LRU c) Optimal etc.
6. Write C program to Simulate Disk Scheduling Algorithms
   a) FCFS b) SSTF etc.
7. Write Unix Shell Programs

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Course Code	Course Title						Core/Elective
PC453AD	Data Science Lab						Core
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1

Course Objectives

- Understand the R Programming Language.
- Exposure on solving of data science problems.
- Understand The classification and Regression Model..

Course Outcomes

After completing this course, the student will be able to:

- Work with Data Science using R Programming environment
- Implement various statistical concept like linear and logistic regression
- Perform Classification and Clustering using appropriate dataset

1. CALCULATOR APPLICATION

a. Using with and without R objects on console

b. Using mathematical functions on console

c. Write an R script, to create R objects for calculator application and save in a specifiedlocation in disk

2. DESCRIPTIVE STATISTICS IN R

a. Write an R script to find basic descriptive statistics using summary

b. Write an R script to find subset of dataset by using subset ()

3. READING AND WRITING DIFFERENT TYPES OF DATASETS

a. Reading different types of data sets (.txt, .csv) from web and disk and writing in file inspecific disk location.

b. Reading Excel data sheet in R.

c. Reading XML dataset in R.

4. VISUALIZATIONS

a. Find the data distributions using box and scatter plot.

b. Find the outliers using gplot.

c. Plot the histogram, bar chart and pie chart on sample data

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5. CORRELATION AND COVARIANCE

a. Find the correlation matrix.

b. Plot the correlation plot on dataset and visualize giving an overview of relationshipsamong data on iris data.

c. Analysis of covariance: variance (ANOVA), if data have categorical variables on iris data

6. REGRESSION MODEL

Import a data from web storage. Name the dataset and now do Logistic Regression to find outrelation between variables that are affecting the admission of a student in a institute based on his or her GRE score, GPA obtained and rank of the student. Also

check the model is fit or not. require (foreign), require(MASS).

7. Build CLASSIFICATION MODEL using KNN algorithm

a. Install relevant package for classification.

b. Choose classifier for classification problem.

c. Evaluate the performance of classifier.

8. Build CLUSTERING MODEL using K-mean algorithm

a. Clustering algorithms for unsupervised classification.

b. Plot the cluster data using R visualizations.

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FACULTY OF ENGINEERING

Scheme of Instruction & Examination

(AICTE Model Curriculum for the Academic Year 2020-2024)

and

Syllabi

B.E. V and VI Semesters

of

Four Year Degree Programme

in

B.E. CSE(AI & DS)

(With effect from the Academic Year 2022– 2023)

Issued by

Dean, Faculty of Engineering

Osmania University, Hyderabad

2022

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College Of Engg., O.U. Hyderabad.

SCHEME OF INSTRUCTION & EXAMINATION
B.E.V- SEMESTER
(Artificial Intelligence and Data Science)

S. No.	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs. / W	CIE	SEE	Duration in Hrs.	
Theory Courses										
1.	PC501AD	Software Engineering	3	0	-	3	30	70	3	3
2.	PC502AD	Database Management System	3	0	-	3	30	70	3	3
3.	PC503AD	Artificial Intelligence	3	0	-	3	30	70	3	3
4.	PC504AD	Automata languages & Computation	3	-	-	3	30	70	3	3
5.	PC505AD	Forecasting Techniques	3	-	-	3	30	70	3	3
6.	PE-I	Professional Elective-I	3	-	-	3	30	70	3	3
Practical/Laboratory Courses										
7.	PC551AD	Artificial Intelligence Lab	-	-	2	2	25	50	2	1
8.	PC552AD	DBMS Lab			2	2	25	50	2	1
9.	PW553AD	Mini Project	-	-	4	4	25	50	4	2
Total			20	00	08	32	280	640		22

Professional Elective–I	
Course Code	**Course Title**
PE511AD	Artificial Neural Networks
PE512AD	Computer Vision
PE513AD	Distributed system
PE514AD	Web Technologies
PE515AD	Foundation of Cryptography
PE516AD	Internet of Things

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PC: Professional Core PE: Professional Elective MC: Mandatory Course
OE: Open Elective SI: Summer Internship L: Lecture
T: Tutorial P: Practical D: Drawing
CIE: Continuous Internal Evaluation SEE:Semester End Evaluation (Univ. Exam)

SCHEME OF INSTRUCTION & EXAMINATION
B.E. VI – SEMESTER
(Artificial Intelligence and Data Science)

S. No	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs./Wk	CIE	SEE	Duration	
Theory Courses										
1.	PC601AD	Machine Learning	3	0	-	3	30	70	3	3
2.	PC602AD	Big Data Analytics	3	0	-	3	30	70	3	3
3.	PC603AD	Cloud Computing	3	0	-	3	30	70	3	3
4.	PE-II	Professional Elective-II	3	-	-	3	30	70	3	3
5	PE–III	Professional Elective-III	3	-	-	3	30	70	3	3
6	OE-I	Open Elective-I	3			3	30	70	3	3
Practical/Laboratory Courses										
7	PC654AD	Machine Learning Lab	-	-	2	2	25	50	2	1
8	PC655AD	BDA Lab	-	-	2	2	25	50	2	1
9	SI671AD	Summer Internship*	-	-	-	-	25	25	-	2
Total			15	0	4	22	280	620		22

Professional Elective–II	
Course Code	**Course Title**
PE621AD	Data Visualization
PE622AD	Human Computer Interaction
PE623AD	Soft Computing
PE624AD	Scripting Languages
PE625AD	Block chain Technology
PE626AD	Design Thinking

Professional Elective–III	
Course Code	**Course Title**
PE631AD	Information RetrievalSystems
PE632AD	Cognitive Science& Analytics
PE633AD	Quantum Computing
PE634AD	Web Services
PE635AD	Cyber Security
PE636AD	Open source tools

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PE634AD Web Services

Open Elective-I		
Sl. No	**Code**	**Name of the Subject**
1	OE601EE	Electrical Energy Conservation and Safety (Not for EEE & EIE Students)
2	OE602EE	Reliability Engineering(Not for EE & EIE students)
3	OE611AE	Automobile Engineering (Not for Auto. Engg students)
4	OE611ME	Entrepreneurship (Not for Mech Engg & Prod. Engg)
5	OE601EG	Soft Skills & Interpersonal Skills
6	OE602MB	Human Resource Development and Organizational Behaviour
7	OE601LW	Cyber Law and Ethics
8	OE601CE	Disaster Mitigation (Not for Civil Engg. Students)
9	OE601CS	OOPS using Java(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
10	OE602CS	Data Structure and Algorithm(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
11	OE601AS	Principles of AI(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
12	OE601AL	Principles of Machine Learning(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
13	OE601DS	Principles of Data Science(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
14	OE601CB	Principles of IOT(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
15	OE601IT	Operating Systems(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
16	OE601 EC	Principles of Electronic Communication (Not for ECE students)
17	OE602 EC	Digital system design using verilog HDL (Not for ECE students)

AS- *Artificial Intelligence & Data Science*
AE- *Automobile Engineering*
AL-*Artificial Intelligence & Machine Learning*
CB- *IoT, Cyber Security & Block Chain*
CE-*Civil Engineering*
CS-*Computer Science*
DS- *Data Science*
EC-*Electronics and Communication Engg.*
EE- *Electrical Engineering*
EG-*English*
IT-*Information Technology*
LW-*Law*
MB-*Business Management*
ME-*Mechanical Engineering*

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SCHEME OF INSTRUCTION & EXAMINATION
B.E. V - SEMESTER
(Artificial Intelligence and Data Science)

S.No.	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs /	CIE	SEE	Duration in	
Theory Courses										
1.	PC501AD	Software Engineering	3	0	-	3	30	70	3	3
2.	PC502AD	Database Management System	3	0	-	3	30	70	3	3
3.	PC503AD	Artificial Intelligence	3	0	-	3	30	70	3	3
4.	PC504AD	Automata Language and Computation	3	-	-	3	30	70	3	3
5.	PC505AD	Forecasting Techniques	3	-	-	3	30	70	3	3
6.	PE-I	Professional Elective-I	3	-	-	3	30	70	3	3
Practical/Laboratory Courses										
7.	PC551AD	Artificial Intelligence Lab	-	-	2	2	25	50	2	1
8.	PC552AD	DBMS Lab			2	2	25	50	2	1
9.	PW553AD	Mini Project	-	-	4	4	25	50	4	2
Total			20	00	08	32	280	640		22

Course Code	Course Title
PE511AD	Artificial Neural Networks
PE512AD	Computer Vision
PE513AD	Distributed system
PE514AD	Web Technologies
PE515AD	Foundation of Cryptography
PE516AD	Internet of Things

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SOFTWARE ENGINEERING

Course Code: PC501AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To introduce the basic concepts of software development- processes from defining a product to shipping and maintaining that product
- To impart knowledge on various phases, methodologies and practices of software development
- To understand the importance of testing in software development and study various testing strategies and software quality metrics

Course Outcomes

Students will be able to:

1. Define different software development processes and their usability in different problem domains.
2. Explain the process of requirements collection, analyzing, and modeling requirements for effective understanding and communication with stakeholders.
3. Building the analysis models and design engineering concepts.
4. Develop the architecture of real world problems towards developing a blueprint for implementation.
5. Understand the concepts of testing, debugging and quality assurance.

UNIT-I

Introduction to Software Engineering: A generic view of Process: Software Engineering, Process Framework, CMM Process Patterns, and Process Assessment.
Process Models: Prescriptive Models, Waterfall Model, Incremental Process Models, Evolutionary Process Models, Specialized Process Models, the Unified Models, Personal and Team Process Models, Process Technology, Product and Process.
An Agile view of Process: Introduction to Agility and Agile Process, Agile Process Models.

UNIT-II

Software Engineering Principles: SE Principles, Communication Principles, Planning Principles, Modeling Principles, Construction Principles, Deployment.
System Engineering: Computer-based Systems, The System Engineering Hierarchy, Business Process Engineering, Product Engineering, System Modeling.
Requirements Engineering: A Bridge to Design and Construction, Requirements Engineering Tasks, Initiating Requirements Engineering Process, Eliciting Requirements, Developing Use- Cases, Building the Analysis Model, Negotiating Requirements, Validating Requirements.

UNIT-III

Building the Analysis Model: Requirements Analysis Modeling Approaches, Data Modeling Concepts, Object-Oriented Analysis, Scenario-based Modeling, Flow-oriented Modeling, Class-based Modeling, Creating a Behavioral Model.
Design Engineering: Design within the context of SE, Design Process and Design Quality, Design Concepts, The Design Model, Pattern-based Software Design.

UNIT-IV

Creating an Architectural Design: Software Architecture, Data Design, Architectural Styles and Patterns, Architectural Design.
Modeling Component-Level Design: Definition of Component, Designing Class-based Components,

conducting Component-level Design, Object Constraint Language, Designing Conventional Components.
Performing User Interface Design: The Golden Rules, User Interface Analysis and Design, Interface Analysis, Interface Design Steps, Design Evaluation.

UNIT-V

Testing: Strategies: A Strategic Approach to Conventional Software Testing, Test Strategies for O-Software. **Tactics:** Software Testing Fundamentals, Black-box and White-box Testing, Basis PathTesting, Control Structure Testing, O-O Testing Methods.
Debugging: Debugging Techniques, the Art of Debugging.
Product Metrics: A Framework for Product Metrics, Metrics for each phase of software development. **Software Quality:** Definition, **Quality Assurance:** Basic Elements, Formal Approaches, Statistical Software quality Assurance, Software Reliability, ISO9000 Quality Standards, SQA Plan.

Suggested Books:

1. Roger S. Pressman, *Software Engineering: A Practitioner's Approach*, 7th Edition, McGrawHill, 2009

2. Ali Behforooz and Frederick J. Hudson, *Software Engineering Fundamentals*, OxfordUniversity Press, 1996

3. Pankaj Jalote, *An Integrated Approach to Software Engineering*, 3rd Edition, Narosa PublishingHouse, 2008

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DATABASE MANAGEMENT SYSTEMS

Course Code: PC502AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Train in the fundamental concepts of database management systems, database modeling and design, SQL, PL/SQL and system implementation techniques.
- Enable students to model ER diagrams for any customized application
- Inducting appropriate strategies for optimization of queries.
- Provide knowledge on concurrency techniques
- Demonstrate the organization of Databases

Course Outcomes

Students will be able to:

1. Understand the basics of database management system
2. Define queries for preserving the integrity of the database
3. Build ER models for database
4. Organize the data to prevent redundancy
5. Pose queries to retrieve the information from the database

UNIT-I

Introduction:
Database systems applications, Purpose of Database Systems, view of Data, Database Languages, Relational Databases, Database Design, Data Storage and Querying, Transaction Management, Database Architecture, Data Mining and Information Retrieval, Specialty Databases, Database users and Administrators, Introduction to Relational Model: Structure of Relational Databases, Database Schema, Keys, Schema Diagrams, Relational Query Languages, Relational Operations

UNIT-II

Introduction to SQL:
Overview of the SQL Query Language, SQL Data Definition, Basic Structure of SQL Queries, Additional Basic Operations, Set Operations, Null Values, Aggregate Functions, Nested Sub-queries, Modification of the Database. Intermediate SQL: Joint Expressions, Views, Transactions, Integrity Constraints, SQL Data types and schemas, Authorization. Advanced SQL: Accessing SQL from a Programming Language, Functions and Procedures, Triggers, Recursive Queries, OLAP, Formal relational query languages.

