

B. Tech. (CSE) – Curriculum (IITSUGCSE15)

Semester-wise Curriculum

I Semester

Sl. No.	Code	Course Name	L	T	P	C
1	MS1101	Advanced Calculus for Engineers	3	1	0	4
2	PH1101	Contemporary Physics for Engineers	3	1	0	4
3	CY1101	Contemporary Chemistry for Engineers	3	0	0	3
4	CE1101	Introduction to UNIX and C Programming	3	0	0	3
5	HS1101	Communication Skills	3	0	2	4
6	PY1101	Physics and Chemistry Laboratory	0	0	4	2
7	CE1102	UNIX and C Programming Laboratory	0	0	4	2
8	EP1101	Engineering Practices	0	0	4	2
9	NC1101	NSS/NCC/YRC (Non-Credit)	0	0	0	0

Total Credits: 24

II Semester

Sl. No.	Code	Course Name	L	T	P	C
1	MAIR12	Complex Analysis and Transforms	3	1	0	4
2	PHIR12	Solid State Physics	3	0	0	3
3	EEIR11	Basic Electrical and Electronics Engineering	3	0	2	4
4	ECPC11	Digital Logic Design	3	0	0	3
5	CSPC11	Discrete Structures	3	1	0	4
6	CSPC12	Object Oriented Programming Technology	2	0	2	3
7	MEIR11	Engineering Graphics	2	0	2	3
8	HSIR11	Environmental Science	3	0	0	3
9	HSIR12	Communication Skills II	0	0	2	1
10	HSIR03	Introduction to Professional Courses (Non-Credit)	0	0	0	0

Total Credits: 28

III Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	CSPC21	PC	Data Structures	3	0	0	3
2	CSPC22	PC	Digital Systems Design	3	0	0	3
3	CSPC23	PC	Principles of Programming Languages	3	0	0	3
4	CSPC24	PC	Computer Organization	3	0	0	3
5	MAIR37	GIR	Introduction to Probability Theory	3	0	0	3
6	CSPC25	PC	Combinatorics and Graph Theory	3	0	0	3
7	CSLR21	ELR	Data Structures Laboratory	0	0	3	2
8	CSLR22	ELR	Digital Systems Design Laboratory	0	0	3	2

Total Credits: 22

IV Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	CSPC26	PC	Operating Systems	3	0	0	3
2	MAIR44	GIR	Principles of Operations Research	3	0	0	3
3	CSPC27	PC	Data Communications and Networks	3	0	0	3
4	CSPC28	PC	Automata and Formal Languages	3	1	0	4
5	CSPC29	PC	Introduction to Algorithms	3	0	0	3
6	HSIR14	GIR	Professional Ethics	3	0	0	3
7	CSLR23	ELR	Algorithms Laboratory	0	0	3	2
8	CSLR24	ELR	Operating Systems Laboratory	0	0	3	2

Total Credits: 23

V Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	CSPC31	PC	Computer Architecture	3	1	0	4
2	CSPC32	PC	Internetworking Protocols	3	0	0	3
3	CSPC33	PC	Database Management Systems	3	0	0	3
4	CSPC34	PC	Software Engineering	3	0	2	4
5	E1		PE – I	3	0	0	3
6	E2		OE - I / MI – I	3	0	0	3
7	CSLR31	ELR	Networks Laboratory	0	0	3	2
8	CSLR32	ELR	DBMS Laboratory	0	0	3	2

Total Credits: 24

VI Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	CSPC35	PC	Principles of Cryptography	3	0	0	3
2	CSPC36	PC	Microprocessors and Microcontrollers	3	0	0	3
3	CSPC37	PC	Mobile Applications Development	3	0	0	3
4	E3		PE – II	3	0	0	3
5	E4		OE -II /MI – II	3	0	0	3
6	E5		PE / OE	3	0	0	3
7	CSLR33	ELR	Mobile Applications Development Lab	0	0	3	2
8	CSLR34	ELR	Microprocessors and Microcontrollers Laboratory	0	0	3	2
9	CSIR16	GIR	Internship/ Industrial Training/ Academic Attachment	0	0	0	2
10	CSIR19	GIR	Industrial Lecture	0	0	0	1

Total Credits: 25

VII Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	HSIR13	GIR	Industrial Economics and Foreign Trade	3	0	0	3
2	CSPC41	PC	Principles of Compiler Design	3	0	0	3
3	E6		PE -III	3	0	0	3
4	E7		OE -III /MI – III	3	0	0	3
5	E8		PE / OE	3	0	0	3
6	CSIR18	GIR	Comprehensive Viva-Voce	3	0	0	3

Total Credits: 18

VIII Semester

Sl. No.	Course Code	Course Type	Course Name	L	T	P	C
1	E9		OE -IV / MI – IV	3	0	0	3
2	E10		OE -V / MI – V	3	0	0	3
3	E11		PE / OE	3	0	0	3
4	E12		OE	3	0	0	3
5	CSIR17	GIR	Project Work	6	0	0	6

Total Credits: 18

Summary

Semester	I	II	III	IV	V	VI	VII	VIII	Total
Credits	24	28	22	23	24	25	18	18	182

List of Electives

V Semester

Programme Electives – I(1 out of 4)

- Mobile Computing and Communication : Networking
- Design and Analysis of Parallel Algorithms : Theoretical CS
- Real Time Systems : Software Systems
- Service Oriented Architecture : Software Systems

Programme / Open Electives / Minor from other Dept. - I (1 out of 2)

- Computer Graphics : Software Systems
- Human Computer Interaction : Software Systems

VI Semester

Programme Electives - II (2 out of 5)

- Data Warehousing and Data Mining : Database
- Wireless Network Systems : Networking
- Principles of Processor Design : Systems
- Parallel Architectures and Programming : Systems
- Randomized Algorithms : Theoretical CS

Programme / Open Electives / Minor from other Dept. – II (1 out of 3)

- Web Technology : Software Systems
- Multimedia Systems : Software Systems
- Probability, Queuing, Statistics for CS : Theoretical CS

VII Semester

Programme Electives - III (1 out of 3)

- Advanced Database Management Systems : Database
- Advanced Cryptography : Theoretical CS
- Network Processors Design : Systems
- Programming for Embedded Systems : Systems
- Machine Learning : Software Systems

Programme / Open Electives / Minor from other Dept. – III, IV (2 out of 3)

- Cloud Computing : Networking
- Network Security : Networking
- Software Project Management : Software Systems

VIII Semester

Programme Electives - IV (1 out of 4)

- Natural Language Processing : Software Systems
- Artificial Intelligence and Expert Systems : Software Systems
- Software Quality Assurance : Software Systems
- Data Sciences : Database

Programme / Open Electives / Minor from other Dept. – V & VI (2 out of 4)

- Bit coin and Crypto Currencies : Software Systems
- Big Data Analytics : Database
- Image Processing : Software Systems
- Internet of Things : Networking

Minor offered

Course Code	Course Name	L	T	P	C
CSMI11	Data Structures and Algorithms	3	0	0	3
CSMI12	Computer Organization	3	0	0	3
CSMI13	Operating Systems	3	0	0	3
CSMI14	Database Management Systems	3	0	0	3
CSMI15	Software Engineering	3	0	0	3
CSMI16	Digital Systems Design	3	0	0	3
CSMI17	Data Communications and Networks	3	0	0	3

Electives for B. Tech. (Honors)*

Course Code	Course Name	L	T	P	C
CSHO11	Distributed Algorithms	3	0	0	3
CSHO12	High Speed Networks	3	0	0	3
CSHO13	Software Defined Networking	3	0	0	3
CSHO14	Transaction Processing Systems	3	0	0	3
CSHO15	Pervasive Computing	3	0	0	3
CSHO16	Programming for Multi Core Systems	3	0	0	3
CSHO17	Soft Computing	3	0	0	3
CSHO18	Digital System Testing and Verification	3	0	0	3
CSHO19	CAD for VLSI	3	0	0	3
CSHO20	Middleware Technologies	3	0	0	3

* - Eligibility Criteria: As per the existing institute norms

FIRST SEMESTER

Course Code	:	MS1101
Course Title	:	Advanced Calculus for Engineers
Number of Credits	:	3-1-0-4
Prerequisites (Course code)	:	-
Course Type	:	GIR

Differential Calculus: Successive differentiation, Leibnitz theorem, indeterminate form, Limit, continuity and differentiability of functions of several variables, partial derivatives and their geometrical interpretation, differentials, derivatives of composite and implicit functions, derivatives of higher order, Euler's theorem on homogeneous functions, harmonic functions, Taylor's and Maclaurin's series, Taylor's expansion of functions of two variables, maxima and minima of functions of two variables, Lagrange's method of multipliers, Change of variables, Jacobians.

Applications of Differential Calculus: Curvature in Cartesian co-ordinates, Centre and radius of curvature, Circle of curvature, Evolutes, Envelopes, Evolute as envelope of normal, Case studies.

Integral Calculus: Multiple Integrals, Improper Integrals, Beta and Gamma function, Double Integrals, Calculating Double Integrals, Calculating Areas and Volumes by Means of Double Integrals, Double Integral in Polar Coordinates, Changing Variables in a Double Integral, Computing the Area of a Surface, Triple Integrals, Evaluating a Triple Integral, Change of Variables in a Triple Integral, Volume of Solids, Case studies.