UNIT-III

Database Design and the E-R Model:
Overview of the Design Process, The Entity-Relationship Model, Constraints, Removing Redundant Attributes in Entity Sets, Entity-Relationship Diagrams, Reduction to Relational Schemas, Entity-Relationship Design Issues. Relational Database Design: Features of Good Relational Designs, Atomic Domains and First Normal Form, Decomposition Using Functional Dependencies, Functional-Dependency Theory, Algorithms for Decomposition, Decomposition Using Multivalued Dependencies, More Normal Forms.

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UNIT-IV

Query Processing:
Overview, Measures of Query cost, Selection operation, sorting, Join Operation, other operations, Evaluation of Expressions. Query optimization: Overview, Transformation of Relational Expressions,

Estimating statistics of Expression results, Choice of Evaluation Plans, Materialized views, Advanced Topics in Query Optimization.

UNIT-V

Transaction Management:
Transactions: Concept, A Simple Transactional Model, Storage Structures, Transaction Atomicity and Durability, Transaction Isolation, Serializability, Isolation and Atomicity, Transaction Isolation Levels, Implementation of Isolation Levels, Transactions as SQL Statements. Concurrency Control: Lock-based Protocols, Deadlock Handling, Multiple granularity, Timestamp-based Protocols, and Validation-based Protocols. Recovery System: Failure Classification, Storage, Recovery and Atomicity, Recovery Algorithm,Buffer Management, Failure with Loss of Nonvolatile Storage, Early Lock Release and Logical UndoOperations.

Suggested Books:

1. A. Silberschatz, H.F.Korth, S.Sudarshan, "Database System Concepts",6/e, TMH 2019
2. Database Management System, 6/e RamezElmasri, Shamkant B. Navathe, PEA
3. Database Principles Fundamentals of Design Implementation and Management, Carlos Coronel, StevenMorris, Peter Robb, Cengage Learning.
4. Database Management Systems, 3/e, Raghurama Krishnan, Johannes Gehrke, TMH

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ARTIFICIAL INTELLIGENCE

Course Code: PC 503AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Understand the importance of the field of AI by discussing its history and various applications.
- Learn about one of the basic applications of A.I, search state formulations.
- Learn methods of expressing knowledge by a machine with appropriate reasoning and different mathematics involved behind it.
- Learn how to reason when an agent has only uncertain information about its task.
- Know various supervised and unsupervised learning algorithms.

Course Outcomes

After completion of course, students would be able to:

1. Formalize a problem in the language/framework of different AI methods.
2. Illustrate basic principles of AI in solutions that require problem solving, search, Inference.
3. Represent natural language/English using Predicate Logic to build knowledge through various representation mechanisms.
4. Demonstrate understanding of steps involved in building of intelligent agents, expert systems, Bayesian networks.
   Differentiate between learning paradigms to be applied for an application.

UNIT – I

Problem Solving & Search: Introduction- What is intelligence? Foundations of artificial intelligence (AI). History of AI, Structure of Agents.
Problem Solving - Formulating problems, problem types, states and operators, state space. **Search Strategies.** - Informed Search Strategies- Best first search, A* algorithm, heuristic functions, Iterative deepening A*.
Adversarial Search/ Game playing - Perfect decision game, imperfect decision game, evaluation function, alpha-beta pruning.

UNIT – II

Knowledge, Reasoning &Planning: Reasoning - Knowledge based agent, Propositional Logic, Inference, Predicate logic (first order logic), Resolution
Structured Knowledge Representation – Frames, Semantic Nets
Planning - A Simple Planning Agent, Form Problem Solving to Planning, Basic representation of plans, partial order planning, hierarchical planning.

UNIT – III

Expert Systems, Reasoning with Uncertainty: Expert System and Applications: Introduction, Phases in Building Expert Systems, Expert System Architecture, Applications. **Uncertainty** - Basic probability, Bayes rule, Belief networks, Inference in Bayesian Networks, Fuzzy sets, and fuzzy logic: Fuzzy logic system architecture, membership function.
Decision Making- Utility theory, utility functions.

UNIT – IV

Learning: Machine-Learning Paradigms: Introduction, Machine Learning Systems, Supervised and Unsupervised Learning, Inductive Learning, Learning Decision Trees
Artificial Neural Networks: Introduction, Artificial Neural Networks, Single-Layer Feed-Forward Networks, Multi-Layer Feed-Forward Networks
Reinforcement learning: Learning from rewards, Passive and Active reinforcement

learning,Applications.

UNIT – V

Communicating & Perceiving: Introduction to NLP- Progress & applications of NLP, Components of NLP, Grammars, Parsing.
Automatic Speech Recognition (ASR) – Speech Processing, Ex: DRAGON, HARPY,

Suggested Books:

1. Stuart Russell and Peter Norvig. *Artificial Intelligence – A Modern Approach*, 3rd Edition, Pearson Education Press, 2009.
2. Kevin Knight, Elaine Rich, B. Nair, *Artificial Intelligence*, 3rd Edition, McGraw Hill,2008.
3. Nils J. Nilsson, *The Quest for Artificial Intelligence*, Cambridge University Press, 2009.

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AUTOMATA LANGUAGES AND COMPUTING

Course Code: PC504AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

The course will introduce the students to

- Develop a formal notation for strings, languages and machines.
- Design finite automata to accept a set of strings of a language.
- Design context free grammars to generate strings from a context free language and convert them into normal forms.
- Identify the hierarchy of formal languages, grammars and machines.
- Understand to differentiate between computability and non-computability and Decidability and undecidability.

Course Outcomes

After completion of course, students would be able to:

1. Write a formal notation for strings, languages, and machines.
2. Design finite automata to accept a set of strings of a language.
3. Design context free grammars to generate strings of context free languages.
4. Understand the turing machine computation.
5. Distinguish between computability and non-computability and Decidability and undecidability.

UNIT-I

Introduction: Finite state automata, Non-deterministic finite state automata, FA with ϵ - transitions, Regular expressions, Applications of FA, Properties of regular sets, Pumping Lemma, Closure properties, Myhill-Nerode Theorem, Minimization of FA.

UNIT-II

Context Free Grammars and Languages: Derivations, Parse-trees, Ambiguity in Grammars and Languages. Pushdown Automata–Definitions, The languages of PDA, Equivalence of PDAs and CFGs, Deterministic Pushdown Automata.

UNIT-III

Properties of CFLs: Normal forms for CFGs, Pumping Lemma, Closure properties, Deterministic Context Free Languages, Decision properties.

UNIT IV

Turing Machines: Introduction, Computational Languages and Functions, Techniques for construction of Turing machines. Modifications of TM, TM as enumerator, Restricted TM.

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UNIT V

Undecidability: Recursive and Recursively enumerable languages. UTM and undecidable problem, Rice Theorem, Post's correspondence problem. Chomsky's Hierarchy– Regular grammars, Unrestricted grammar, CSL. Relationship between classes of languages.

Suggested Books:

1. John E. Hopcroft, Rajeev Motwani and Jeffrey D. Ullman, *Introduction to Automata Theory, Languages, and Computation,* 3rd Edition, Pearson EducationAsia,2007

2. John Martin, *Introduction toLanguagesandTheTheoryofComputation*,3rd Edition, Tata McGrawHill,2013.

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FORECASTING TECHNIQUES

Course Code: PC505AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To Learn Basics concepts of Time series Analysis and Forecasting
- To learn about Regression Models based on Time Series
- To learn Non-Stationary and multivariate time series.

Course Outcomes:

Student will able to

1. Knowledge of basic concepts in time series analysis and forecasting
2. Understanding the use of time series models for forecasting and the limitations of the methods.
3. Ability to criticize and judge time series regression models.
4. Distinguish the ARIMA modelling of stationary and non-stationary time series
5. Compare with multivariate times series and other methods of applications

Unit I:

Introduction of time series analysis:

Introduction to Time Series and Forecasting -Different types of data-Internal structures of time series, Models for time series analysis-Autocorrelation and Partial autocorrelation. Examples of Time series Nature and uses of forecasting-Forecasting Process-Data for forecasting – Resources for forecasting

Unit II:

Statistics background for forecasting:

Graphical Displays -Time Series Plots - Plotting Smoothed Data - Numerical Description of Time Series Data - Use of Data Transformations and Adjustments-General Approach to Time Series Modeling and Forecasting, Evaluating and Monitoring Forecasting Model Performance.

Unit III:

Time series regression model:

Introduction - Least Squares Estimation in Linear Regression Models - Statistical Inference in Linear Regression- Prediction of New Observations - Model Adequacy Checking - Variable Selection Methods in Regression - Generalized and Weighted Least Squares- Regression Models for General Time Series Data Exponential Smoothing-First order and Second order.

Unit IV:

AutoRegressive Integrated Moving Average (arima) models:

Autoregressive Moving Average (ARMA) Models - Stationarity and Invertibility of ARMA Models - Checking for Stationarity using Variogram- Detecting Nonstationarity - Autoregressive Integrated Moving Average (ARIMA) Models - Forecasting using ARIMA - Seasonal Data - Seasonal ARIMA Models- Forecasting using Seasonal ARIMA Models Introduction - Finding the "BEST" Model -Example: Internet Users Data- Model Selection Criteria - Impulse Response Function to Study the Differences in Models - Comparing Impulse Response Functions forCompeting Models .

Unit V:

Multivariate time series models and forecasting Multivariate Time Series Models and Forecasting - Multivariate Stationary Process- Vector ARIMA Models - Vector AR (VAR) Models - Neural Networks and Forecasting -Spectral Analysis - Bayesian Methods in Forecasting.

Suggested Books:

1. Introduction To Time Series Analysis And Forecasting, 2nd Edition, Wiley Series In Probability And Statistics, By Douglas C. Montgomery, Cheryl L. Jen(2015) https://b-ok.cc/book/2542456/2fa941
2. Master Time Series Data Processing, Visualization, And Modeling Using Python Dr. Avishek Pal Dr. Pks

Prakash (2017) https://b-ok.cc/book/3413340/2eb247

3. Time Series Analysis And Forecasting By ExampleSorenBisgaardMurat Kulahci Technical University Of Denmark Copyright c 2011 By John Wiley & Sons, Inc. All Rights Reserved. https://b-ok.cc/book/1183901/9be7ed

Reference Books:

1. Peter J. Brockwell Richard A. Davis Introduction To Time Series And Forecasting Third Edition.(2016). https://b-ok.cc/book/2802612/149485

2. Multivariate Time Series Analysis and ApplicationsWilliam W.S. Wei Department of Statistical Science Temple University, Philadelphia, PA, SA This edition first published 2019 John Wiley & Sons Ltd. https://b-ok.cc/book/3704316/872fbf

3. Time Series Analysis by James D Hamilton Copyright c 1994 by prince town university press. https://b-ok.cc/book/3685042/275c71

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Professional Elective-I

ARTIFICIAL NEURAL NETWORKS

Course Code: PE511AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:
The objective of this course is to provide students with a basic understanding of the fundamentals and applications of artificial neural networks

Course Outcomes:
Student will able to

1. Understand the similarity of Biological networks and Neural networks
2. Perform the training of neural networks using various learning rules.
3. Understand the concepts of perceptrons
4. Understand the concepts of forward and backward propagations.
5. Understand and Construct the Hopfield models.

UNIT I
Introduction: A Neural Network, Human Brain, Models of a Neuron, Neural Networks viewed as Directed Graphs, Network Architectures, Knowledge Representation, Artificial Intelligence and Neural Networks
Learning Process: Error Correction Learning, Memory Based Learning, Hebbian Learning, Competitive, Boltzmann Learning, Credit Assignment Problem, Memory, Adaption, Statistical Nature of the Learning Process

UNIT II
Single Layer Perceptrons: Adaptive Filtering Problem, Unconstrained Organization Techniques, Linear Least Square Filters, Least Mean Square Algorithm, Learning Curves, Learning Rate Annealing Techniques, Perceptron – Convergence Theorem, Relation Between Perceptron and Bayes Classifier for a Gaussian Environment

UNIT III
Multilayer Perceptron: Back Propagation Algorithm XOR Problem, Heuristics, Output Representation and DecisionRule, Computer Experiment, Feature Detection

UNIT IV
Back Propagation: Back Propagation and Differentiation, Hessian Matrix, Generalization, Cross Validation, NetworkPruning Techniques, Virtues and Limitations of Back Propagation Learning, Accelerated Convergence, Supervised Learning

UNIT V

Self-Organization Maps (SOM): Two Basic Feature Mapping Models, Self-Organization Map, SOM Algorithm, Properties of Feature Map, Computer Simulations, Learning Vector Quantization, Adaptive Patter Classification,Hopfield models

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Suggested Books:

1. Neural Networks a Comprehensive Foundations, Simon S Haykin, PHI Ed.
2. Introduction to Artificial Neural Systems Jacek M. Zurada, JAICO Publishing House Ed. 2006.
3. Neural Networks in Computer Inteligance, Li Min Fu TMH 2003
4. Neural Networks -James A Freeman David M S Kapura Pearson Ed., 2004.
5. Artificial Neural Networks – B. Vegnanarayana Prentice Hall of India P Ltd 2005

COMPUTER VISION

Course Code: PE512AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To educate the basics of Image processing system and image filtering techniques.
- To provide knowledge about binary shape analysis and object labeling methods.
- To impact knowledge about pattern matching and object location models.
- To make the students to understand various aspects of 3-D vision model.
- To make the students familiar with real time pattern recognition systems.

Course Outcomes:

After the completion of the course, the students will be able to

1. Implement computer graphics techniques required for computer vision.
2. Apply the concepts of visible and illumination methods.
3. Design and implement pattern matching techniques
4. Implement 3D vision techniques.
5. Develop computer vision algorithms.

UNIT-I:

Nature of Vision:
Images and imaging operations: Introduction – Image Processing operations- Basic image filtering operations: Noise suppression by Gaussian smoothing- Median filters- Color in image filtering – Corner and interest point detection.

UNIT-II

Binary shape analysis:
Connectedness- Object labeling- Size filtering- Distance functions –Skeleton and thinning. Boundary pattern analysis: Boundary tracking – Centroidal profiles- Occlusion problems.

UNIT-III

Pattern Matching Techniques:
Graph – theoretic approach to object location, possibilities for saving computation, Using generalized Hough transform for feature collation, generalizing the maximal Clique and the other approaches, relational descriptors, Search.

UNIT-IV

3D- Vision and variety of methods – shape and shading- Photometric stereo- Shape and texture. Motion: Introduction, Optical Flow, Interpretation of optical flow fields, using focus of expansion to avoid collision, time-to- adajacency analysis, difficulties with optical flow method, stereo from motion, Kalman filter.

UNIT-V

Real-time pattern recognition systems:
Case study on locations of cereals and insects, Surveillance, In-Vehicle vision systems.

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Suggested Books:

1. Hearn D and Baker M.P., "Computer Graphics", Second Edition, PHI, 1998.
2. E. R. Davies, "Computer and Machine Vision: Theory, Algorithms, Practicalities", Fourth edition, Academic Press, 2012.
3. Foley J.D., Vandam A., Feiner SK., Hughes JF., "Computer Graphics Principles and Practice", Addison-Wesley Publishing Company, 1993.
4. David A. Forsyth, Jean Ponce, " Computer vision: A Modern Approach", 2nd Edition, Pearson, 2012.
5. Bernd Jahne, Horst HauBecker, "Computer Vision and Applications: A Guide for Students and Practitioners", Academic Press, 2000.

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DISTRIBUTED SYSTEMS

Course Code: PE513AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To learn the concept and issues of distributed systems in detail.
- To study architectures and working of distributed file systems.
- To understand the processes in distributed system and communication.
- To make students understand how names are assigned in distributed systems.
- To learn examples of distributed file systems.

Course Outcomes:

Student will able to

1. Understand the problems and issues associated with distributed systems.
2. Understand how coordination occurs in distributed systems.
3. How replicas are handled in distributed systems and consistency is maintained.
4. How security is implemented in distributed systems.
5. Understand design trade-offs in large-scale distributed systems

UNIT-I

Introduction:
What is Distributed Systems?, Design Goals, Types of Distributed System.
Architectures: Architectural Styles, Middleware Organization, System Architectures, Example Architectures.

UNIT – II

Processes:
Threads, Virtualization, Clients, Servers, Code migration. Communication: Foundations, Remote Procedure Call, Message-Oriented Communication, Multicast Communication.

UNIT – III

Naming:
Names, Identifiers and Addresses, Flat Naming, Structured Naming, and AttributeBased Naming.
Coordination: Clock Synchronization, Logical Clocks, Mutual Exclusion, Election Algorithms, Location System, Distributed event matching, Gossip-based coordination.

UNIT – IV

Consistency and Replication:
Introduction, Data-Centric Consistency Models, Client-Centric Consistency Models, Replica Management, and Consistency Protocols.
Fault Tolerance: Introduction to Fault Tolerance, Process Resilience, Reliable Client-Server Communication, Reliable Group Communication, Distributed Commit, and Recovery.
Security: Introduction to security, Secure channels, Access control, Secure naming, Security management.

UNIT – V

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Distributed File Systems:
Introduction, File service architecture, Case study: Sun Network File System, Case study: The Andrew File System, Enhancements and further developments.
Distributed Multimedia Systems: Introduction, Characteristics of multimedia data, Quality of service management, Resource management, Stream adaptation.
Case studies: Tiger, BitTorrent and End System Multicast.
Designing Distributed Systems: GOOGLE CASE STUDY Introduction, Overall architecture and design

philosophy, Underlying communication paradigms,Data storage and coordination services, Distributed computation services.

Suggested Books:

1. Andrew S. Tanenbaum and Maarten Van Steen, Distributed Systems, PHI 2nd Edition, 2009.
2. R. Hill, L. Hirsch, P. Lake, S. Moshiri, Guide to Cloud Computing, Principles and Practice ,Springer, 2013.
3. R. Buyya, J. Borberg, A. Goscinski, Cloud Computing-Principles and Paradigms, Wiley, 2013.

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WEB TECHNOLOGIES

Course Code: PE514AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Familiarize the tags of HTML.
- Understand different Client Side Scripting.
- Learn -specific web services of server side Programming.
- Connect different applications using PHP & XML.
- Connect XHTML, Java Scripting, Servlet Programming, Java Server Pages.

Course Outcomes

After completion of course, students would be able to:

1. Construct a basic website using HTML and Cascading Style Sheets.
2. Build dynamic web page with validation using Java Script objects and by applying different event handling mechanisms.
3. Develop server side programs using Servlets and JSP.
4. Construct simple web pages in PHP and represent data in XML format.
5. Utilize AJAX and web services to develop interactive web applications.

UNIT-I

Web Essentials: Clients, Servers and Communication – The Internet – Basic Internet protocols – World wide web – HTTP Request Message – HTTP Response Message – Web Clients – Web Servers – HTML5 – Tables – Lists – Image – HTML5 control elements – Semantic elements – Drag and Drop – Audio – Video controls - CSS3 – Inline, embedded and external style sheets – Rule cascading – Inheritance – Backgrounds – Border Images – Colors – Shadows – Text – Transformations – Transitions – Animations.

UNIT-II

Java Script: An introduction to JavaScript–JavaScript DOM Model-Date and Objects, -Regular Expressions- Exception Handling-Validation-Built-in Objects-Event Handling - DHTML with JavaScript- JSON introduction – Syntax – Function Files – Http Request – SQL.

UNIT-III

Servlets: Java Servlet Architecture- Servlet Life Cycle- Form GET and POST Actions-Session Handling- Understanding Cookies- Installing and Configuring Apache Tomcat Web Server- DATABASE CONNECTIVITY: JDBC perspectives, JDBC program example - JSP: Understanding Java Server Pages- JSP Standard Tag Library (JSTL)-Creating HTML forms by embedding JSP code.

UNIT-IV

An introduction to PHP: PHP- Using PHP- Variables- Program control- Built-in Functions-Form Validation- Regular Expressions - File handling – Cookies - Connecting to Database. XML: Basic XML- Document Type Definition- XML Schema DOM and Presenting XML, XML Parsers and Validation, XSLand XSLT Transformation, News Feed (RSS and ATOM).

UNIT-V

AJAX: Ajax Client Server Architecture-XML Http Request Object-Call Back Methods; Web Services: Introduction- Java web services Basics – Creating, Publishing, Testing and Describing a Web services (WSDL)-Consuming a web service, Database Driven web service from an application –SOAP.

Suggested Books:

1. Deitel and Deitel and Nieto, —Internet and World Wide Web - How to Program‖, Prentice Hall, 5thEdition, 2011.
2. Web Technologies, Uttam K. Roy, Oxford Higher Education., 1st edition, 10th impression, 2015.
3. The Complete Reference PHP by Steven Holzner, MGH HILL Education, IndianEdition, 2008.

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FOUNDATION OF CRYPTOGRAPHY

Course Code: PE515AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- Build a solid mathematical basis to understand foundations of cryptography
- Formally understand the notions related to security authentication and privacy.
- Provide a rigorous treatment of the emerging and key subject - security.

Course Outcomes

Students will gain an understanding of cryptosystems widely used to protect data security on the internet, and be able to apply the ideas in new situations as needed.

1. Understand the basics of cryptography
2. Define various functions used for computation
3. Understand about the Zero-Knowledge proof system
4. Understand different encryption schemes
5. Apply the digital signatures and perform the authentication

UNIT- I

Basic functions of cryptography - Encryption Schemes ,Digital Signatures ,Fault Tolerant Protocols and Zero-Knowledge Proofs The Computational Model: P , NP , and NP- Completeness, Probabilistic Polynomial Time, Non-Uniform Polynomial Time

UNIT- II

Computational Difficulty : One-Way Functions Definitions, Strong One- Way Functions, Weak One-Way Functions, Universal One-Way Function, Trapdoor One-Way Permutations
Computational Indistinguishability: Definition, Relation to Statistical Closeness, Indistinguishability by Repeated Experiments, Indistinguishability by Circuits

UNIT – III

Zero-Knowledge Proof Systems: Zero-Knowledge Proofs, Perfect and Computational Zero-Knowledge, An Example (Graph Isomorphism in PZK) Zero-Knowledge with Respect to Auxiliary Inputs.

UNIT – IV

Encryption Schemes: Private-Key versus Public-Key Schemes, The Syntax of Encryption Schemes, Semantic Security, Indistinguishability of Encryptions, Stream-Ciphers,
Preliminaries: Block-Ciphers

UNIT- V

Digital Signatures and Message Authentication: Attacks and security, Variants Constructions of Message AuthenticationSchemes: Applying a pseudorandom function to the document.

Suggested Books:

1. Oded Goldreich, Foundations of Cryptography (two volumes) Cambridge university Press, 2001, 2004
2. J.Katz, Y.Lindell, Introduction to Modern Cryptography, Chapman Hall, USA 2007.
3. Wen Bo Mao, Modern cryptography - Theory and practice, Prentice Hall, USA, 2003
4. Khairol Amali Bin Ahmad , Khaleel Ahmad , Uma N. Dulhare ,Functional Encryption ,EAI/Springer
5. Innovations inCommunication and Computing,1st ed. 2021 Edition

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INTERNET OF THINGS

Course Code: PE516AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To study the fundamentals about IoT
- To study about IoT Access technologies
- To study the design methodology and different IoT hardware platforms.
- To study the basics of IoT Data Analytics and supporting services.
- To study about various IoT case studies and industrial applications.

Course Outcomes

The students will be able to

1. Understand the basics of IoT.
2. Implement the state of the Architecture of an IoT.
3. Understand design methodology and hardware platforms involved in IoT.
4. Understand how to analyze and organize the data.
5. Compare IOT Applications in Industrial□& real world.

UNIT I:

Fundamentals of IoT- Evolution of Internet of Things, Enabling Technologies, M2M Communication, IoT World Forum (IoTWF) standardized architecture, Simplified IoT Architecture, Core IoT Functional Stack, Fog, Edge and Cloud in IoT, Functional blocks of an IoT ecosystem, Sensors, Actuators, Smart Objects and Connecting Smart Objects.

UNIT II:

IoT Protocols- IoT Access Technologies: Physical and MAC layers, topology and Security of IEEE 802.15.4, 802.11ah and Lora WAN, Network Layer: IP versions, Constrained Nodes and Constrained Networks,6LoWPAN, **Application Transport Methods:** SCADA, Application Layer Protocols: CoAP and MQTT.

UNIT III:

Design and development- Design Methodology, Embedded computing logic, Microcontroller, System on Chips, IoT system building blocks IoT Platform overview: Overview of IoT supported Hardware platforms such as: Raspberry pi, Arduino Board details

UNIT IV:

Data analytics and supporting services:
Data Analytics: Introduction, Structured Versus Unstructured Data, Data in Motion versus Data at Rest, IoT Data Analytics Challenges, Data Acquiring, Organizing in IoT/M2M
Supporting Services: Computing Using a Cloud Platform for IoT/M2M Applications/Services, Everything as a service and Cloud Service Models.

UNIT V:

Case studies/industrial applications:
IoT applications in home, infrastructures, buildings, security, Industries, Home appliances, other IoT electronic equipments, Industry 4.0 concepts.

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Suggested Books:

1. IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things, David Hanes, GonzaloSalgueiro, Patrick Grossetete, Rob Barton and Jerome Henry, Cisco Press, 2017

2. Internet of Things – A hands-on approach, Arshdeep Bahga, Vijay Madisetti, Universities Press, 2015

3. Internet of Things: Architecture, Design Principles And Applications, Rajkamal, McGraw Hill HigherEducation

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ARTIFICIAL INTELLIGENCE LAB

Course Code: PC 551 AD
Instruction: 2 periods per week
CIE: 25 marks
Credits : 1

Duration of SEE: 3 hours
SEE: 50 marks

Course Objectives:

- To study the applications of AI and agent based approach to AI.
- To study first-order predicate calculus, logical reasoning and problem solving using Prolog language.
- To study and discuss various techniques and algorithms of AI used in general problem solving, optimization problems, constraint satisfaction problems, and game programming.
- To familiarize students with various sub-areas of AI, such as expert systems, natural language processing and machine learning.