Vector Differential Calculus: Vectors in 2D Space and 3D Space, Dot Product, Cross Product, Vector and Scalar Functions and their Fields, Vector Calculus, Derivatives, Curves, Arc Length, Curvature, Torsion, Calculus Review, Functions of Several Variables, Gradient of a Scalar Field, Directional Derivative, Divergence of a Vector Field, Curl of a Vector, Case studies.

Vector Integral Calculus: Integral Theorems, Line Integrals, Path Independence of Line Integrals, Green's Theorem in the Plane, Surfaces for Surface Integrals, Surface Integrals, Triple Integrals, Divergence Theorem of Gauss, Stokes's Theorem, Verification and applications of theorems, Case studies.

Text Books

1. Kreyszig. E, Advanced Engineering Mathematics, 9th edition, John Wiley Sons, 2006.
2. Grewal.B.S, Higher Engineering Mathematics, 41st edition, Khanna Publications, Delhi, 2011.
3. Greenberg.M.D, Advanced Engineering Mathematics, 2nd Edition, Pearson Education Inc., 2002.

References

1. Apostol.T.M, Calculus Volume I & II, 2nd Edition, John Wiley & Sons, 2005.
2. Glyn James, Advanced Modern Engineering Mathematics, 4th Edition, Pearson Education Limited, 2011.
3. Strauss. M.J, Bradley, G.L. and Smith, K.J. Calculus, 3rd Edition, Prentice Hall, 2002.

Course Code	:	PH1101
Course Title	:	Contemporary Physics for Engineers
Number of Credits	:	3-1-0-4
Prerequisites (Course code)	:	
Course Type	:	GIR

Crystal Physics: Crystal directions, Planes and Miller indices, Basic symmetry elements, Translational symmetry elements, Reciprocal lattice, Diamond and HCP crystal structure, Imperfections in crystals, Cryogenics, Methods of liquefaction of gases, Measurement of cryogenic temperatures, Case studies.

Atomic and Nuclear Physics: Atoms, atomic models, hydrogen atom, Molecular bonding, energy levels and spectra of polyatomic molecules, Basic properties of a nucleus, Mass and Atomic Numbers, Isotopes, mass and size of a nucleus, Nuclear force, Nuclear Radii, Nuclear Masses, Binding energy, mass defect, Nuclear Spin and Magnetism and nuclear force, Basic Nuclear reactions, Q-value, Exothermic, Endothermic Nuclear model, Nuclear Reactors, Nuclear Fusion; Thermonuclear Fusion, Case studies.

Overview of Classical Physics and Quantum Physics: Mechanics, Electromagnetism, Thermodynamics, Kinetic theory, Waves and Particles, Conservation laws, Failures of classical physics, Classical relativity, Einstein's postulates, Doppler Effect, Relativistic energy and momentum, Blackbody radiation, photoelectric effect, Compton scattering, x-rays, Bohr model, Postulates of quantum mechanics, Quantum operators, Schrödinger equation, probabilities, normalization, Schrödinger equation for 1D, 2D and three dimensional particle in a box, tunneling particle in a well and simple harmonic oscillator, Case studies.

Optics, Quantum Optics and Laser: Nature of light, Propagation of Light, Images, Lenses, Optical instruments, Refractive index, Reflection and Refraction, Polarization of light, Interference and Diffraction, Overview of quantum optics, electromagnetic field, states and representations, Basic concepts of lasers, characteristics of laser, Types of lasers: Nd-YAG Laser, He-Ne Laser, Semiconductor diode laser and Quantum cascade Laser, Application of Lasers, Case studies.

Recent Trends in Physics (Qualitative Studies): Nanophysics, Biophysics, Astrophysics and cosmology, Green energy physics, Chaos and Fractals.

Text Books

1. Stephen T. Thornton and Andrew Rex, Modern Physics for Scientists and Engineers, 4th Edition, 2006.
2. Kenneth Krane, Modern Physics, 3rd Edition, Wiley Publishers, 2012.

References

1. Paul A. Tipler and Gene Mosca, Physics for Scientists and Engineers, 5th Edition, 2003.
2. Guozhong Cao, Nanostructures & Nanomaterials: Synthesis, Properties & Applications, World Scientific Publishing Co. Pte. Ltd, Imperial College Press, 2004.
3. J. Peatross and M. Ware, Physics of Light and Optics, 2015 Edition, optics.byu.edu.
4. Q. Ho Kim, N. Kumar, and C. S. Lam, Invitation to Contemporary Physics, 2nd Edition, World Scientific Publishers, 2004.

Course Code	:	CY1101
Course Title	:	Contemporary Chemistry for Engineers
Number of Credits	:	3-0-0-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Bonding: Overview of Classical Chemistry(qualitative), Basic concepts, bonding in metals, electron gas theory, physical properties of metals, electrical and thermal conductivity, opaque and lusture, malleability and ductility, Alloy substitutional alloys, interstitial alloys, Coordinate bond, Case studies.

Quantum Mechanics: Introduction to Quantum Mechanics, Wave Motion and Light, Evidence for Energy Quantization in Atoms, Predicting Discrete Energy Level, Atomic Structure, Hydrogen Atom, Shell model of Electron Atoms, Principle and Electron Configurations, Periodic properties and Electronic Structure, Case studies.

Chemical Kinetics and Nuclear Chemistry: Chemical Kinetics, Rates of chemical reactions, Rate Laws, Reaction Mechanisms, Nuclear Chemistry, Nuclear Structure and Decay Processes, Kinetics of Radioactivity, Radiation in Biology and Medicine, Nuclear Fission, Nuclear Fusion and Nucleo Synthesis, Case studies.

Spectroscopic Techniques: Interaction of Electromagnetic radiation with matter, Born–Oppenheimer approximation IR Spectroscopy, Instrumentation and Applications, Unsaturated Ketones, NMR α , α Woodward, Shielding and Deshielding, Chemical shift, Applications, Atomic absorption and Atomic Emission Fundamentals, Case studies.

Water and Environmental Chemistry: Water and its treatment, Sources of water, Impurities in water, Hardness of water and its determination, Scale and Sludge Formation, Composition properties and methods of prevention, Treatment of Water, Environmental Segments, Air Pollution, Pollutants, Photochemical Smog, Biological Oxygen Demand, Chemical Oxygen Demand, Control of Air Pollution, Case studies.

Text Books

1. David W. Oxtoby, H. Pat Gillis, Alan Champion, Principles of Modern Chemistry, 6th Edition, Cengage Brain Publications, ISBN-10: 0534493661 | ISBN-13: 9780534493660, 2011.
2. P. C. Jain and M. Jain, Engineering Chemistry, Dhanpat Rai Publishing Company, New Delhi, 2005.
3. Hari Singh Nalwa, Nanostructured Materials and Nanotechnology, Academic Press, 2002
4. C. N. Banwell and E.M. McCash, Fundamentals of Molecular Spectroscopy, 4th Edition, Tata Mc Graw-Hill Edition, 1995.

References

1. Vairam S, Kalyani P and Subha Ramesh, Engineering Chemistry, Wiley India Pvt Ltd., New Delhi, 2011.
2. B.R. Puri, L.R. Sharma, M.S. Pathania, Principles of Physical Chemistry, Vishal Publishing Company, 2008.
3. Shashi Chawla, A Reading of Engineering Chemistry, 3rd Edition, Dhanpat Rai and Co., New Delhi, 2007.
4. S. S. Dara, and S. S. Umare, A Text Book of Engineering Chemistry, S. Chand Publishing, 2011.
5. F.W. Billmeyer. Textbook of Polymer Science, 3rd Edition, Wiley. N.Y, 1991.
6. A.R. West, Basic Solid State Chemistry, 2nd Edition, John Wiley and Sons, 1999.
7. A. Nabok, Organic and Inorganic Nanostructures, Artech House, 2005.

Course Code	:	CE1101
Course Title	:	Introduction to UNIX and C Programming
Number of Credits	:	3-0-0-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Basics of UNIX: Study of Unix OS, Basic Shell Commands, Unix Editor, Frequently used commands and utilities, Files & directories, Input/output redirection, Pipelines and Filters, Concept of Users and Groups, User access privileges, Networking Utilities, Ping, ifconfig, ssh, scp etc.

Structured Programming and Basics of C Language: Introduction to C programming, fundamentals, structure of a C program, compilation and linking processes, Constants, Variables, Data Types, Expressions using operators in C, Managing Input and Output operations, Decision Making and Branching, Looping statements, Solving simple scientific and statistical problems.

Arrays and Strings: Arrays, Initialization, Declaration, One dimensional and Two dimensional arrays, String, String operations, String Arrays, Simple programs, Sorting, Searching, Matrix operations.

Functions, Pointers, Structures and Unions: Definition of function, Declaration of function, Pass by value, Pass by reference, Recursion, Pointers, Definition, Initialization, Pointers arithmetic, Pointers and arrays, Structure definition, Structure declaration, Structure within a structure, Union, Programs using structures and unions.

Advanced Features of C: File processing in C, Files and Streams, Sequential & Random-Access Files, Low-Level Programming, Storage classes, Pre-processor directives, Dynamic Memory Allocation, Command Line Arguments.