Course Outcomes:

After completing this course, the student will be able to:

1. Explain artificial intelligence, its characteristics and its application areas.
2. Formulate real-world problems as state space problems, optimization problems orconstraint satisfaction problems.
3. Select and apply appropriate algorithms and AI techniques to solve complex problems.
4. Design and develop an expert system by using appropriate tools and techniques

List of Experiments:

1. Write a program to implement Uninformed search techniques:
   a. BFS
   b. DFS

2. Write a program to implement informed search techniques
   a. Greedy Best first search
   b. A* algorithm

3. Study of Prolog, its facts, and rules.
   a. Write simple facts for the statements and querying it.
   b. Write a program for Family-tree.

4. Write a program to train and validate the following classifiers for given data (scikit-learn):
   a. Decision Tree
   b. Multi-layer Feed Forward neural network

5. Text processing using NLTK
   a. Remove stop words
   b. Implement stemming
   c. POS (Parts of Speech) tagging

In addition to the above programs, students should be encouraged to study implementations of oneof the following

- Game bot (Tic Tac toe, 7 puzzle)
- Expert system (Simple Medical Diagnosis)
- Text classification
- Chat bot

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Database Management Systems LAB

Course Code: PC 551 AD
Instruction: 2 periods per week
CIE: 25 marks
Credits : 1

Duration of SEE: 3 hours
SEE: 50 marks

Course Objectives:

- To implement the basic knowledge of SQL queries and relational algebra.
- To construct database models for different database applications.
- To apply normalization techniques for refining of databases.
- To practice various triggers, procedures, and cursors usingPL/SQL.
- To design and implementation of a database for an organization

Course Outcomes:

After completing this course, the student will be able to:

1. Design database for any real world problem
2. Implement PL/SQL programs
3. Define SQL queries
4. Decide the constraints

Investigate for data inconsistency

CREATION OF TABLES

1. Create a table called Employee with the following structure.

Name	Type
Empno	Number
Ename	Varchar2(20)
Job	Varchar2(20)
Mgr	Number
Sal	Number

   a. Add a column commission with domain to the Employee table.
   b. Insert any five records into the table.
   c. Update the column details of job
   d. Rename the column of Employ table using alter command.
   e. Delete the employee whose empno is19.

2. Create department table with the following structure.

Name	Type
Deptno	Number
Deptname	Varchar2(20)
location	Varchar2(20)

   a. Add column designation to the department table.
   b. Insert values into thetable.
   c. List the records of emp table grouped bydeptno.
   d. Update the record where deptno is9.
   e. Delete any column data from thetable

3. Create a table called Customertable

Name	Type
Cust name	Varchar2(20)
Cust street	Varchar2(20)
Cust city	Varchar2(20)

a. Insert records into thetable.
b. Add salary column to thetable.
c. Alter the table columndomain.
d. Drop salary column of the customertable.
e. Delete the rows of customer table whose ust_city is „hyd".
f. Create a table called branchtable.

Name	Type
Branch name	Varchar2(20)
Branch city	Varchar2(20)
asserts	Number

4. Increase the size of data type for asserts to the branch.
a. Add and drop a column to the branch table.
b. Insert values to the table.
c. Update the branch name column
d. Delete any two columns from the table

5. Create a table called sailor table

Name	Type
Sid	Number
Sname	Varchar2(20)
rating	Varchar2(20)

e. Add column age to the sailor table.
f. Insert values into the sailor table.
g. Delete the row with rating>8.
h. Update the column details of sailor.
i. Insert null values into the table.

6.Create a table called reserves table

Name	Type
Boat id	Integer
sid	Integer
day	Integer

j. Insert values into the reservestable.
k. Add column time to the reservestable.
l. Alter the column day data type todate.
m. Drop the column time in thetable.
n. Delete the row of the table with somecondition.

QUERIES USING DDL AND DML

1. a. Create a user and grant all permissions to theuser.
   b. Insert the any three records in the employee table and use rollback. Check the result.
   c. add primary key constraint and not null constraint to the employeetable.
   d. Insert null values to the employee table and verify theresult.
2. a. Create a user and grant all permissions to theuser.
   b. Insert values in the department table and usecommit.
   c. Add constraints like unique and not null to the departmenttable.
   d. Insert repeated values and null values into thetable.
3. a. Create a user and grant all permissions to theuser.
   b. Insert values into the table and use commit.
   c. Delete any three records in the department table and use rollback.
   d. Add constraint primary key and foreign key to thetable.
4. a. Create a user and grant all permissions to theuser.
   b. Insert records in the sailor table and usecommit.
   c. Add save point after insertion of records and verify save point.
   d. Add constraints not null and primary key to the sailortable.
5. a. Create a user and grant all permissions to theuser.
   b. Use revoke command to remove userpermissions.
   c. Change password of the usercreated.
   d. Add constraint foreign key and notnull.
6. a. Create a user and grant all permissions to the user.
   b. Update the table reserves and use savepoint and rollback.

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c. Add constraint primary key , foreign key and not null to the reserves table
d. Delete constraint not null to the table column

QUERIES USING AGGREGATE FUNCTIONS

1. a. By using the group by clause, display the enames who belongs to deptno 10 alongwithaveragesalary.
   b. Display lowest paid employee details under eachdepartment.
   c. Display number of employees working in each department and their departmentnumber.
   d. Using built in functions, display number of employees working in each department and their department name from dept table. Insert deptname to dept table and insert deptname foreach row, do the required thing specified above.
   e. List all employees which start with either B or C.
   f. Display only these ename of employees where the maximum salary is greater than or equalto 5000.
2. a. Calculate the average salary for each differentjob.
   b. Show the average salary of each job excludingmanager.
   c. Show the average salary for all departments employing more than threepeople.
   d. Display employees who earn more than thelowest salary in department 30
   e. Show that value returned by sign (n)function.
   f. How many days between day of birth to currentdate
3. a. Show that two substring as singlestring.
   b. List all employee names, salary and 15% rise insalary.
   c. Display lowest paid emp details under eachmanager
   d. Display the average monthly salary bill for eachdeptno.
   e. Show the average salary for all departments employing more than twopeople.
   f. By using the group by clause, display the eid who belongs to deptno 05 along withaverage salary.
4. a. Count the number of employees in department20
   b. Find the minimum salary earned byclerk.
   c. Find minimum, maximum, average salary of allemployees.
   d. List the minimum and maximum salaries for each jobtype.
   e. List the employee names in descendingorder.
   f. List the employee id, names in ascending order byempid.
5. a. Find the sids ,names of sailors who have reserved all boats called"INTERLAKE
   Find the age of youngest sailor who is eligible to vote for each rating level with at least twosuch sailors.
   b. Find the sname , bid and reservation date for eachreservation.
   c. Find the ages of sailors whose name begin and end with B and has at least 3characters.
   d. List in alphabetic order all sailors who have reserved redboat.
   e. Find the age of youngest sailor for each ratinglevel.
6. a. List the Vendors who have delivered products within 6 months from orderdate.
   b. Display the Vendor details who have supplied both Assembled and Subparts.
   c. Display the Sub parts by grouping the Vendor type (Local or NonLocal).
   d. Display the Vendor details in ascendingorder.
   e. Display the Sub part which costs more than any of the Assembledparts.
   f. Display the second maximum cost Assembledpart

PROGRAMS ON PL/SQL

1. a. Write a PL/SQL program to swap two numbers.
   b. Write a PL/SQL program to find the largest of three numbers.
2. a. Write a PL/SQL program to find the total and average of 6 subjects and display the grade.
   b. Write a PL/SQL program to find the sum of digits in a given number.
3. a. Write a PL/SQL program to display the number in reverse order.
   b. Writea PL/SQL program to check whether the given number is prime or not.
4. a. Write a PL/SQL program to find the factorial of a given number.
   b. Write a PL/SQL code block to calculate the area of a circle for a value of radius varying from 3 to 7. Store the radius and the corresponding values of calculated area in an empty table named areas, consisting of two columns radius and area.
5. a. Write a PL/SQL program to accept a string and remove the vowels from the string. (When „hello" passed to the program it should display „Hll" removing e and o from the worldHello).
   b. Write a PL/SQL program to accept a number and a divisor. Make sure the divisor is less thanor equal to 10. Else display an error message. Otherwise Display the remainder in words.

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PROCEDURES AND FUNCTIONS

1. Write a function to accept employee number as parameter and return Basic +HRA together as single column.
2. Accept year as parameter and write a Function to return the total net salary spent for a given year.
3. Create a function to find the factorial of a given number and hence financer.
4. Write a PL/SQL block o pint prime Fibonacci series using local functions.
5. Create a procedure to find the lucky number of a given birthdate.
6. Create function to the reverse of given number

TRIGGERS

1. Create a row level trigger for the customers table that would fire for INSERT or UPDATE or DELETE operations performed on the CUSTOMERS table. This trigger will display the salary difference between the old values and new values:

   CUSTOMERS table:

ID	NAME	AGE	ADDRESS	SALARY
1	Alive	24	Khammam	2000
2	Bob	27	Kadappa	3000
3	Catri	25	Guntur	4000
4	Dena	28	Hyderabad	5000
5	Eeshwar	27	Kurnool	6000
6	Farooq	28	Nellore	7000

2. Creation of insert trigger, delete trigger, update trigger practice triggers using the passenger database. Passenger(Passport_ id INTEGER PRIMARY KEY, Name VARCHAR (50) NotNULL, Age Integer Not NULL, Sex Char, Address VARCHAR (50) NotNULL);
   a. Write a Insert Trigger to check the Passport_id is exactly six digits or not.
   b. Write a trigger on passenger to display messages „1 Record is inserted", „1 record is deleted", „1 record is updated" when insertion, deletion and updation are done on passenger respectively.
3. Insert row in employee table using Triggers. Every trigger is created with name any trigger have same name must be replaced by new name. These triggers can raised before insert, updateor delete rows on data base. The main difference between a trigger and a stored procedure is that the former is attached to a table and is only fired when an INSERT, UPDATE or DELETE occurs.
4. Convert employee name into uppercase whenever an employee record is inserted or updated.Trigger to fire before the insert or update.
5. Trigger before deleting a record from emp table. Trigger will insert the row to be deleted into table called delete _emp and also record user who has deleted the record and date and time of delete.
6. Create a transparent audit system for a table CUST_MSTR. The system must keep track of therecords that are being deleted or updated

PROCEDURES

1. Create the procedure for palindrome of given number.
2. Create the procedure for GCD: Program should load two registers with two Numbers and thenapply the logic for GCD of two numbers. GCD of two numbers is performed by dividing the greater number by the smaller number till the remainder is zero. If it is zero, the divisor is theGCD if not the remainder and the divisors of the previous division are the new set of two numbers. The process is repeated by dividing greater of the two numbers by the smaller number till the remainder is zero and GCD is found.
3. Write the PL/SQL programs to create the procedure for factorial of given number.
4. Write the PL/SQL programs to create the procedure to find sum of N natural number.
5. Write the PL/SQL programs to create the procedure to find Fibonacci series.
6. Write the PL/SQL programs to create the procedure to check the given number is perfect ornot

CURSORS

1. Write a PL/SQL block that will display the name, dept no, salary of fist highest paid employees.
2. Update the balance stock in the item master table each time a transaction takes place in the item transaction table. The change in item master table depends on the item id is already present in the item master then update operation is performed to decrease the balance stock bythe quantity specified in the item transaction in case the item id is not present in the item master table then the record is inserted in the item master table.
3. Write a PL/SQL block that will display the employee details along with salary using cursors.
4. To write a Cursor to display the list of employees who are working as a Managers or Analyst.
5. To write a Cursor to find employee with given job anddeptno.
6. Write a PL/SQL block using implicit cursor that will display message, the salaries of all the employees in the „employee" table are updated. If none of the employee"s salary are updated we getamessage 'None of the

salaries were updated'. Else we get a message like for example, 'Salaries for 1000 employees are updated' if there are 1000 rows in „employee" table

CASE STUDY GENERAL HOSPITAL

A General Hospital consists of a number of specialized wards (such as Maternity, Pediatric, Oncology, etc.). Each ward hosts a number of patients, who were admitted on the recommendation of their own GP and confirmed by a consultant employed by the Hospital. On admission, the personal details of every patient are recorded. A separate register is to be held to store the information of the tests undertaken and the results of a prescribed treatment. A number of tests may be conducted for each patient. Each patient is assigned to one leading consultant but may be examined by another doctor, if required. Doctors are specialists in some branch of medicine and may be leading consultants for a number of patients, not necessarily from the same ward. For the above case study, do the following.