Text Books

1. Peter Dyson, Stan Kelley Bootle, John Heliborn, "UNIX Complete", SYBEX Inc, 1999.
2. Deitel P J, Deitel H M, "C : How To Program", Prentice Hall, Seventh Edition, 2012.

References

1. John Muster & Associates, "UNIX Made Easy", 2nd Edition, McGraw-Hill, 1996.
2. Kernighan, B.W and Ritchie,D.M, "The C Programming language", Second Edition, Pearson Education, 2006.
3. Byron S Gottfried, "Programming with C", Schaum's Outlines, Third Edition, Tata McGraw-Hill, 2011.
4. Yashavant P. Kanetkar. "Let Us C", BPB Publications, 2011.
Stephen G. Kochan, "Programming in C", 3rd edition, Pearson Education, 2004.

Course Code	:	HS1101
Course Title	:	Communication Skills - I
Number of Credits	:	3-1-0-4
Prerequisites (Course code)	:	
Course Type	:	GIR

Listening Skills: Types of Listening, Tips for Effective Listening, Academic Listening, Listening to Talks and Presentations, Listening to Announcements of: railway, bus stations, airport, stadium announcement etc., Listening to Radio and Television.

Speaking Skills: Phonetics, Intonation, Ear training, Correct Pronunciation, Sound recognition exercises, Common errors in English, Conversations: Face to Face Conversation, Telephone conversation, Role play, Making Presentations.

Reading Skills: Understanding notices, messages, timetables, adverts, graphs etc., Reading passages, short reading passage, long reading passage, Skimming, Scanning, Note-making, Error Correction.

Writing Skills: Standard Business letter, Report writing, Email drafting and Etiquettes, Preparing Agenda and writing minutes for meetings, Making notes on Business conversations, Effective use of SMS, Case writing and Documentation.

Assessment

- 1) Assignments
- 2) Class room interaction
- 3) Activities
- 4) Presentation
- 5) Quiz
- 6) Extensive Reading

Reference Books:

1. Aruna Koneru, Professional Communication, McGraw Hill, 2008.
2. John Seely, The Oxford Guide to Writing and Speaking, Oxford University Press, 2004.
3. Meenakshi Raman and Sangeeta Sharma, Technical Communication Principles and Practices, Oxford University Press, 3rd Edition, 2015.
Frederick T.Wood, A Remedial English Grammar for Foreign Students, Macmillan Education, 1965.

Course Code	:	PY1101
Course Title	:	Physics and Chemistry Laboratory
Number of Credits	:	0-0-4-2
Prerequisites (Course code)	:	
Course Type	:	GIR

Physics Laboratory - List of Experiments

1. Interference of light: Newton Rings or Air Wedge
2. Torsional Pendulum: Rigidity Modules or Moment of Inertia
3. Lees' Disc: Thermal conductivity of bad conductor
4. Optical Fibre: Determination of refractive index & Losses
5. Acoustic Grating: Using ultra sonic interferometer – Determination of No. of lines and wave length measurement
6. Post Office Box: Measurement of unknown resistance
7. Spectrometer: Prism – Determination of refraction index, spectrometer - grating

Chemistry Laboratory - List of Experiments

1. Acid-Base titration: Titration of weak acid with a strong base
2. Determination of the Concentration of Hydrochloric Acid present in a given Solution
3. Estimation of hardness of Water by EDTA
4. Estimation of Chloride in Water sample (Argentometric)
5. Estimation of alkalinity of Water sample
6. Determine the total alkalinity in a sample of tap water by using a standard acid
7. Potentiometry: Redox Titration

Course Code	:	CE1102
Course Title	:	UNIX and C Programming Laboratory
Number of Credits	:	0-0-4-2
Prerequisites (Course code)	:	
Course Type	:	GIR

List of Experiments

1. Study and execute the following:
 - General purpose commands
 - Files and Directory commands
 - Input/Output Redirection commands
 - Pipelines and Filter commands
 - Concept of Users groups and User access privileges
 - Networking Utilities
2. Write simple C programs for Arithmetic Calculator, Conversion Programs, Print date, Get IP address, Shutdown computer, Swapping two numbers.
3. Write C Programs for Branching and Looping to Check the given number is : Odd or Even, Leap year or not, Factorial value, Prime or not, Palindrome or not, Armstrong or not, Sum of the series- Print Floyd's and Pascal's triangle etc.,
4. Write a C program for the basic operations of Matrices using arrays.
5. Write a C program for sorting numbers using arrays and pointers (Various Sorting methods).
6. Write a C program for Linear search and Binary search using arrays and pointers.
7. Write a C program for finding maximum and minimum element in an array.
8. Write a C program to exploit all storage classes.
9. Write a C program for Call by Value using functions.
10. Write a C program to demonstrate Call by Reference.
11. Write a C program to demonstrate Recursion.
12. Write a C program for String Manipulations (String length, Compare strings, Copy string, Concatenate strings, Reverse string to find palindrome).
13. Write C programs to implement Student database and Employee database using Structures and Unions.
14. Write a C program to demonstrate dynamic memory allocation.
15. Write a C program to demonstrate command line arguments

Course Code	:	EP1101
Course Title	:	Engineering Practices
Number of Credits	:	0-0-4-2
Prerequisites (Course code)	:	
Course Type	:	GIR

List of Experiments

I. Wiring

1. Study of tools and accessories
2. Tube light and fan connection
3. Staircase wiring
4. Living room wiring
5. Godown wiring
6. Lamp controlled from three different places wiring

II. Fitting

1. Study of tools and machineries
2. Symmetric fitting
3. Acute angle fitting

III. Welding

1. Study of arc and gas welding equipment and tools
2. Simple lap welding
3. Single V butt welding

IV. Carpentry

1. Study of tools and machineries
2. Half lap joint
3. Corner mortise joint

SECOND SEMESTER

Course Code	:	MAIR12
Course Title	:	Complex Analysis and Transforms
Number of Credits	:	3-1-0-4
Prerequisites (Course code)	:	
Course Type	:	GIR

Analytic Function: Review of complex numbers - Functions of a complex variable - Limit and continuity - Derivative - CR-equations - Analytic functions- Mapping by Elementary functions- Linear fractional transformations (Bilinear transformation)-Conformal Transformation.

Complex Analysis: Contour integrals - Cauchy Integral Formula -Taylor's and Laurent's expansions - Zeros and singularities of an analytic function - Residues - Residue theorem - Evaluation of definite integrals.

Laplace Transforms: Laplace Transform - Properties of Laplace transform – Sufficient condition for existence – Transform of elementary functions – Basic properties – Transforms of derivatives and integrals of functions - Multiplication by t^n -Transforms of unit step function and impulse functions – Transform of periodic functions - Inverse Laplace transform -Statement of Convolution theorem – Initial and final value theorems – Solution of linear ordinary differential equations of second order with constant coefficients using Laplace transformation techniques.

Fourier Transforms: Introduction - Fourier integrals - Fourier sine and cosine integrals-complex forms of Fourier integral - Fourier transform - Finite Fourier sine and cosine transforms - Properties of Fourier transform-convolution Theorem for Fourier transforms- Parseval's identity for Fourier-Transforms -Fourier transforms of the derivatives of a function.

Z-Transforms: Introduction -some standard Z-transforms - Linearity property- Damping Rule-Shifting u_n to the right and left - Multiplication by n - Two Basic Theorems -Some useful Z-transforms - Some Useful inverse Z-transforms-convolution theorems-convergence of Z-transforms- Evaluation of inverse Z-Transform -Application of Difference equations.

Text Books

1. Grewal B.S., Higher Engineering Mathematics, 42nd Edition, Khanna Publications, Delhi, 2011.
2. R.V.Churchill and J.W.Brown, Complex variables and applications, 7th Edition, McGraw-Hill, 2003.

References

1. Kreyszig. E, Advanced Engineering Mathematics, 10th Edition, John Wiley Sons, 2006.
2. Greenberg, M.D. Advanced Engineering Mathematics, 2nd Edition, Pearson Education, 2002.
3. Hsiung, C.Y. and Mao, G. Y. 'Linear Algebra', World Scientific Pub Co Inc., 1999.
4. J. M. Howie, Complex analysis, Springer-Verlag (2004).
5. R.K.Jain and S.R.K.Iyengar, Advanced Engineering Mathematics, Narosa Pub. House, 2008.
6. Strang's MIT Linear Algebra Course. Videos of lectures and more:
<http://ocw.mit.edu/courses/mathematics/18-06-linear-algebra-spring-2010>.
7. The Linear Algebra toolkit: <http://www.math.odu.edu/~bogacki/lat>.

Course Code	:	PHIR12
Course Title	:	Solid state physics
Number of Credits	:	3-0-0-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Overview of Band Theory of Solids and Thermal Properties of Solids: Bloch theorem – Kronig Penney model- Energy versus wave vector relationship – number of wave functions in a band – Velocity and effective mass of electron – Forces between atoms-Cohesion of atoms and cohesive energy-Calculation of cohesive energy - Lenard Jones Potential–Einstein’s theory of specific heat capacity of solids - Debye’s theory of specific heat capacity of solids.

Magnetism in Solids: Diamagnetism-Langevin’s Theory- Paramagnetism - Weiss Theory of Paramagnetism- Determination of susceptibilities of para and diamagnetic materials – Guoy’s method and Quincke’s method-Ferromagnetism-Domain Theory of Ferromagnetism -Hysteresis – types of magnetic materials soft and hard materials-Antiferromagnetism - Ferrites-Structure of ferrites – Applications.