1. Analyze the data required.
2. Normalize the attributes.

Create the logical data model using E-R diagrams

CASE STUDY: CAR RENTAL COMPANY

A database is to be designed for a car rental company. The information required includes a description of cars, subcontractors (i.e. garages), company expenditures, company revenues and customers. Cars are to be described by such data as: make, model, year of production, engine size, fuel type, number of passengers, registration number, purchase price, purchase date, rent price and insurance details. It is the company policy not to keep any car for a period exceeding one year. All major repairs and maintenance are done by subcontractors (i.e. franchised garages), with whom CRC has long-term agreements. Therefore the data about garages to be kept in the database includes garage names, addresses, range of services and the like. Some garages require payments immediately after a repair has been made; with others CRC has made arrangements for credit facilities. Company expenditures are to be registered for all outgoings connected with purchases, repairs, maintenance, insurance etc. Similarly the cash inflow coming from all sources: Car hire, car sales, insurance claims must be kept of file. CRC maintains a reasonably stable client base. For this privileged category of customers special creditcard facilities are provided. These customers may also book in advance a particular car. These reservations can be made for any period of time up to one month. Casual customers must pay a deposit for an estimated time of rental, unless they wish to pay by credit card. All major credit cards are accepted. Personal details such as name, address, telephone number, driving license, number about each customer are kept in the database. For the above case study, do the following:

1. Analyze the data required.
2. Normalize the attributes.

Create the logical data model using E-R diagrams

CASE STUDY: STUDENT PROGRESS MONITORING SYSTEM

A database is to be designed for a college to monitor students' progress throughout their course of study. The students are reading for a degree (such as BA, BA (Hons.) M.Sc., etc) within the framework of the modular system. The college provides a number of modules, each being characterized by its code, title, credit value, module leader, teaching staff and the department they come from. A module is coordinated by a module leader who shares teaching duties with one or more lecturers. A lecturer may teach (and be a module leader for) more than one module. Students are free to choose any module they wish but the following rules must be observed: Some modules require pre-requisites modules and some degree programs have compulsory modules. The database is also to contain some information about students including their numbers, names, addresses, degrees they read for, and their past performance i.e. modules taken and examination results. For the above case study, do the following:

1. Analyze the data required.
2. Normalize the attributes.
3. Create the logical data model i.e., ER diagrams.
4. Comprehend the data given in the case study by creating respective tables with primary keys and foreign keys wherever required.
5. Insert values into the tables created (Be vigilant about Master- Slave tables).
6. Display the Students who have taken M.Sc course
7. Display the Module code and Number of Modules taught by each Lecturer.
8. Retrieve the Lecturer names who are not Module Leaders.
9. Display the Department name which offers „English „module.
10. Retrieve the Prerequisite Courses offered by every Department (with Department names).
11. Present the Lecturer ID and Name who teaches „Mathematics".
12. Discover the number of years a Module is taught.

13. List out all the Faculties who work for „Statistics" Department.
14. List out the number of Modules taught by each Module Leader.
15. List out the number of Modules taught by a particular Lecturer.
16. Create a view which contains the fields of both Department and Module tables. (Hint- The fields like Module code, title, credit, Department code and itsname).
17. Update the credits of all the prerequisite courses to 5. Delete the Module „History" from the Moduletable.

Suggested Books:

1. RamezElmasri, Shamkant, B. Navathe, "Database Systems", Pearson Education, 6th Edition, 2013.
2. Peter Rob, Carles Coronel, "Database System Concepts", Cengage Learning, 7th Edition, 2008.

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Mini Project

Course Code: PW 553 AD
Instruction: 4 periods per week
CIE: 25 marks
Credits : 2

Duration of SEE: 3 hours
SEE: 50 marks

Course Objectives

- To enhance practical and professional skills.
- To familiarize tools and techniques of systematic literature survey anddocumentation
- To expose the students to industry practices and team work.
- To encourage students to work with innovative and entrepreneurial ideas

Course Outcomes

After completing the course, the student will be able to

1. Demonstrate the ability to synthesize and apply the knowledge and skills acquired in theacademic program to the real-world problems.
2. Evaluate different solutions based on economic and technical feasibility
3. Effectively plan a project and confidently perform all aspects of project management
4. Demonstrate effective coding, written, presentation and oral communication skills

The students are required to carry out mini projects in any of the areas such as Data Structures, Foundationof Data Science, Artificial Intelligence, Database Management Systems, Operating Systems, Design and Analysis of Algorithms, Software Engineering, Computer Networks

Problems Statements are suggested to be taken from Smart India Hackathon (SIH) Portal invitedfrom the Ministries /PSUs /MNCs /NGOs to be worked out through.

The project could be classified as hardware, software, modeling, simulation etc. The project should involve one or many elements of techniques such as analysis, design, and synthesis.

The department will appoint a project coordinator who will coordinate the following:

- Grouping of students (maximum of 3 students in a group)
- Allotment of projects and project guides.
- All projects allotment is to be completed by the 4th week of the semester so that the students get sufficient time for completion of the project.
- Disseminate guidelines given by monitoring committee comprising of senior faculty members to the students and their guides. Session marks are to be awarded by the monitoring committee.
- Common norms will be established for the final presentation and documentation of the project report by the respective departments.

Students are required to submit a presentation and report on the mini project at the end of the semester.

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SCHEME OF INSTRUCTION & EXAMINATION
B.E. VI – SEMESTER
(Artificial Intelligence and Data Science)

S. No	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs./Wk	CIE	SEE	Duration	
Theory Courses										
1.	PC601AD	Machine Learning	3	0	-	3	30	70	3	3
2.	PC602AD	Big Data Analytics	3	0	-	3	30	70	3	3
3.	PC603AD	Cloud Computing	3	0	-	3	30	70	3	3
4.	PE-II	Professional Elective-II	3	-	-	3	30	70	3	3
5	PE–III	Professional Elective-III	3	-	-	3	30	70	3	3
6	OE-I	Open Elective-I	3			3	30	70	3	3
Practical/Laboratory Courses										
7	PC651AD	Machine Learning Lab	-	-	2	2	25	50	2	1
8	PC652AD	BDA Lab	-	-	2	2	25	50	2	1
9	SI671AD	Summer Internship*	-	-	-	-	-	-	-	-
Total			18	0	4	22	230	520		20

Professional Elective–II	
Course Code	**Course Title**
PE621AD	Data Visualization
PE622AD	Human Computer Interaction
PE623AD	Soft Computing
PE624AD	Scripting Languages
PE625AD	Block chain Technology
PE626AD	Design Thinking

Professional Elective–III	
Course Code	**Course Title**
PE631AD	Information RetrievalSystems
PE632AD	Cognitive Science& Analytics
PE633AD	Quantum Computing
PE634AD	Web Services
PE635AD	Cyber Security
PE636AD	Open source tools

Open Elective-I		
Sl. No	**Code**	**Name of the Subject**
1	OE601EE	Electrical Energy Conservation and Safety (Not for EEE & EIE Students)
2	OE602EE	Reliability Engineering(Not for EE & EIE students)
3	OE611AE	Automobile Engineering (Not for Auto. Engg students)
4	OE611ME	Entrepreneurship (Not for Mech Engg & Prod. Engg)
5	OE601EG	Soft Skills & Interpersonal Skills
6	OE602MB	Human Resource Development and Organizational Behaviour
7	OE601LW	Cyber Law and Ethics
8	OE601CE	Disaster Mitigation (Not for Civil Engg. Students)
9	OE601CS	OOPS using Java(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
10	OE602CS	Data Structure and Algorithm(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
11	OE601AS	Principles of AI(not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
12	OE601AL	Principles of Machine Learning(Not CSE,IT,AI&DS.AI&ML,DS,(IOT, Cybersecurity, Blockchain))
13	OE601DS	Principles of Data Science(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
14	OE601CB	Principles of IOT(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
15	OE601IT	Operating Systems(Not CSE,IT,AI&DS,AI&ML,DS,(IOT, Cybersecurity, Blockchain))
16	OE601 EC	Principles of Electronic Communication (Not for ECE students)
17	OE602 EC	Digital system design using verilog HDL (Not for ECE students)

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AS- *Artificial Intelligence & Data Science*
AE- *Automobile Engineering*
AL-*Artificial Intelligence & Machine Learning*
CB- *IoT, Cyber Security & Block Chain*
CE-*Civil Engineering*
CS-*Computer Science*
DS- *Data Science*
EC-*Electronics and Communication Engg.*
EE- *Electrical Engineering*
EG-*English*
IT-*Information Technology*
LW-*Law*
MB-*Business Management*
ME-*Mechanical Engineering*

Machine Learning

Course Code: PC601AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To learn the concepts of machine learning and types of learning along with evaluation metrics.
- To study various supervised learning algorithms.
- To learn ensemble techniques and various unsupervised learning algorithms.
- To explore Neural Networks and Deep learning basics.
- To learn reinforcement learning and study applications of machine learning..

Course Outcomes:

After completing this course, the student will be able to:

1. Extract features that can be used for a particular machine learning approach in various applications.
2. Compare and contrast pros and cons of various machine learning techniques and to get an insight when to apply particular machine learning approach.
3. Understand different machine learning types along with algorithms.
4. Understand how to apply machine learning in various applications.

Apply ensemble techniques for improvement of classifiers

UNIT-I

Introduction: Representation and Learning: Feature Vectors, Feature Spaces, Feature Extraction and Feature Selection, Learning Problem Formulation

Types of Machine Learning Algorithms:
Parametric and Nonparametric Machine Learning Algorithms, Supervised, Unsupervised, Semi-Supervised and Reinforced Learning.

Preliminaries: Overfitting, Training, Testing, and Validation Sets, The Confusion Matrix, Accuracy Metrics: Evaluation Measures: SSE, RMSE, R2, confusion matrix, precision, recall, F-Score, Receiver Operator Characteristic (ROC) Curve. Unbalanced Datasets. some basic statistics: Averages, Variance and Covariance, The Gaussian, the bias-variance tradeoff.

UNIT-II

Supervised Algorithms Regression: Linear Regression, Logistic Regression, Linear Discriminant Analysis. Classification: Decision Tree, Naïve Bayes, K-Nearest Neighbors, Support Vector Machines, evaluation of classification: cross validation, hold out.

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UNIT-III

Ensemble Algorithms: Bagging, Random Forest, Boosting.
Unsupervised Learning: Cluster Analysis: Similarity Measures, , categories of clustering algorithms, k-means, Hierarchical, Expectation-Maximization Algorithm, Fuzzy c-means algorithm UNIT-IV
Neural Networks: Multilayer Perceptron, Back-propagation algorithm, Training strategies, Activation Functions, Gradient Descent for Machine Learning, Radial basis functions, Hopfield network, Recurrent Neural Networks.

UNIT-V

Reinforcement Learning: overview, example: getting lost, State and Action Spaces, The Reward Function, Discounting, Action Selection, Policy, Markov decision processes Q- learning, uses of Reinforcement learning Applications of Machine Learning in various fields: Text classification, Image Classification, Speech Recognition.

Suggested Books:

1. Stephen Marsland, Machine Learning: An Algorithmic Perspective, Second Edition Chapman & Hall/Crc Machine Learning & Pattern Recognition) (2014)Tom Mitchell, Machine Learning, McGraw-Hill Science/Engineering/Math; (1997).
2. Kevin Murphy, Machine Learning: A Probabilistic Perspective, MIT Press, 2012
3. Trevor Hastie, Robert Tibshirani, Jerome Friedman, The Elements of Statistical Learning: DataMining, Inference, and Prediction. Second Edition, Springer Series in Statistics.(2009).
4. Christopher Bishop, Pattern Recognition and Machine Learning, Springer, 2007.
5. Uma N. Dulhare , Khaleel Ahmad , Khairol Amali Bin Ahmad , Machine Learning and Big Data:Concepts, Algorithms, Tools and Applications, Scrivener publishing,Wiley,2020
6. Pattern Recognition and Machine Learning, Christopher M. Bishop, Springer. (2006)

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BIG DATA ANALYTICS

Course Code: PC602AD
Instruction: 3 periods per week
CIE: 30 marks
redits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Understand the Big Data Platform and its Use cases
- Provide an overview of Apache Hadoop
- Provide HDFS Concepts and Interfacing with HDFS
- Understand Map Reduce Jobs
- Provide hands on Hodoop Eco System
- Apply analytics on Structured, Unstructured Data.
- Exposure to Data Analytics with R.

Course Outcomes

fter completing this course, the student will be able to:

1. Identify Big Data and its Business Implications.
2. List the components of Hadoop and Hadoop Eco-System
3. Manage Job Execution in Hadoop Environment
4. Develop Big Data Solutions using Hadoop Eco System
5. Analyze Big Insights, Big Data Recommendations and Apply Machine Learning Techniques using R.

UNIT I :

Introduction to big data and hadoop

Types of Digital Data, Introduction to Big Data, Big Data Analytics, History of Hadoop, Apache Hadoop, Analyzing Data with Unix tools, Analyzing Data with Hadoop, Hadoop Streaming, Hadoop Echo System,IBM Big Data Strategy, Introduction to Info sphere Big Insights and Big Sheets.

UNIT II :

HDFS(Hadoop Distributed File System)

The Design of HDFS, HDFS Concepts, Command Line Interface, Hadoop file system interfaces, Data flow, Data Ingest with Flume and Scoop and Hadoop archives, Hadoop I/O: Compression, Serialization, Avro andFile-Based Data structures.

UNIT III:

Map Reduce

Anatomy of a Map Reduce Job Run, Failures, Job Scheduling, Shuffle and Sort, Task Execution, MapReduce Types and Formats, Map Reduce Features.

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UNIT IV :

Hadoop Eco System

Pig : Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, UserDefined Functions, Data Processing operators.

Hive : Hive Shell, Hive Services, Hive Metastore, Comparison with Traditional Databases, HiveQL, Tables,Querying Data and User Defined Functions.

Hbase :HBasics, Concepts, Clients, Example, Hbase Versus RDBMS.Big SQL : Introduction.

UNIT V:

Data Analytics with R

Machine Learning : Introduction, Supervised Learning, Unsupervised Learning, Collaborative Filtering. BigData Analytics with Big R.

Suggested Books:

1. Tom White " Hadoop: The Definitive Guide" Third Edit on, O"reily Media, 2012.
2. Seema Acharya, SubhasiniChellappan, "Big Data Analytics" Wiley 2015.
3. Tom Plunkett, Mark Hornick, "Using R to Unlock the Value of Big Data: Big Data Analytics with Oracle REnterprise and Oracle R Connector for Hadoop", McGraw-Hill/Osborne Media (2013), Oracle press.
4. Uma N. Dulhare , Khaleel Ahmad , Khairol Amali Bin Ahmad , Machine Learning and Big Data: Concepts, Algorithms, Tools and Applications, Scrivener publishing,Wiley,2020
5. Michael Berthold, David J. Hand, "Intelligent Data Analysis", Springer, 2007.
6. Jay Liebowitz, "Big Data and Business Analytics" Auerbach Publications, CRC press (2013)
7. Anand Rajaraman and Jefrey David Ulman, "Mining of Massive Datasets", Cambridge University Press,2012.
8. Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with AdvancedAnalytics", John Wiley & sons, 2012.

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CLOUD COMPUTING

Course Code: PC603AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To understand the concept of cloud computing
- To understand the various issues in cloud computing.
- To familiarize themselves with the lead players in cloud.
- To appreciate the emergence of cloud as the next generation computing paradigm.

Course Outcomes

After completing this course, the student will be able to

1. Define Cloud Computing and related concepts and describe the characteristics,advantages, risks and challenges associated with cloud computing.
2. Explore virtualization technique.
3. Understand various database management mechanisms
4. Explore characterize various cloud service models, cloud deployment models
5. Illustrate the use of various cloud services available online

Unit - I:

Introduction - Historical Development -System Models for Distributed and Cloud Computing; Cloud Computing Architecture – The Cloud Reference Model – Cloud Characteristics – Cloud Deployment Models: Public, Private, Community, Hybrid Clouds, Challenges and Risks,Cloud Delivery Models: IaaS, PaaS, SaaS.

Unit - II:

Virtual Machines& Cloud Computing Mechanism: Levels of Virtualization, Virtualization Structures//Tools and Mechanisms, Virtualization of CPU, Memory and I/O Devices, Virtual Clusters and Resource Management, Cloud Infrastructure Mechanism: Cloud Storage, Cloud Usage Monitor

UNIT – III:

State Management Database – Cloud Management Mechanism: Remote Administration System, Resource Management System, SLA Management System, State Management Database.

UNIT- IV:

Cloud Security and Trust Management, Data Security in the Cloud: An Introduction to the Idea of Data Security, The Current State of Data Security in the Cloud, CryptDb: Onion Encryption layersDET, RND, OPE, JOIN, SEARCH, HOM, and Homomorphic Encryption.

Unit –V:

Case Studies: Google App Engine (GAE) – GAE Architecture – Functional Modules of GAE – Amazon Web Services (AWS) – GAE Applications – Cloud Software Environments – Eucalyptus – Open Nebula – Open Stack

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Suggested Books:

1. Thomas Erl, ZaighamMahood, Ricardo Puttini, —Cloud Computing, Concept, Technology andArchitecturel,Prentice Hall, 2013.
2. Essentials of cloud Computing: K. Chandrasekhran, CRC press, 2014
3. John W. Rittinghouse, "Cloud Computing: Implementation, Management, and Security ". James F. Ransome,CRC Press 2009
4. Raluca Ada Popa, Catherine M.S. Redfield, NickolaiZeldovich, and Hari Balakrishnan, "CryptDB: ProtectingConfidentiality with encrypted Query Processing", 23rd ACM Symposium on Operating Systems Principles

   (SOSP 2011), Cascais, Portugal October 2011.
5. A Fully Homomorhic Encryption Scheme, Craig Gentry, September 2009.
6. David Marshall, Wade A. Reynolds, "Advanced Server Virtualization: VMware and Microsoft Platform in theVirtual Data Center", Auerbach Publications, 2006.

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PROFESSIONAL ELECTIVE-II

DATA VISUALIZATION

Course Code: PE621AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Familiarize students with the basic and advanced techniques of information visualization and scientific visualization,
- To learn key techniques of the visualization process
- A detailed view of visual perception, the visualized data and the actual visualization, interaction and distorting techniques

Course Outcomes

By the completion of this course, learners will be able to:

1. Design and create data visualizations.
2. Conduct exploratory data analysis using visualization.
3. Craft visual presentations of data for effective communication.
4. Use knowledge of perception and cognition to evaluate visualization design alternatives.
5. Design and evaluate color palettes for visualization based on principles of perception.

Unit I:

Introduction of visual perception, visual representation of data, Gestalt principles, information overloads. Creating visual representations, visualization reference model, visual mapping, visual analytics, Design of visualization applications.

Unit II:

Classification of visualization systems, Interaction and visualization techniques misleading, Visualization of one, two andmulti-dimensional data, text and text documents.

Unit III:

Visualization of groups, trees, graphs, clusters, networks, software, Metaphorical visualization

Unit IV:

Visualization of volumetric data, vector fields, processes and simulations, Visualization of maps, geographic information,GIS systems, collaborative visualizations, evaluating visualizations

Unit V:

Recent trends in various perception techniques, various visualization techniques, data structures used in data visualization.

Suggested Books:

1. Ward, Grinstein Keim, "Interactive Data Visualization: Foundation, Techniques, and Applications". Natick: A K Peters Ltd.
2.E. Tufte, "The Visual Display of Quantitative Information", Graphics Press.

3. Dirken Jos, "Expert Data Visualization", Packt Publishing Ltd.
4. Stephanie Evergreen, "Effective Data Visualization: The right chart for the right data", SAGE publications.
5. Claus. O Wilke, "Fundamentals of data visualization: A primer on making informative and compelling figures", O'Reilly.

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HUMAN COMPUTER INTERACTION

Course Code: PE622AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To gain an overview of Human-Computer Interaction (HCI), with an understanding of user interface design in general
- To be able to apply models from cognitive psychology to predicting user performance in various human-computer interaction tasks and recognize the limits of human performance as they apply to computer operation.
- To be familiar with a variety of both conventional and non-traditional user interface paradigms

Course Outcomes

After completing this course, the student will be able to

1. Understand the basic concepts of HCI.
2. Understand the design process of Human Computer Interaction.
3. Design windows required for interaction
4. Ability to apply HCI and principles to interaction design.
5. Ability to design certain tools for blind or PH people

UNIT – I

Introduction: Importance of user Interface – definition, importance of good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface.

UNIT – II

Design process – Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds, and understanding business junctions. Screen Designing: Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.

UNIT- III

Windows – New and Navigation schemes selection of window, selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors.

UNIT- IV

HCI in the software process, The software life cycle Usability engineering Iterative design and prototyping Design Focus: Prototyping in practice Design rationale Design rules Principles to support usability Standards Golden rules and heuristics HCI patterns Evaluation techniques, Goals of evaluation, Evaluation through expert analysis, Evaluation through user participation, Choosing an evaluation method. Universal design, Universal design principles Multi-modal interaction

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UNIT- V

Cognitive models Goal and task hierarchies Design Focus: GOMS saves money Linguistic models The challenge

of display-based systems Physical and device models Cognitive architectures Ubiquitous computing and augmented realities Ubiquitous computing applications research Design Focus: Ambient Wood – augmenting the physical Virtual and augmented reality Design Focus: Shared experience Design Focus: Applications of augmented reality Information and data visualization Design Focus: Getting the size right.

Suggested Books:

1. The essential guide to user interface design, Wilbert O Galitz, Wiley Dream Tech. Units 1, 2, 3

2. Human – Computer Interaction. Alan Dix, Janet Fincay, Gre Goryd, Abowd, Russell Bealg, Pearson Education Units 4,5

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SOFT COMPUTING

Course Code: PE623AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- Familiarize with soft computing concepts
- Introduce and use the idea of fuzzy logic and use of heuristics based on human experience
- Familiarize the ANN
- Learn the concepts of Genetic algorithm and its applications
- Acquire the knowledge of Rough Sets.

Course Outcomes

After completing this course, the student will be able to

1. Identify the difference between Conventional Artificial Intelligence to Computational Intelligence
2. Apply fuzzy logic and reasoning to handle uncertainty and solve various engineering problems
3. Understand the advanced neural networks and its applications
4. Perform various operations of genetic algorithms, Rough Sets.

Comprehend various techniques to build model for various applications

UNIT-I

Introduction to Soft Computing: Evolutionary Computing, "Soft" computing versus "Hard" computing, Soft Computing Methods, Recent Trends in Soft Computing, Characteristics of Soft computing, Applications of Soft Computing Techniques.

UNIT-II

Fuzzy Logic: Fuzzy Sets, Operations on Fuzzy Sets, Fuzzy Relations, Membership Functions: Fuzzy Rules and FuzzyReasoning, Fuzzy Inference Systems, Fuzzy Expert Systems, Fuzzy Decision Making.

UNIT-III

Neural Networks: Machine Learning Using Neural Network, Adaptive Networks, Feed forward Networks, Supervised Learning Neural Networks, Radial Basis Function Networks: Reinforcement Learning, Unsupervised Learning Neural Networks, Adaptive Resonance architectures, Advances in Neural networks

UNIT-IV

Genetic Algorithms: Basic Concepts, Basic Operators for Genetic Algorithms, Crossover and Mutation Properties, GeneticAlgorithm Cycle, Fitness Function, Applications of Genetic Algorithm

UNIT-V

Rough Sets, Rough Sets, Rule Induction, and Discernibility Matrix, Integration of Soft Computing Techniques.

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Suggested Books:

1. J.-S.R. Jang, C.-T Sun, E. Mizutani, Neuro-Fuzzy and Soft Computing, Pearson Education, 2015.
2. George J. Klir and Bo Yuan, Fuzzy Sets and Fuzzy Logic: Theory and Applications, PrenticeHall, 1995. 4. MATLAB Toolkit Manual
3. Timothy J. Ross,,Fuzzy Logic with Engineering Applications (3rd Edn.), Willey, 2010.
4. Nikola K. Kasabov ,Foundations of Neural Networks, Fuzzy Systems, and Knowledge Engineering, , MIT Press, 1998.
5. David E. Goldberg , Genetic Algorithms In Search, Optimization And Machine Learning, Pearson Education, 2002.
6. Randy L. Haupt and sue Ellen Haupt, Practical Genetic Algorithms, John Willey & Sons, 2002.
7. S. N. Sivanandam & S. N. Deepa, "Principles of Soft Computing", 2nd edition, Wiley India,2008
8. Simon Haykin, Neural Networks and Learning Machines, (3rd Edn.), PHI Learning, 2011.

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SCRIPTING LANGUAGES

Course Code: PE624AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- This course introduces the script programming paradigm.
- Introduces scripting languages such as Perl, Ruby and TCL
- Learning TCL.

Course Outcomes:

After completing this course, the student will be able to

1. Comprehend the differences between typical scripting languages and typical system and application programming languages.
2. Gain knowledge of the strengths and weakness of Perl, TCL and Ruby; and select an appropriate language for solving a given problem.
3. Acquire programming skills in scripting language.
4. Understand the concepts of Advanced Perl
5. Understand about TCL and TK tootkits

UNIT- I

Introduction:
Ruby, Rails, the structure and Execution of Ruby Programs, Package Management with RUBYGEMS, Ruby and web: Writing CGI scripts, cookies, Choice of Webservers, SOAP and web services RubyTk – Simple Tk Application, widgets, Binding events, Canvas, scrolling.

UNIT-II

Extending Ruby:
Ruby Objects in C, the Jukebox extension, Memory allocation, Ruby Type System, Embedding Ruby to Other Languages, Embedding a Ruby Interpreter

UNIT-III

Introduction to PERL and Scripting Scripts and Programs, Origin of Scripting, Scripting Today, Characteristics of Scripting Languages, Uses for Scripting Languages, Web Scripting, and the universe of Scripting Languages. PERL- Names and Values, Variables, Scalar Expressions, Control Structures, arrays, list, hashes, strings, pattern and regular expressions, subroutines.

UNIT-IV

Advanced Perl
Finer points of looping, pack and unpack, filesystem, eval, data structures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security Issues.

UNIT-V

TCL: TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures, input/output, procedures, strings, patterns, files, Advance TCL- eval, source, exec and uplevel commands, Name spaces, trapping errors, event driven programs, making applications internet

aware, Nuts and Bolts Internet Programming, Security Issues, C Interface.
TK: TK-Visual Tool Kits, Fundamental Concepts of TK, TK by example, Events and Binding, Perl-TK.

Suggested Books:

1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Ruby Programming language by David Flanagan and Yukihiro Matsumoto O"Reilly.
3. "Programming Ruby" The Pramatic Progammers guide by Dabve Thomas Second edition.
4. Open Source Web Development with LAMP using Linux Apache, MySQL, Perl and PHP, J.Lee andB.Ware (Addison Wesley) Pearson Education.
5. Perl by Example, E. Quigley, Pearson Education.
6. Programming Perl, Larry Wall, T. Christiansen and J. Orwant, O"Reilly, SPD.
7. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
8. Perl Power, J.P. Flynt, Cengage Learning.

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BLOCKCHAIN TECHNOLOGY

Course Code: PE625AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- Understand how block chain systems (mainly Bitcoin and Ethereum) work.
- To securely interact with them.
- Design, build, and deploy smart contracts and distributed applications.
- Integrate ideas from block chain technology into their own projects.