Superconducting Materials: Superconductivity- Types of superconductors -Type I and Type II superconductors-BCS Theory - Meissner Effect - Isotopic effect - Magnetic field effect- Critical currents - Josephson device–High T_c superconductors – Thermal Properties - London equations Electrostatics –Thermodynamics of superconductors – Quantum tunnelling - Applications of Superconductors.

Dielectrics, Ferroelectrics and Piezoelectrics: Microscopic concept of Polarisation— Langevin’s Theory of Polarisation in polar dielectrics- Internal field – Clausius - Mosotti equation - Debye’s equation- Lorentz-Lorentz formula –Static dielectric constants of solids and liquids - Complex dielectric constant and dielectric loss-dielectric breakdown- Absorption of energy and dielectric loss-Effects of dielectrics-Ferroelectricity-Piezoelectricity.

Solid State Devices: Semiconductors – Intrinsic semiconductors – electrons and holes – Fermi level – Temperature dependence of electron and hole concentrations – Doping impurity states n and p type semiconductors – conductivity- mobility – Hall effect – Hall coefficient. Semiconductor devices: p – n junction- majority and minority carriers –tunnelling diode, light emitting diode.

Text Books

1. Charles Kittel, Introduction to Solid State Physics, Wiley India, 2008.
2. R.K. Puri and V.K. Babbar, Solid State Physics and Electronics, S. Chand & Company Limited, 2004.
3. S. O. Pillai, Solid State Physics, 6th edition, New Age International, 2006.
4. Neeraj Mehta, Applied Physics for Engineers, Prentice-Hall of India, 2011.

References

1. R. Murugesan and Er. Kiruthiga Sivaprasath, Modern Physics, S. Chand & Company Pvt. Limited, 2010.
2. Dr. B. S. Saxena, R.C.Gupta and P.N. Saxena, Fundamentals of Solid State Physics, Pragati Prakashan Publisher, Meerut, 2010.
3. R. K. Gaur and S.L Gupta, Engineering Physics, Dhanpat Rai Publications (P) Ltd, 2013.
4. M. N. Avadhanulu and P. G. Kshirsagar, A Text Book of Engineering Physics, S. Chand and Company, New Delhi, 1992.
5. B.L. Thereja, Basic Electronics- Solid State Physics, S. Chand & Co. Ltd., Ram Nagar, New Delhi, Multicoloured Illustrative Edition, 2007.

Course Code	:	EEIR11
Course Title	:	Basic Electrical and Electronics Engineering
Number of Credits	:	3-0-2-4
Prerequisites (Course code)	:	
Course Type	:	GIR

DC Circuit Analysis: Basic Components of Electric Circuits, Charge, Current, Voltage and Power, Voltage and Current Sources, Ohms Law, Kirchoff's Current Law, Kirchoff's voltage law, The single Node – Pair Circuit, Series and Parallel Connected Independent Sources, Resistors in Series and Parallel, Voltage and Current Division, Nodal analysis, Mesh analysis.

Network Theorem and Sinusoidal Steady State Analysis: Useful Circuit Analysis techniques - Linearity and Superposition, Thevenin and Norton Equivalent Circuits, Maximum Power Transfer, Delta-Wye Conversion, Sinusoidal Steady – State analysis , Characteristics of Sinusoids, The Complex Forcing Function, The Phasor, Phasor relationship for R, L, and C, impedance and Admittance, Phasor Diagrams, AC Circuit Power Analysis, Instantaneous Power, Average Power, Apparent Power and Power Factor, Complex Power, Parallel Resonance, Series Resonance, Quality Factor.

Semiconductor Devices: PN-Junction Diode- Drift and Diffusion Current-Zener Diode-Zener Regulator- BJT- VI Characteristics - CE Configuration - Current Equation h - Parameter Model. JFET- VI Characteristics- Current Equation- Transconductance MOSFET-Types DMOS, EMOS – V-I Characteristics-Moll Current Equation.

Rectifiers, Amplifiers and Oscillators: FWR-Filter-Capacitance Input Filter-Choke Input Filter – CE Amplification with and without feedback – Analysis and Frequency Response – CS MOSFET Amplifier – Analysis.

Operation Amplifier: Introduction of Inverting Amplifier, Non Inverting Amplifier, Basic Application of Operation Amplifier: Subtractor, Summing Amplifier, Analog to Digital Converter, Digital to Analog Convertor, Low Pass Filter, First Order Low Pass Filter, First Order High Pass Filter, Integrator, Differentiator.

Text Books

1. Theraja.A.K and Theraja.B.L, A Textbook of Electrical Technology Vol-1&2, S. Chand Publishing, 2007.
2. David A. Bell, Electronic Devices and Circuit, Oxford Press, 2008.

References

1. William H.Kayt, Jr.Jack E. Kemmerly, Steven M.Durbin, Engineering Circuit Analysis, 6th Edition, Tata McGraw-Hill Edition, 2006.
2. David A.Bell, Electric Circuits, PHI, 2006.
3. A.P. Malvino, Electronic Principles, Tata Mcgraw Hill Publications, 1998.
4. Robert L. Boylestad & Louis Nashelsky, Electronic Devices & Circuit Theory, PHI, 1993.

List of Experiments:

1. Verification of Ohm's Law, Kirchoff's Law
2. Single -Phase R, L & C series & Parallel Circuits A-C Circuits
3. Thevenin's and Norton's Equivalent Circuits
4. DC Circuits (Equivalent Resistance and Series / Parallel Resistance Circuits)
5. Nodal and Mesh Analysis
6. PN junction diode Characteristics
7. Zener diode Characteristics
8. Transistor CE Characteristics
9. Rectifier without filters
10. UJT Characteristics
11. FET Characteristics
12. CE Amplifier, Class A Amplifier
13. RC Phase Shift Oscillator

Course Code	:	ECPC11
Course Title	:	Digital Logic Design
Number of Credits	:	3-0-0-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Boolean Algebra and Logic Gates: Review of Number Systems – Arithmetic Operations – Binary Codes and Conversions– Boolean Algebra and Theorems – Boolean Functions – Simplification of Boolean Functions using Karnaugh Map, Quine-McCluskey Method – SOP and POS expressions - AND, OR, NAND, NOR, XOR and XNOR Logic Gates Implementations and Gate Level Minimizations.

Combinational Logic: Combinational Circuits – Analysis and Design Procedures – Circuits for Arithmetic Operations, Code Conversion – MSI Components: Adders, Subtractors, Comparators, Encoders, Decoders, Multiplexers and Demultiplexers – Introduction to HDL – HDL Models of Combinational Circuits – Analysis and Synthesis of Combinational Circuits – Applications – Case Studies.

Synchronous Sequential Logic: Sequential Circuits – Latches and Flip Flops – Analysis and Design Procedures – State Machine Design -State Reduction and State Assignment – Shift Registers – Counters – VHDL for Sequential Logic Circuits – Applications – Case Studies.

Asynchronous Sequential Logic: Analysis and Design of Asynchronous Sequential Circuits – Reduction of State and Flow Tables – Race-free State Assignment – Hazards – Asynchronous Design Problems – Analysis and Synthesis of Sequential Circuits – Applications – Case Studies.

Memory And Programmable Logic: RAM and ROM – Memory Decoding – Error Detection and Correction – Programmable Logic Array – Programmable Array Logic – Sequential Programmable Devices – Complex Programmable Logic Devices – Sequential Circuits with Programmable Logic Devices – Applications – Case Studies.

Text Book

1. M. Morris Mano and Michael D. Ciletti, Digital Design with An Introduction to the Verilog HDL, 5th Edition, Pearson Education, 2013.

References

1. John F. Wakerly, Digital Design Principles and Practices, 4th Edition, Pearson Education, 2006.
2. Charles H. Roth and Larry L.Kinney, Fundamentals of Logic Design, 6th Edition, Cengage Learning, 2014.
3. Donald D. Givone, Digital Principles and Design, Tata MCGraw Hill, 2003.
4. G.K. Kharate, Digital Electronics, Oxford University Press, 2010.
5. Parag K. Lala, Principles of Modern Digital Design, Wiley Publishers, 2007.
6. Stephen Brown and Zvonko Vranesic, Fundamentals of Digital Logic with VHDL Design, 3rd Edition, McGraw Hill Education, 2013.
7. Donald P. Leach, Albert Paul Malvino and Goutam Saha, Digital Principles and Applications, 6th Edition, Tata McGraw Hill, 2008.

Course Code	:	CSPC11
Course Title	:	Discrete Structures
Number of Credits	:	3-1-0-4
Prerequisites (Course code)	:	-
Course Type	:	GIR

Logic: Statements and Notation- Connectives: Statement formulas and Truth Tables, Equivalence of formulas, Tautological Implications -Normal Forms-The Theory of Inference for the Statement Calculus-The Predicate Calculus-Inference theory of the Predicate Calculus.

Set Theory: Basic Concepts of Set theory: Inclusion and Equality of sets, The Power Sets, The Principle of Specification-Representation of Discrete Structures-Relations and Ordering: Relations, Properties of binary relations in a set, Equivalence relations, Partial Ordering-Functions-Recursion.