Course Outcomes:

After completing this course, the student will be able to

1. Understand the distributed databases
2. Explain about the blockchain technology
3. Explain Nakamoto consensus.
4. Learn about the cryptocurrency
5. Design, build, and deploy a distributed application.

UNIT – I

Basics: Distributed Database, Two General Problem, Byzantine General problem and Fault Tolerance, Hadoop Distributed File System, Distributed Hash Table, ASIC resistance, Turing Complete.
Cryptography: Hash function, Digital Signature - ECDSA, Memory Hard Algorithm, Zero Knowledge Proof.

UNIT – II

Blockchain: Introduction, Advantage over conventional distributed database, Block chain Network, Mining Mechanism, Distributed Consensus, Merkle Patricia Tree, Gas Limit, Transactions and Fee, Anonymity, Reward, Chain Policy, Life of Block chain application, Soft & Hard Fork, Private and Public block chain.

UNIT – III

Distributed Consensus: Nakamoto consensus, Proof of Work, Proof of Stake, Proof of Burn, Difficulty Level, Sybil Attack, Energy utilization and alternate.

UNIT – IV

Cryptocurrency: History, Distributed Ledger, Bitcoin protocols - Mining strategy and rewards, Ethereum -Construction, DAO, Smart Contract, GHOST, Vulnerability, Attacks, Side chain, Name coin

UNIT – V

Cryptocurrency Regulation: Stakeholders, Roots of Bit coin, Legal Aspects-Crypto currency Exchange, Black Market and Global Economy.
Applications: Internet of Things, Medical Record Management System, Domain Name

Service, and future of Block chain.

Case study: Naive Blockchain construction, Memory Hard algorithm - Hash cash implementation, Direct Acyclic Graph, Play with Go-Ethereum, Smart Contract Construction, Toy application using Block chain, Mining puzzles

Suggested Books:

1. Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller and Steven Gold feder, Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction, Princeton University Press, 2016.

2.Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System.

3. DR.GavinWood,"ETHEREUM:ASecureDecentralizedTransactionLedger,"Yellow paper.2014.

4. Nicola Atzei, Massimo Bartoletti, and TizianaCimoli, A survey of attacks on Ethereum smart contracts.

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DESIGN THINKING

Course Code: PE626AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To familiarize students with design thinking concepts and principles
- To ensure students can practices the methods, processes and tools of design thinking.
- To ensure students can apply the design thinking approach and have ability to model real worldsituations.
- To enable students to analyze primary and secondary research in the introduction to designthinking

Course Outcomes

After completing this course, the student will be able to

1. Understand the basics of Design thinking
2. Learn the steps involved in design process.
3. Understand the different phases of deign thinking
4. Generate ideas and find solutions.
5. Use tools for generation of ideas

UNIT-I:

DESIGN THINKING FOR INNOVATION:
Introduction to Design Thinking, Understanding the principles of Design thinking, Business ModelInnovation, Challenges Best-Suited for Design Thinking, Product Life Cycle

UNIT-II:

PROCESS OF DESIGN: Introduction - Design Process - Four Step - Five Step - Twelve Step - Creativity and Innovation in Design Process - Design limitation, Creative Thinking, Lean Canvas Model and other Business Models

UNIT-III:

PHASES IN DESIGN THINKING : Understand, Observe, Define, Ideate, Prototype, Test, Reflect. Problem Statement, Empathy, The 5 Whys, stakeholder map, Empathy map, personas, peer observation, Trend analysis

UNIT-IV:

SOLUTION/IDEA GENERATION : Story Telling, Context mapping, Critical items diagram, Brain stroming, Matrix and Voting methods, Analogies, benchmarking, Utility maps

UNIT-V:

TOOLS AND TECHNIQUES FOR PROTOTYPE AND TEST:

Types of Prototype, Exploration Map, Blueprint, MVP, Testing Sheets, Solution Feedback Capturing Tools, Structured Usability Testing, A/B Testing, Design Thinking Applications Case Studies.

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Suggested Books :

1. An AVA Book, "Design Thinking", AVA Publishing, 2010.

2. David Ralzman, "History of Modern Design", 2nd edition, Laurence King Publishing Ltd., 2010.

3. The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods – Micheal Lewrick, Patrick Link, Larry Leifer , Wiley Publishing

4. Design Thinking for Dummies – Wiley

5. Tom Kelley, Jonathan Littman, "Ten Faces in Innovation", Currency Books, 2006

6. G. Pahl, W.Beitz, J. Feldhusen, KH Grote, "Engineering Design: A Systematic Approach", 3rd edition, Springer, 2007.

7. The field guide to human centered design by Design Kit.

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PROFESSIONAL ELECTIVE -III

INFORMATION RETRIEVAL SYSTEMS

Course Code: PE631AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To provide the knowledge on information retrieval system capabilities.
- To introduce different computational search problems and evaluate search engines.
- To introduce different applications of informational retrieval techniques in the internet or web environment.
- To discuss about information visualization and system evaluation.

Course Outcomes

After completing this course, the student will be able to

1. Understand various functionalities and capabilities of Information Retrieval System.
2. Gain knowledge on cataloging and data structure methodology for IRS.
3. Differentiate various clustering algorithms and indexing.
4. Differentiate various user search techniques and system search techniques.

Understand the concepts of information visualization and text search.

UNIT-I

Introduction to Information Retrieval Systems: Definition of Information Retrieval System, Objectives of Information Retrieval Systems, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses.
Boolean Retrieval: An example information, Building an inverted index, processing Boolean queries, the extended Boolean model versus ranked retrieval.
The term vocabulary and postings lists: Document delineation and character sequence decoding, determining the vocabulary of terms, Faster postings list intersection via skip pointers, Positional postings, and Phrase queries.
Dictionaries and tolerant retrieval: Search structures for dictionaries, Wildcard queries, spelling correction.

UNIT-II

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Index construction: Hardware basics, blocked sort-based indexing, Single-pass in-memory indexing, Distributed indexing, Dynamic indexing, Other types of indexes.
Index compression: Statistical properties of terms in information retrieval, Dictionary compression, Postings file compression.
Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction.
Scoring, term weighting and the vector space model: Parametric and zone indexes, Term frequency and weighting, the vector space model for scoring, and Variant tf-idf functions.

UNIT-III

Evaluation in information retrieval: Information retrieval system evaluation, Standard test collections, Evaluation of unranked retrieval sets, Evaluation of ranked retrieval results, Assessing relevance.
Relevance feedback and query expansion: Relevance feedback and pseudo relevance feedback, Global methods for query reformulation.

UNIT-IV

Text classification and Naive Bayes: The text classification problem, Naive Bayes text classification, The Bernoulli model, Properties of Naive Bayes, and Feature selection.
Vector space classification: Document representations and measures of relatedness in vector spaces, Rocchio classification, k- nearest neighbour, Linear versus nonlinear classifiers.
Hierarchical clustering: Hierarchical agglomerative clustering, Centroid clustering, Divisive clustering.

UNIT-V

Matrix decompositions and Latent semantic indexing: Linear algebra review, Term-document matrices and singular value decompositions, Low-rank approximations, Latent semantic indexing.
Websearch basics: Background and history, Web characteristics, Advertising as the economic model,

Suggested Books:

1. Christopher D. Manning, Prabhakar Raghavan, HinrichSchütze, An Introduction to Information Retrieval, Cambridge University Press, Cambridge, England,2008.

2. David A. Grossman, Ophir Frieder, Information Retrieval–Algorithms and Heuristics, Springer, 2nd Edition (Distributed by Universities Press), 2004.

3. Gerald J Kowalski, Mark T Maybury. Information Storage and Retrieval Systems, Springer,2000

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COGNITIVE SCIENCE AND ANALYTICS

Course Code: PE632AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To study the basic concepts and approaches in the field of cognitive science
- To apply the concepts of planning, reasoning and learning models in cognitive applications
- To analyze language and semantic models of cognitive process.

Course Outcomes:

Student will be able to:

1. Understand the basic concept of cognitive science
2. Learn and understand the learning model and apply the same to appropriate real worldapplications.
3. Apply reasoning methodology to real world applications
4. Understand and apply declarative and logic models
5. Envisage the concept of cognitive learning and acquire knowledge in language processing and understanding

Unit I:

Introduction to Cognitive Science

Fundamental Concepts of cognitive science – Computers in Cognitive Science – Applied Cognitive Science – The Interdisciplinary Nature of Cognitive Science – Artificial Intelligence: Knowledge representation, semantic networks, frames, conceptual dependency, scripts, Ontology-Understanding, Common Sense Reasoning.

Unit II:

Planning and Learning Methods

Planning – Situation Logic- Learning in Cognitive Systems- Rote Learning – Learning by Examples - Incremental Concept Learning – Inductive Learning - Classification Techniques – Statistical Reasoning- Bayesian Classification- Bayesian Networks- Concept Learning- Version,Spaces - Discrimination Trees.

Unit III:

Reasoning methods

Reasoning by analogy – Explanation based reasoning – Case based reasoning- Constraint Satisfaction-Constraint Propagation- Temporal reasoning – Temporal Constraint Networks- Spatial reasoning-Visual Spatial reasoning- Meta reasoning – Learning by correcting mistakes-AI ethics

Unit IV :

Cognitive Modeling

Declarative/ logic-based computational cognitive modelling - connectionist models of cognition – Bayesian models of cognition - Cognitive Models of Memory and Language - Computational models

Of episodic and semantic memory - modelling psycholinguistics (with emphasis on lexical semantics) - towards deep understanding - modelling the interaction of language, memory and learning.

Unit V:

Modeling Paradigm

Modelling Select Aspects of Cognition Classical models of rationality - symbolic reasoning and decision making under uncertainty - Formal models of inductive generalization causality - Categorization and similarity analysis.

Suggested Books:

1. José Luis Bermúdez, "Cognitive Science: An Introduction to the Science of the Mind",Cambridge University Press, New York, 2014.
2. Mallick, Pradeep Kumar, Borah, Samarjeet," Emerging Trends and Applications in Cognitive Computing", IGI Global Publishers, 2019.
3. Elaine Rich, Kevin Knight, Shivashankar B. Nair, "Artificial Intelligence", Third Edition,Tata McGraw-Hill Education, 2012.

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QUANTUM COMPUTING

Course Code: PE633AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- This course teaches the fundamentals of quantum information processing, including quantum computation, quantum cryptography, and quantum information theory.

Course Outcomes:

- By the end of this course, the student is able to

1. Understand about the quantum.
2. Understand the basics of Quantum Computing
3. Learn algorithms used in quantum computing
4. Understand performance, security and scalability involved in computing
5. Learn different models of quantum computing

UNIT I

Introduction: Quantum Measurements Density Matrices, Positive-Operator Valued Measure, Fragility of quantum information: Decoherence, Quantum Superposition and Entanglement,Quantum Gates and Circuits.

UNIT II

Quantum Basics and Principles: No cloning theorem & Quantum Teleportation, Bell's inequality and its implications, Quantum Algorithms & Circuits.

UNIT III

Algorithms: Deutsch and Deutsch–Jozsa algorithms, Grover's Search Algorithm, Quantum Fourier Transform, Shore's Factorization Algorithm.

UNIT IV

Performance, Security and Scalability: Quantum Error Correction: Fault tolerance; Quantum Cryptography, Implementing Quantum Computing: issues of fidelity; Scalability in quantum computing.

UNIT V

Quantum Computing Models: NMR Quantum Computing, Spintronics and QED MODEL,Linear Optical MODEL, Nonlinear Optical Approaches; Limits of all the discussed approaches, Future of Quantum computing.

Suggested Books:

1) Eric R. Johnston, Nic Harrigan, Mercedes and Gimeno-Segovia "Programming Quantum Computers: Essential Algorithms And Code Samples, SHROFF/ O'Reilly.
2) Dr. Christine Corbett Moran, Mastering Quantum Computing with IBM QX: Explore the world of quantum computing using the Quantum Composer and Qiskit, Kindle Edition Packt
3) V.K Sahni, Quantum Computing (with CD), TATA McGrawHill.

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WEB SERVICES

Course Code: PE634AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To Understand Web Services and implementation model for SOA
- To Understand the SOA, its Principles and Benefits
- To Understand XML concepts
- To Understand paradigms needed for testing Web Services
- To explore different Test Strategies for SOA-based applications

Course Outcomes:

After completing this course, the student will be able to

1. Understand the basics of Web Services.
2. Learn about web service architecture.
3. Understand the XML
4. Identify and select the appropriate framework components in creation of web serviceSolution
5. Implement UDDImodel

UNIT- I

Evolution and Emergence of Web Services – Evolution of distributed computing. Coredistributed computing technologies – client/server, CORBA, JAVA RMI, Micro Soft DCOM,MOM, Challenges in Distributed Computing, Introduction to Web Services – The definition ofweb services, basic operational model of web services, tools and technologies enabling webservices, benefits and challenges of using web services.

UNIT-II

Web Service Architecture – Web services Architecture and its characteristics, corebuilding blocks of web services, standards and technologies available forimplementing web services, web services communication, basic steps ofimplementing web services.