Algebraic Structures: Algebraic Systems: Examples and General Properties-Semi groups and Monoids: Homomorphism of semi groups and Monoids, Sub-Semigroups and Sub-Monoids - Grammars and Languages: Discussion of Grammars, Formal Definition of Language, Notions of Syntax Analysis-Polish Expressions and their Compilation: Polish Notation, Conversion of Infix Expressions to Polish Notation.

Groups and Lattices: Groups, Subgroups and Homomorphism, Cosets and Lagrange's Theorem, Normal Subgroups, Algebraic Systems with Two Binary Operations -The application of residue Arithmetic to computers-Group Codes: The Communication Model and Basic Notions of Error Correction, Generation of Codes by Using Parity Checks, Error Recovery in Group Codes-Lattices as Partially Ordered Sets: Properties of Lattices, Lattices as Algebraic system, Sub lattices, Direct Product, and Homomorphism-Overview of Boolean Algebra.

Graph Theory: Basic Concepts of Graph Theory: Paths, Reachability and Connectedness, Matrix Representation of Graphs, Trees - Storage Representation and Manipulation of Graphs: Trees Representation and Operations, List Structures and Graphs.

Text Book

1. Tremblay J.P and Manohar R, Discrete Mathematical Structures with Applications to Computer Science, McGraw Hill Education(India) Private Limited, 1997.

References

1. Uwe Schoning, Logic for Computer Scientists, Birkhauser, 2008.
2. Kenneth H. Rosen, Discrete Mathematics and its applications, Seventh Edition, Tata McGraw Hill, 2011.
3. J. E. Hopcroft, Rajeev Motwani, and J. D. Ullman, Introduction to Automata Theory, Languages, and Computation, Third Edition, Pearson, 2008.
4. M. Ben-Ari, Mathematical logic for computer science, Second Edition, Springer, 2003.
5. John Harrison, Handbook of Practical Logic and Automated Reasoning, Cambridge University Press, 2009.
6. Kenneth Slonneger and Barry Kurtz, Formal syntax and semantics of programming languages, Addison Wesley, 1995.

7. Sriram Pemmaraju and Steven Skiena, Computational Discrete Mathematics, Cambridge University Press, 2003.
8. M. Huth and M. Ryan, Logic in Computer Science – Modeling and Reasoning about systems, Second Edition, Cambridge University Press, 2004.
9. Norman L. Biggs, Discrete Mathematics, Second Edition, Oxford University Press, 2002
10. Juraj Hromkovic, Theoretical Computer Science, Springer, 1998.
11. Kenneth Kunen, Set Theory An Introduction To Independence Proofs, Elsevier Science B.V Publishers, 1980.

Course Code	:	CSPC12
Course Title	:	Object Oriented Programming Technology
Number of Credits	:	2-0-2-3
Prerequisites (Course code)	:	-
Course Type	:	GIR

Introduction: Object oriented programming concepts – Objects – Classes – Abstraction and encapsulation – inheritance – Abstract classes – Polymorphism– Function overloading , Operator overloading – Friend functions – Overloading through friend functions - Constant and volatile functions.

Constructors and Destructors: Constructors – Default constructor – Parameterized constructors – Constructor with dynamic allocation – Copy constructor – Destructors– Type conversion – Explicit constructor.

Templates and Exceptions: Function and Class templates - Exception handling.

Inheritance and RTTI: Inheritance - virtual base class – abstract class – Runtime polymorphism – virtual functions – pure virtual functions – RTTI – Dynamic casting – RTTI and templates – cross casting – down casting.

Streams, I/O and Files: Streams and Formatted I/O – I/O manipulators - File handling – ANSI String Objects –Standard Template Library (STL).

Text Books

1. Herbert Schildt, C++ Complete Reference, 4th Edition, McGraw Hill, 2002.
2. HM Deitel and PJ Deitel, C++ How to Program, 7th Edition, Prentice Hall, 2010.

References

1. Ira Pohl, Object Oriented Programming using C++, 2nd Edition, Pearson Education, 2004.
2. S. B. Lippman, Josee Lajoie, Barbara E. Moo, C++ Primer, 4th Edition, Pearson Education, 2005.
3. B. Stroustrup, The C++ Programming Language, 3rd edition, Pearson Education, 2004.
4. B. Trivedi, Programming with ANSI C++, Oxford University Press, 2007.
5. C++ Language Tutorial: <http://www.cplusplus.com/doc/tutorial>.
6. Wikiversity: Introduction to C++ : <https://en.wikiversity.org/wiki/C%2B%2B/Introduction>
7. Learn about C++ Programming: <http://cplusplus.about.com/od/learning1>.
8. STL Programs Web Link:
<http://www.tenouk.com/cpluspluscodesnippet/cplusplusstandardtemplibrarystlindex.html>

List of Experiments

1.
 - a. Develop a C++ program using classes and member functions to accept a paragraph, print each word in the paragraph with the number of vowels in each word.
 - b. A company produces pens. Three salesmen of the company are selling the pens in four different districts. Develop a C++ program using classes and member functions to read the quantity sold by each salesman in different districts and display the quantity sold by each sales man with district and the total quantity sold.
 - c. Develop a C++ program using classes and member functions to perform the arithmetic operations on matrices.
2. Design C++ classes with static members, methods with default arguments, friend functions. (For example, design matrix and vector classes with static allocation, and a friend function to do matrix-vector multiplication)
3. Implement complex number class with necessary operator overloading and type conversions such as integer to complex, double to complex, complex to double etc.
4. Write a C++ program to perform the string concatenation using dynamic memory allocation.
5. Implement Matrix class with dynamic memory allocation and necessary methods. Give proper constructor, destructor, copy constructor, and overloading of Assignment operator overloads the new and deletes operators to provide custom dynamic allocation of memory.
6. Develop templates of standard sorting algorithms such as bubble sort, insertion sort.
7. Exception handling - Divide by Zero, arrays out of bounds, memory exhaustion exception
 - a. Insertion and selection sort on (i) integer array (ii) strings
 - b. Linear Search and Binary search over (i) integer array (ii) strings
8.
 - a. Define Point class and an Arc class. Define a Graph class which represents graph as a collection of Point objects and Arc objects. Write a method to find a minimum cost spanning tree in a graph.
 - b. Write a C++ program with two classes named as “one”, “two” to find the area of square and rectangle respectively, and inherit these values to another class named as “cuboid” with its own property “height” to find the area of the cuboid.
9. Develop with suitable hierarchy, classes for Point, Shape, Rectangle, Square, Circle, Ellipse, Triangle, Polygon, etc. Design a simple test application to demonstrate dynamic polymorphism and RTTI.
10. Write a C++ program that randomly generates complex numbers (use previously designed Complex class) and writes them two per line in a file along with an operator (+, -, *, or /). The numbers are written to file in the format (a + ib). Write another program to read one line at a time from this file, perform the corresponding operation on the two complex numbers read, and write the result to another file (one per line).
11.
 - a. Develop a simple C++ vector container program.
 - b. Implement C++ STL vector using various operators code.
 - c. Implement C++ STL vector using constructors.

Course Code	:	MEIR11
Course Title	:	Engineering Graphics
Number of Credits	:	2-0-2-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Engineering Graphics and Engineering Curves : Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Plane scales, Diagonal scales,–Lettering and dimensioning Engineering Curves - Basic Geometrical constructions, Curves used in engineering practices - Conics – Construction of ellipse, parabola and hyperbola by eccentricity method – Construction of cycloid – Drawing of tangents and normal to the above curves – Construction of Diagonal and Vernier scales – Representation of Three Dimensional objects – Layout of views.

Projection of Points, Lines and Plane Surfaces: First angle projection-Projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes - Determination of true lengths and true inclinations by rotating line method and trapezoidal method and traces Projection of planes (polygonal and circular surfaces) inclined to both the principal planes by rotating object method.

Projection of Solids and Section of Solids: Projection of simple solids like prisms, pyramids, cylinder, cone and truncated solids when the axis is inclined to one of the principal planes by rotating object method and auxiliary plane method - Section of solids - True shape of section.

Development of Surfaces: Development of prisms, pyramids and cylindrical & conical surfaces. Development of lateral surfaces of solids with cylindrical cut outs, perpendicular to the axis.- Intresection of solids- prism, cylinder and cone - Axes perpendicular and offset - Axes inclined and intersecting - Axes inclined and offset. Free Hand Sketching - Orthographic projection of simple solids- Developing visualization skills through free hand sketching of multiple views from pictorial views of objects.

Isometric and Perspective Projections: Principles of isometric projection – isometric scale – Isometric projections of simple solids and truncated solids - Prisms, pyramids, cylinders, cones- Perspective projection of prisms, pyramids and cylinders by visual ray method.

Text Books

1. Bhatt N.D, Engineering Drawing, Charotar Publishing house (P) Ltd, India, 2012.
2. Vargheese P.I, Engineering Graphics, 52nd Edition, Tata McGraw Hill Publishing Company Limited, New Delhi, 2013.

References

1. Basant Agarwal and Agarwal C.M, Engineering Drawing, Tata McGraw Hill Publishing Company Limited, New Delhi, 2008.
2. Gopalakrishna K.R, Engineering Drawing -Vol I&II combined, Subhas Stores, Bangalore, 2007.
3. Shah M.B. and Rana B.C, “Engineering Drawing”, Pearson, 2nd Edition, 2009.
4. Venugopal. K, Prabhu Raja.V, Engineering Graphics, New Age International(P) Limited, 2008.

5. Jolhe.D. A, Engineering Drawing, Tata McGraw Hill Publishing Company Limited, New Delhi, 2008.
6. Natarajan.K. V, A text book of Engineering Graphics, Dhanalakshmi Publishers, Chennai, 2006.
7. Bhattacharyya B. and Bera S.C, I.K. International Publishing House, 2009.
8. Trymbaka Murthy, S., Computer Aided Engineering Drawing, Pub.: I.K. International Publishing House, 2009.

Course Code	:	HSIR11
Course Title	:	Environmental Science
Number of Credits	:	3-0-0-3
Prerequisites (Course code)	:	
Course Type	:	GIR

Environment, Ecosystems and Biodiversity: The multidisciplinary nature of environmental studies, definition, scope and importance -need for public awareness- concept of an ecosystem - structure and function of an ecosystem - energy flow in the ecosystem - ecological succession - food chains, food webs and ecological pyramids - introduction, types, characteristic features, structure and function of the following ecosystem: (a) Forest ecosystem. (b) Grassland ecosystem. (c) Desert ecosystem. (d) Aquatic ecosystems - introduction to biodiversity – definition: genetic, species and ecosystem diversity - value of biodiversity- biodiversity at global, national and local levels - hot-spots of biodiversity. Environmental hydrology and hydraulic principles. Field study of local area to document environmental assets-river/ forest/ grassland/ hill/mountain. Field study of common plants, insects, birds. Field study of simple ecosystems-pond, river, hill slopes, etc.

Environment Pollution and Pollution Abatement: Types of pollution -definition and consequences - air pollution, water pollution , soil pollution , marine pollution, noise pollution, thermal pollution, nuclear hazards - adsorption – types – adsorption of solutes from solutions – role of adsorbents – activated carbon in pollution abatement of air and waste water - Advanced oxidation process (AOPs) to remove organic pollutants in waste water-principles and advantages - solid and hazardous waste management: causes, effects and control measures of municipal solid wastes - role of an individual in prevention of pollution. Recent trends in environmental science and pollution control. Role of Information and Communications Technology (ICT) for monitoring and controlling of environmental pollution at global, national and local levels. Field study of local polluted site-urban/rural/industrial/agricultural and preparation of report

Green Chemistry and Engineering: Principles of Green Chemistry and green engineering-Green Chemistry Methodologies- new methods for organic synthesis and applications - Quantitative/Optimization - Based Frameworks for the Design of Green Chemical Synthesis Pathways.Green Chemistry pollution prevention in material selection for unit operations. Recent trends in Green chemistry.Case studies of the Green Chemistry Methodologies used in academic institutes and industry.

Principles of Sampling and Analysis of Pollutants: Purpose of sampling, different types of samples - water, waste water, soil and air - collection methods - preserving samples - gaseous pollutant monitoring - analytical methods like spectroscopic and chromatographic techniques used for analysis of samples. Case studies of analysis of pollutants by government and private organization. Visit to an analytical lab and or air pollution treatment facility.

Human population and the Environment: Population growth, variation among nations-population explosion – Family Welfare programme - environment and human health - Human Rights - Value Education- HIV/ AIDS - woman and child welfare - role of Information Technology in environment and human health –ICT-applications of IT in global environment-Case studies of the application of ICT in hospitals in India and abroad.

Text Books

1. Benny Joseph, Environmental Science and Engineering, Tata McGraw-Hill, New Delhi, 2006.
2. Erach Bharucha, Environmental Studies for Undergraduate Courses, UGC, New Delhi and Bharati Vidyapeeth Institute of Environmental and Research, Pune, 2004.

References

1. Rajagopalan. R, Environmental Studies-From Crises to Cure, Oxford University Press, 2011.
2. M. L. Davis and S. J. Masen, Principles of Environmental Engineering and Science, McGraw Hill International Edition, 2004.
3. Bharucha, Erach, The Biodiversity of India, Mapin Publishing Pvt. Ltd., Ahmedabad, India, 2001.
4. Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T., Environmental Encyclopaedia, Jaico Pub. House, Mumbai, 2001.
5. De A.K., Environmental Chemistry, Wiley Eastern Ltd. , New Delhi, 1994.
6. Rao M.N. & Dutta, A.K., Waste Water Treatment. Oxford & IBH Publ. Co. Pvt. Ltd., 1987.
7. Sharma, B.K., 2001, Environmental Chemistry, Goel Publ. House, Meerut.
8. Allen. D.T, Shonnard, D.R, Green Engineering: Environmentally Conscious Design of Chemical Processes. Prentice Hall PTR, 2002.
9. Mukesh Doble and Anil Kumar Kruthiventi, Green Chemistry and Engineering, Elsevier, Burlington, USA, 2007.
10. RL. Recsok and LD Shields, Modern Methods of Chemical Analysis, John Wiley & sons, Inc, 1990.
11. G.W Ewing, Instrumental Methods of Chemical Analysis, McGraw Hill Book Company, Inc.2, 2001.

Field Work:

- (a) Visit to a local area to document environmental assets – river/ forest/ grassland/ hill/ mountain.
- (b) Visit to a local polluted site-Urban/ Rural/ Industrial/ Agricultural.
- (c) Study of common plants, insects, birds.
- (d) Study of simple ecosystems – pond, river, hill slopes, etc.

Course Code	:	HSIR12
Course Title	:	Communication Skills II
Number of Credits	:	0-0-2-1
Prerequisites (Course code)	:	
Course Type	:	GIR

Communication Skills - An Overview: Defining communication - Need for effective communicational skills - Nature of communication in social and professional setups - Process of communication - Communication nuances - Barriers to effective communication - Tips to overcome communication barriers.

Listening Skills: Listening versus hearing - Listening process - General versus Academic listening - Importance of Academic listening -Types of Academic listening (Active listening - Attentive listening - Biased listening - Comprehension listening - Critical listening - Discriminative listening - Informational listening - Selective listening - Therapeutic/ Empathetic listening) - Barriers to effective academic listening (Psychological and Physical) - Techniques and strategies to become an effective academic listener.

Speaking Skills: Importance of effective speaking skills - Principles of effective speaking - General speech versus Academic speech - Types of Speeches (Actuate - Conversational - Informative - Persuasive - Interactive - Partially interactive - non-interactive - Negotiation) - Barriers to effective speaking - Tips to become an effective speaker.

Reading Skills: Definition and benefits of reading - General reading versus Academic reading - Process of reading - Types of Academic reading (Intensive reading - Narrow reading - Informational reading - Critical reading - Analytical reading - Close reading) - Benefits of academic reading - Barriers to academic reading - Tips to become an effective reader.

Writing Skills: Characteristics of a good writer - Introduction to academic writing - General writing versus Academic writing - The writing process - Types of Academic writing (Expository writing - Persuasive Writing - Descriptive writing - Narrative writing - Instruction writing - Writing to compare and contrast - Analytical and critical writing - Definition writing - Summary writing - Developing hints - Business / Project proposal writing) - Barriers to effective academic writing - Tips to improve academic writing.

Text Books

1. Urmila Rai, English language communication skills, Himalaya Publishing House, 2010.
2. S. D. Sharma, A text book of professional communicational skills and ESP for Engineers and Professionals, Sarup & Sons, 2006.

References

1. Alan Barker, Improve your communication skills, Kopgan Page Limited, 2010.
2. Richard Ellis, Communication skills: Stepladders to success for the professional, Intellect, 2009.
3. Steven R. Brydon and Michael D. Scott, Between one and many: The art and science of public speaking, McGraw Hill, 2006.
4. Eric Palmer, Teaching the core skills of listening and speaking, ASCD (Association for Supervision and Curriculum Development), 2014.

Course Code	:	HSIR03
Course Title	:	Introduction to Professional Courses (Non – Credit)
Number of Credits	:	0-0-0-0
Prerequisites (Course code)	:	
Course Type	:	GIR

The professional courses consist of the guest lectures and special lectures given by various eminent experts from well reputed institutions, industries and R&D laboratories. The potential topics covered are state of the art technologies, recent trends in industry and evolving research arena.

THIRD SEMESTER

Course Code	:	CSPC21
Course Title	:	Data Structures
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To understand the various techniques of sorting and searching
- To design and implement arrays, stacks, queues, and linked lists
- To understand the complex data structures such as trees and graphs

Unit – I

Development of Algorithms - Notations and analysis - Storage structures for arrays - Sparse matrices - Stacks and Queues: Representations and applications.

Unit – II

Linked Lists - Linked stacks and queues - Operations on polynomials - Doubly linked lists - Circularly linked lists - Dynamic storage management - Garbage collection and compaction.

Unit – III

Binary Trees - Binary search trees - Tree traversal - Expression manipulation - Symbol table construction - Height balanced trees - Red-black trees.

Unit – IV

Graphs - Representation of graphs - BFS, DFS - Topological sort - Shortest path problems. String representation and manipulations - Pattern matching.

Unit – V

Sorting Techniques - Selection, Bubble, Insertion, Merge, Heap, Quick, and Radix sort - Address calculation - Linear search - Binary search - Hash table methods.