UNIT-III

Brief Over View of XML – XML Document structure, XML namespaces, Definingstructure in XML documents, Reuse of XML schemes, Document navigation andtransformation. SOAP : Simple Object Access Protocol, Inter-application communicationand wire protocols, SOAP as a messaging protocol, Structure of a SOAP message, SOAPenvelope, Encoding, Service Oriented Architectures, SOA revisited, Service roles in a SOA,Reliable messaging,

UNIT-IV

Describing Web Services – WSDL introduction, non functional service description,WSDL1.1 Vs WSDL 2.0, WSDL document, WSDL elements, WSDL binding, WSDLtools, WSDL port type, limitations of WSDL.

UNIT-V

Registering and Discovering Services : The role of service registries, Service discovery,Universal Description, Discovery, and Integration, UDDI Architecture, UDDI Data Model,Interfaces, UDDIImplementation.

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Suggested Books:

1. Web Services & SOA Principles and Technology, Second Edition, Michael P.Papazoglou.
2. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India
3. Developing Enterprise Web Services, S. Chatterjee, J. Webber, Pearson education.
4. XML, Web Services, and the Data Revolution, F.P.Coyle, Pearson Education.
5. Building web Services with Java, 2nd Edition, S. Graham and others, Pearson Education.
6. Java Web Services, D.A. Chappell & T. Jewell, O"Reilly, SPD.

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CYBER SECURITY

Course Code: PE635AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives:

- To learn about Cyber and Offence
- To learn Cyber security tools and Method
- To learn Social media protection

Course Outcomes:

After completing this course, the student will be able to

1. Understand basic Cyber crime and security issues.
2. Ability to identify information Cyber crime devices and cyber offenses.
3. Ability to understand the current legal issues towards information security.
4. Understand about cyber security tools and social media protection
5. Understand various organizational implications

UNIT – I

Introduction to Cybercrime: Introduction, Cyber crime and Information Security, Who are Cybercriminals, Classifications of Cybercrimes, Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

UNIT – II

Cyber Offenses: How Criminals Plan Them: Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing.

UNIT – III

Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies an Measures in Mobile Computing Era, Laptops.

UNIT – IV

Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horse and Backdoors, Steganography, DoS and DDoS attacks, SQL Injection, Buffer Overflow.

UNIT – V

Cyber Security: Organizational Implications: Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

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Suggested Books:

1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole andSunil Belapure, Wiley INDIA.
2. B.B.Gupta,D.P.Agrawal,HaoxiangWang,ComputerandCyberSecurity:Principles,Algorithm, Applications, and Perspectives, CRC Press, ISBN
3. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRCPress.
4. Introduction to Cyber Security, Chwan-Hwa(john) Wu,J. David Irwin, CRC Press T&FGroup.

OPEN SOURCE TOOLS

Course Code: PE636AD
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course objectives:

- To understand the difference between open source software and commercial software.
- To Understand and develop the web applications using open source web technologies like Apache, MySql and PHP (LAMP/XAMP).

Course Outcomes:

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

1. Understand the difference between open source software and commercial software
2. Identify, install and run Linux operating system.
3. Install and manage applications.
4. Identify, install open source web technologies Apache, MySql, PHP.
5. Develop web applications using LAMP and Write session control PHP code for a website

UNIT I

OPEN SOURCE: Introduction to Open Source – Open Source vs. Commercial Software – What is Linux? - Free Software – Where I can use Linux? Linux Kernel – Linux Distributions

UNIT II

LINUX: Introduction to Linux Essential Commands - Filesystem Concept - Standard Files 1. The Linux Security Model - Vi Editor - Partitions creation – Shell Introduction 2. String Processing - Investigating and Managing Processes - Network Clients - Installing Application

UNIT III

APACHE: Apache Explained - Starting, Stopping, and Restarting Apache - Modifying the Default Configuration - Securing Apache - Set User and Group - Consider Allowing Access to Local Documentation - Don't Allow public html Web sites - Apache control with .htaccess

UNIT IV

MYSQL: Introduction to MYSQL - The Show Databases and Table - The USE command - Create Database and Tables - Describe Table - Select, Insert, Update, and Delete statement - Some Administrative detail - Table Joins - Loading and Dumping a Database.

UNIT V

PHP: Introduction- General Syntactic Characteristics - PHP Scripting - Commenting your code -

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Primitives, Operations and Expressions - PHP Variables - Operations and Expressions Control Statement - Array - Functions - Basic Form Processing - File and Folder Access - Cookies - Sessions - Database Access with PHP - MySQL - MySQL Functions - Inserting Records - Selecting Records - Deleting Records - Update Records.

Suggested Books:

1. James Lee and Brent Ware ,"Open Source Web Development with LAMP using Linux, Apache,MySQL, Perl and PHP", , Dorling Kindersley(India) Pvt. Ltd, 2008.

2. Eric Rosebrock, Eric Filson ,"Setting Up LAMP: Getting Linux, Apache, MySQL, and PHP andworking Together", Published by John Wiley and Sons, 2004.

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MACHINE LEARNING LAB

Course Code: PC655AD
Instruction: 2 periods per week
CIE:25 marks
Credits : 1

Duration of SEE: 3 hours
SEE: 50 marks

Course Objectives

- Demonstration of different classifiers on different data.
- Demonstrate ensembling of classifiers for solving real world problems.
- Make use of real world data to implement machine learning models.

Course Outcomes

After completing this course, the student will be able to:

1. Apply machine learning algorithms: dataset preparation, model selection, model building etc.
2. Evaluate various Machine Learning approaches.
3. Use scikit-learn, Keras and Tensorflow to apply ML techniques.
4. Design and develop solutions to real world problems using ML techniques.
5. Apply unsupervised learning and interpret the results

LIST OF EXPERIMENTS:

1. **Basic Data Preprocessing**
   a. Installation of python environment/Anaconda IDE for machine learning: installing python modules/Packages like scikit-learn, Keras and Tensorflow etc.
   b. Programs involving pandas, Numpy and Scipy libraries.

2. **Programs for classification**
   1. Build models using linear regression and logistic regression and apply it to classify a new instance
   2. Write a program to demonstrate the following classifiers. Use an appropriate data set for building the model. Apply the model to classify a new instance.
      a) Decision tree
      b) K nearest neighbour
      c) Naïve bayes
      d) Support vector machine

3.Demonstration of Clustering algorithms using

a. k-means

b.Hierarchical algorithms (agglomerative etc).Interpret the clusters obtained.

4.Demonstrate ensemble techniques like boosting, bagging, random forests etc.

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5. Build a classifier, compare its performance with an ensemble technique like random forest.

6. Evaluate various classification algorithms performance on a dataset using various measures like True Positive rate, False positive rate, precision, recall etc.

7. Demonstrate GA for optimization (minimization or maximization problem).

8. Case study on supervised/unsupervised learning algorithm

Suggested Books:

1. Tom M. Mitchell, Machine Learning, Mc Graw Hill Education, 1997.
2. Sebastian Raschka, Python Machine Learning, PACKT Publishing, 2015.
3. Ian. H. Witten and Eibe Frank, Data Mining: Practical Machine Learning Tools and Techniques, 2nd Edition, Elsevier Publication, 2005.
4. Jiawei Han, Micheline Kamber and Jian Pei, Data Mining Concepts and Techniques,Morgan Kaufmann Publishers, 3rd Edition, 2012.

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BIG DATA ANALYTICS LAB

Course Code: PC655AD
Instruction:2 periods per week
CIE: 25 marks
Credits : 1

Duration of SEE: 3 hours
SEE: 50 marks

Course Objectives

- To provide the knowledge to setup a Hadoop Cluster
- To impart knowledge to develop programs using MapReduce Technique
- To learn file handling in HDFS
- To introduce Pig, PigLatin and HiveQL to process big data
- To learn machine learning operations using Mahout Hadoop
- To introduce NoSQL databases

Course Outcomes

After completing this course, the student will be able to:

1. Understand Hadoop working environment
2. Work with big data applications in multi node clusters
3. Write scripts using Pig to solve real world problems
4. Write queries using Hive to analyse the datasets
5. Model and build a recommendation system using Mahout Hadoop and Apply big data and echo system techniques for real world

List of Experiments to be performed

1. Understanding and using basic HDFS commands
2. Word count application using Mapper Reducer on single node cluster
3. Analysis of Weather Dataset on Multi node Cluster
4. Working with files in Hadoop file system: Reading, Writing and Copying
5. Writing User Defined Functions/Eval functions for filtering unwanted data in Pig
6. Retrieving user login credentials from /etc/passwd using Pig Latin
7. Working with HiveQL.
8. Writing User Defined Functions in Hive
9. Perform classification & clustering in Mahout Hadoop
10. Building a Mahout Recommendation System on a Hadoop Cluster

Suggested Books:

1. Tom White, "Hadoop: The Definitive Guide", 4th Edition, O'Reilly Media Inc, April 2015.Alan Gates, "Programming Pig", O'Reilly Media Inc, 2011.

SUMMER INTERNSHIP

Course Code: SI671AD
Instruction:
CIE: 25 marks
Credits : 2

Duration of SEE: 3 hours
SEE: 25 marks

Course Objectives:
The student should be made to:

- To give an experience to the students in solving real life practical problems with all its constraints.
- To give an opportunity to integrate different aspects of learning with reference to real life problems.
- To enhance the confidence of the students while communicating with industry engineers and give an opportunity for useful interaction with them and familiarize with work culture and ethics of the industry.

Course Outcomes:
Student will be able to:

1. Able to design/develop a small and simple product in hardware or software.
2. Able to complete the task or realize a pre-specified target, with limited scope, rather than takingup a complex task and leave it.
3. Able to learn to find alternate viable solutions for a given problem and evaluate these alternatives with reference to pre-specified criteria.
4. Able to implement the selected solution and document the same.

Summer Internship is introduced as part of the curricula for encouraging students to work on problems of interest to industries. A batch of two or three students will be attached to a person from an Industry / R & D Organization / National Laboratory for a period of 4 weeks. This will be during the summer vacation following the completion of the VI semester course. One faculty member will act as an internal guide for each batch to monitor the progress and interacts with the Industry guide.

After the completion of the project, students will submit a brief technical report on the project executed and present the work through a seminar talk to be orgauized by the department. Award of session marks are based on the performance of the student at the work place and awarded by industry guide and internal guide (25 Marks) followed by presentation before the committee constituted by the department (25 Marks). One faculty member will coordinate the overall activity of Summer Internship.

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OPEN ELECTIVE-I

Course Code: OE601AS Fundamentals of AI.
Instruction: 3 periods per week
CIE: 30 marks
Credits : 3

Duration of SEE: 3 hours
SEE: 70 marks

Course Objectives

- To learn the difference between optimal reasoning and human like reasoning.
- To understand the concept of state space representation.
- To understand heuristic and exhaustive search.
- To introduce the concept of Machine Learning

Course Outcomes

After completing this course, the student will be able to:

1. Understand the basics of AI and knowledge representation using appropriate technique.
2. Apply AI techniques for problem solving using various search and game playing algorithms.
3. Interpret architectures of different intelligent agents and Expert Systems.
4. Interpret probabilistic and logical reasoning for knowledge and analyze different Machine Learning approaches.
5. Recognize basics of Artificial Neural Networks and Natural Language Processing

UNIT I

Introduction: History, Foundations of AI, Sub areas of AI, Objectives and Applications of AI.

Intelligent Agent: Agents and Environments and the Structure of Agents.

Solving Problem by Searching: Introduction, General Problem Solving.

Uninformed Search Strategies: Breadth First Search and Depth First Search.

Informed (Heuristic) Search Strategies: Heuristic Function, A* Algorithm and Hill Climbing.

UNIT II

Game Playing: Optimal Decisions in Games, the Minimax Algorithm, Alpha-Beta Pruning, Constraint Satisfaction Algorithm.

Logic Concepts: Introduction, Propositional Logic, Predicate Logic, Unification Algorithm, Natural Deduction System, Semantic Tableau System in Propositional Logic, Resolution Refutation in Propositional Logic.

UNIT III

Knowledge Representation: Introduction, Approaches to Knowledge Representation,Knowledge Representation using Semantic Networks and Extended Semantic Networks,Knowledge Representation using Frames.

Expert System and Applications: Introduction, Phases in Building Expert Systems,Expert System Architecture, Expert Systems Vs Traditional Systems, Application of Expert Systems, List of Shells and Tools.

UNIT IV

Uncertainty Measure – Probability Theory: Introduction, Probability Theory, Bayesian Belief Networks, Dempster-Shafer Theory.

Machine Learning: Introduction. Machine Learning Systems. Supervised, Unsupervised Learning and Reinforcement Learning, Learning Decision Trees, Clustering, Support Vector Machines.

UNIT V

Artificial Neural Networks: Introduction, Artificial Neural Networks, Single- Layer FeedForward Networks, Multi-Layer Feed-Forward Networks, Recurrent Networks, Design Issues of Artificial Neural Networks.

Advanced Knowledge Representation Techniques: Case Grammars, Semantic Web.

Natural Language Processing: Introduction, Sentence Analysis Phases, Grammars and Parsers, Types of Parsers.

Suggested Books:

1. Russell and Norvig, Artificial intelligence, A Modern Approach, Pearson Education,3rd Edition. 2014.

2. Rich, Knight and Nair, Artificial intelligence, Tata McGraw Hill, 3rd Edition 2009.

3. Deepak Khemani, A First Course in Artificial Intelligence, McGraw-Hill Education,2013

4. Saroj Kaushik, Artificial Intelligence, Cengage Learning, 2011D, Samanta, Classic Data Structures, 2nd Edition, PHI.

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