Outcomes

- Ability to develop programs to implement linear data structures such as stacks, queues, linked lists, etc.
- Ability to apply the concept of trees and graph data structures in real world scenarios
- Ability to comprehend the implementation of sorting and searching algorithms

Text Books

1. *J. P. Tremblay and P. G. Sorenson, "An Introduction to Data Structures with applications", Second Edition, Tata McGraw Hill, 1981*
2. *M. Tenenbaum and Augestien, "Data Structures using C", Third Edition, Pearson Education 2007.*

Reference Book

1. *Sartaj Sahni, "Data Structures, Algorithms and Applications in C++", Universities Press (I) Pvt. Ltd.*

Course Code	:	CSPC22
Course Title	:	Digital Systems Design
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To understand the essential knowledge on the fundamental of digital circuits
- To understand the overview on the design principles of digital computing systems

Unit - I

Binary codes - Weighted and non-weighted - Binary arithmetic conversion algorithms, Canonical and standard boolean expressions - Truth tables, K-map reduction - Don't care conditions - Adders / Subtractors - Carry look-ahead adder - Code conversion algorithms - Design of code converters - Equivalence functions.

Unit - II

Binary/Decimal Parallel Adder/Subtractor for signed numbers - Magnitude comparator - Decoders / Encoders - Multiplexers / Demultiplexers - Boolean function implementation using multiplexers.

Unit - III

Sequential logic - Basic latch - Flip-flops (SR, D, JK, T and Master-Slave) - Triggering of flip-flops - Counters - Design procedure - Ripple counters - BCD and Binary - Synchronous counters, Registers - Shift registers - Registers with parallel load, Reduction of state and flow tables - Race-free state assignment - Hazards.

Unit - IV

Introduction to VLSI design - Basic gate design - Digital VLSI design - Design of general boolean circuits using CMOS gates. Verilog Concepts – Basic concepts – Modules & ports & Functions – useful modeling techniques – Timing and delays – user defined primitives. Modeling Techniques

Unit - V

Advanced Verilog Concepts – Synthesis concepts – Inferring latches and flip-flops – Modeling techniques for efficient circuit design. Design of high-speed arithmetic circuits – Parallelism Pipelined Wallace tree multipliers - Systolic algorithms - Systolic matrix multiplication.

Outcomes

- Ability to design and implement complicated digital systems using Verilog
- Ability to design a VLSI circuit for an application
- Ability to comprehend the digital design logic

Text Books

1. *Morris Mano and Michael D. Ciletti, "Digital Design", 5th Ed, PHI, 2012*
2. *Samir Palnitkar, "Verilog HDL", 2nd Edition, Pearson Education, 2003*

Reference Books

1. *Michael D. Ciletti, "Advanced Digital Design with the Verilog HDL, 2nd Edition, Pearson Education, 2010*
2. *Stephen Brown, "Fundamentals of Digital Logic with Verilog", McGraw Hill, 2007*

Course Code	:	CSPC23
Course Title	:	Principles of Programming Languages
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

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

UNIT - I

Syntax and Semantics and Basic Statements: Evolution of programming languages – describing syntax & semantics –lexical analysis –parsing –recursive-decent –bottom up parsing– primitive data types –strings –array types –associative arrays –record types –union types – pointers and references –Arithmetic expressions –relational and Boolean expressions – assignment statements –mixed-mode assignments –control structures –selection –iterations – branching –guarded statements.*

UNIT - II

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

UNIT - III

Object-Oriented, Concurrency, and Event Handling: Object-orientation –design issues for OOP languages –implementation of object-oriented constructs –concurrency –semaphores – monitors –message passing –threads –statement level concurrency –exception handling –even handling.*

UNIT - IV

Functional Programming: Introduction to lambda calculus –fundamentals of functional programming languages –Programming with Scheme –Introduction to LISP - Lists - Storage allocation for lists - Some useful functions - Error handling.*

UNIT - V

Logic Programming: Introduction to logic and logic programming- Computing with relations – Programming with Prolog- Data structures in Prolog - Programming techniques - Control in Prolog - Cuts.–multi-paradigm languages.*

*Programming assignments are mandatory.

Outcomes

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

Text Books

1. Robert W. Sebesta, *“Concepts of Programming Languages”*, Tenth Edition, Addison Wesley, 2012.
2. Michael L. Scott, *“Programming Language Pragmatics”*, Third Edition, Morgan Kaufmann, 2009.
3. R. Kent Dybvig, *“The Scheme programming language”*, Fourth Edition, MIT Press, 2009.
4. Jeffrey D. Ullman, *“Elements of ML programming”*, Second Edition, Prentice Hall, 1998.
5. Richard A. O’Keefe, *“The craft of Prolog”*, MIT Press, 2009.
6. W. F. Clocksin and C. S. Mellish, *“Programming in Prolog: Using the ISO Standard”*, Fifth Edition, Springer, 2003.

Course Code	:	CSPC24
Course Title	:	Computer Organization
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To understand the basic hardware and software issues of computer organization
- To understand the representation of data at machine level
- To understand how computations are performed at machine level

Unit – I

Introduction, Technologies for building Processors and Memory, Performance, The Power Wall, Operations of the Computer Hardware, Operands Signed and Unsigned numbers, Representing Instructions, Logical Operations, Instructions for Making Decisions

Unit – II

MIPS Addressing for 32-Bit Immediates and Addresses, Parallelism and Instructions: Synchronization, Translating and Starting a Program, Addition and Subtraction, Multiplication, Division, Floating Point, Parallelism and Computer Arithmetic: Subword Parallelism, Streaming SIMD Extensions and Advanced Vector Extensions in x86.

Unit – III

Logic Design Conventions, Building a Datapath, A Simple Implementation Scheme, overview of Pipelining, Pipelined Datapath, Data Hazards: Forwarding versus Stalling, Control Hazards, Exceptions, Parallelism via Instructions, The ARM Cortex – A8 and Intel Core i7 Pipelines, Instruction –Level Parallelism and Matrix Multiply Hardware Design language

Unit – IV

Memory Technologies, Basics of Caches, Measuring and Improving Cache Performance, dependable memory hierarchy, Virtual Machines, Virtual Memory, Using FSM to Control a Simple Cache, Parallelism and Memory Hierarchy: Redundant Arrays of Inexpensive Disks, Advanced Material: Implementing Cache Controllers

Unit – V

Disk Storage and Dependability, Parallelism and Memory Hierarchy: RAID levels, performance of storage systems, Introduction to multi threading clusters, message passing multiprocessors.

Outcomes

- Ability to analyze the abstraction of various components of a computer
- Ability to analyze the hardware and software issues and the interfacing
- Ability to work out the tradeoffs involved in designing a modern computer system

Text Book

1. David A. Patterson and John L. Hennessey, “Computer organization and design, The Hardware/Software interface”, Morgan Kaufman / Elsevier, Fifth edition, 2014
2. Smruti Ranjan Sarangi, “Computer Organization and Architecture”, McGraw Hill Education, 2015

Reference Book

1. V. Carl Hamacher, Zvonko G. Varanescic, and Safat G. Zaky, “Computer Organization“, 6th edition, McGraw-Hill Inc, 2012
2. William Stallings, “Computer Organization and Architecture”, 8th Edition, Pearson Education, 2010

Course Code	:	MAIR37
Course Title	:	Introduction to Probability Theory
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	GIR

Objectives

- To introduce the fundamental concepts and theorems of probability theory
- To apply elements of stochastic processes for problems in real life
- To understand elementary queuing concepts and apply elsewhere in computer science.

Unit – I

Definitions of Probability – Notion of sample space – Events – Basics of Combinatorial Analysis – Posing Probability problems mathematically – Examples

Unit – II

Conditional Probability – Baye’s Rule – Random variable – Probability mass function, Density function, Distribution function – Bernoulli Trials – Binomials Distribution – Poisson Approximation – Poisson Distribution – Normal Distribution – Moment Generating Function

Unit – III

Joint Probability Density Function – Marginal and Conditional Densities – Function of Random Variable – Covariance and Conditional Expectation – Correlation Coefficient

Unit – IV

Chebyshev Inequality – Law of Large Numbers – Central Limit Theorem – Random Process – Markov Dependence, Markov Chains, definition, examples, ergodicity

Unit – V

Finite Markov Chain – Various States – Limiting Probability – Introduction to Markov Process – M/M/1 Queues with finite and infinite waiting space

Outcomes

- Ability to conceptualize the necessity of randomness concept in practical situation
- Ability to approximate the real problems using stochastic process and deduce results
- Ability to deduce useful results and interpret them based on the analysis of queuing theory

Text Books

1. *W. FELLER, An Introduction to Probability Theory and its Applications, Vol. 1, Wiley Eastern, New Delhi.*
2. *A. PAPUULIS, Probability, Random Variables and Stochastic Processes, McGraw Hill.*
3. *K. S. TRIVEDI, Probability and Statistics with Reliability and Queueing and Computer Science Applications, Prentice Hall of India, 1988.*
4. *A. O. ALLEN, Introduction to Probability, Statistics and Queueing Theory with Computer Science Applications, Academic Press, 2006 reprint.*

Course Code	:	CSPC25
Course Title	:	Combinatorics and Graph Theory
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC11
Course Type	:	PC

Objective

- To introduce basic combinatorics and graph theory

Unit – I

Scope of the course, Application areas in CS, A feel of some advanced problems in Combinatorial Optimization/Graph Theory, Sum/Product rules, Power set - algorithm, Bijections/Mapping/Examples Permutations and combinations, examples, Combinatorial ideas, Pascal Triangle Counting principles via examples, Insertion sort, Stirling numbers

Unit – II

Average case analysis and combinatorial ideas Double counting - Fubini's method, PHP principle, various illustrations Stirling numbers of II kind, Combinatorial identities, Binomial theorem Multinomial theorem, $P(n,t_1, \dots, t_p)$ notation, Euler PHI-function, Properties, Steps in Sieve of Eratosthenes

Unit – III

Inclusion/Exclusion Principle, Exercises, Derangements, IMO type problems, Ramsey Theory, Partition problems, Ferrar Diagrams Recurrences - Examples in CS, Substitution methods, Recurrence trees, D&C Solving Fibonacci series - GF idea, Difference equations, examples. Homogeneous case Inhomogeneous case

Unit – IV

Basics of GFs, Review problems, Examples, GF manipulations Coupled difference equations, Graph theory fundamentals, Representations, Examples in CS - MST review, Party problem Distance in graphs, Floyd-Warshall algorithm, Operations in graphs, Meanings of products

Unit – V

Regular graphs, related results, Coloring, Cliques and independent sets, Trees, definitions, related problems, properties, Network Flows, Definitions, Related discussions and Max-Flow Min-Cut Theorem, Introduction to optimization problems in CS, LP formulation, Branch-and-Bound

Outcomes

- Ability to apply combinatorial ideas in mathematical arguments in analysis of algorithms, queuing theory, etc.
- Ability to comprehend graph theory fundamentals and tackle problems in dynamic programming, network flows, etc.
- Ability to design and develop real time application using graph theory

Textbooks

1. *J. H. Van Lint and R. M. Wilson, "A course in Combinatorics", 2nd edition, Cambridge Univ. Press, 2001*
2. *G. Chartrand and P. Zhang, "Introduction to Graph Theory", McGraw-Hill, 2006*

Reference Books

1. *Kenneth H. Rosen, "Discrete Mathematics and its Applications", 7th edition, McGraw-Hill, 2012*
2. *John Harris, Jeffry L. Hirst, Michael Mossinghoff, "Combinatorics and Graph Theory", 2nd edition, Springer Science & Business Media, 2008*
3. *Ralph P. Grimaldi, "Discrete and Combinatorial Mathematics", 5th Edition, PHI/Pearson Education, 2004*
4. *Dr. D.S. Chandrasekharaiah, "Graph Theory and Combinatorics", Prism, 2005.*

Course Code	:	CSLR21
Course Title	:	Data Structures Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC21
Course Type	:	ELR

Objectives

- To analyze the time and space complexities and efficiency of various algorithms.
- To understand the practical application of linear and nonlinear data structures.
- To introduce and practice advanced algorithms, programming techniques necessary for developing sophisticated computer application programs.

Outcomes

- Ability to apply and implement the learned algorithm for problem solving
- Ability to identify the data structure to develop program for real time applications
- Ability to design and develop optimal algorithms

Experiments

- Problems in C/C++/ Java using data structures involving arrays, stacks, queues, strings, linked lists, trees, graphs.
- Operations on stacks, queues and linked lists
- Conversion of infix expressions to postfix and evaluation of postfix expressions
- Implementation of priority queue
- Implementation of Binary Tree and Binary Search Tree
- Implementation of Sorting Techniques

Course Code	:	CSLR22
Course Title	:	Digital Systems Design Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC22
Course Type	:	ELR

Objectives

- To develop programs in Hardware Description Language
- To design and implement synchronous sequential, asynchronous sequential circuits
- To be familiar with basic combinational and sequential components used in the typical data path designs

Outcomes

- Ability to design synchronous sequential circuits using basic flip-flops, counters, PLA, PAL
- Ability to design and develop basic digital systems
- Ability to debug digital circuits

Experiments

- Design of a 32-bit carry look-ahead adder with logarithmic depth using Verilog
- Design of a Wallace tree multiplier using Verilog
- Design of a 4-bit DSP processor using Verilog
- Burning the 4-bit DSP processor on a FPGA

FOURTH SEMESTER

Course Code	:	CSPC26
Course Title	:	Operating Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC24
Course Type	:	PC

Objectives

- To provide knowledge about the services rendered by operating systems
- To provide a detailed discussion of the various memory management techniques
- To discuss the various file-system design and implementation issues
- To discuss how the protection domains help to achieve security in a system

Unit – I

Operating Systems –Definition- Types- Functions -Abstract view of OS- System Structures – System Calls- Virtual Machines –Process Concepts –Threads –Multithreading

Unit – II

Process Scheduling- Process Co-ordination –Synchronization –Semaphores –Monitors Hardware Synchronization –Deadlocks –Methods for Handling Deadlocks

Unit – III

Memory Management Strategies –Contiguous and Non-Contiguous allocation –Virtual memory Management –Demand Paging- Page Placement and Replacement Policies

Unit – IV

File System –Basic concepts - File System design and Implementation –Case Study: Linux File Systems - Mass Storage Structure –Disk Scheduling –Disk Management –I/O Systems-System Protection and Security.

Unit – V

Distributed Systems –Distributed operating systems –Distributed file systems –Distributed Synchronization.

Outcomes

- Ability to comprehend the techniques used to implement the process manager
- Ability to comprehend virtual memory abstractions in operating systems
- Ability to design and develop file system interfaces, etc.

Text Book

1. *Silberschatz, Galvin, Gagne, "Operating System Concepts", John Wiley and Sons, 9th edition, 2013*

References Books

1. *William Stallings, "Operating Systems –Internals and Design Principles", 8/E, Pearson Publications, 2014*
2. *Andrew S. Tanenbaum, "Modern Operating Systems", 4/E, Pearson Publications, 2014*

Course Code	:	MAIR44
Course Title	:	Principles of Operations Research
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	GIR

Objectives

- To classify and formulate real-life problem for modelling, solving and applying for decision making.
- To study the formulation and various methods of solutions for linear programming, transportation, assignment, CPM and PERT problems
- To solve problems using dynamic programming method

Unit - I

Introduction to operational research-Linear programming problems (LPP)-Graphical method-Simplex method-Big M Method-Dual simplex method-Primal Dual problems

Unit – II

Dual theory and Sensitivity analysis-Transportation and assignment problems-Applications(Emphasis should be more on problems than theory)

Unit – III

CPM and PERT –Network diagram-Events and activities-Project Planning-Reducing critical events and activities-Critical path calculations-example-Sequencing problems

Unit – IV

Replacement problems-Capital equipment- Discounting costs- Group replacement - Inventory models-various costs- Deterministic inventory models-Economic lot size-Stochastic inventory models-Single period inventory models with shortage cost.

Unit – V

Dynamic programming-Formulation-Invest problem-General allocation problem-Stage coach problem-Production Scheduling.

Outcomes

- Ability to analyse problems in engineering, management, or business environment, focusing on important details
- Ability to formulate real problems in terms of input-output-parameters relationships and identify the solution procedure
- Ability to comprehend the methodologies and correlate with engineering problems

Text Books

1. H. A. Taha, “Operations Research - An introduction”, 9th edition, Prentice Hall, Macmillan, 2010
2. F. S. Hiller and G. J. Liebermann, “Introduction to operational research”, 8th edition, McGraw-Hil, 2005
3. B. E. Gillet, “Introduction to operational research-A computer oriented algorithmic approach”, McGraw Hill, 1989
4. H. M. Wagner, Principles of operational research with applications to managerial decisions, PH, Inc, 1975

Course Code	:	CSPC27
Course Title	:	Data Communications and Networks
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To provide insight about fundamental concepts and reference models (OSI and TCP/IP) and its functionalities
- To gain comprehensive knowledge about the principles, protocols, and significance of Layers in OSI and TCP/IP
- To know the implementation of various protocols and cryptography techniques

UNIT- I

Introduction to computer networks: Network – Component and Categories – Topologies – Transmission Media – Reference Models: ISO/OSI Model and TCP/IP Model.*

UNIT-II

Physical Layer: Digital and analog Signals, Periodic Analog Signals, Transmission Impairments, Digital data transmission techniques, Analog data transmission techniques, Multiplexing and Spread Spectrum.*

UNIT-III

Data Link Layer: Error – Detection and Correction – Parity – LRC-CRC – Hamming Code – Flow Control and Error Control – Stop and wait – ARQ – Sliding window – HDLC –Multiple Access Protocols –IEEE 802.3 Ethernet.*

UNIT-IV

Network Layer: Packet Switching and Datagram approach – IP addressing methods – Subnetting – Routing – Distance Vector Routing – Link State Routing – Broadcast and Multicast Routing.*

UNIT-V

Transport Layer: Transport Services – UDP -TCP - Congestion Control – Quality of Services(QOS) **Application Layer:** Domain Name Space (DNS) – Electronic Mail - WWW – Cryptography Techniques.*

*Programming assignments are mandatory.

Outcomes

- Ability to gain insight about basic network theory and layered communication architectures
- Ability to provide solutions to various problems in network theory
- Ability to conceptualize and design a network stack

Text Books

1. Andrew S. Tanenbaum and David J. Wetherall, “Computer Networks”, 5th edition, Prentice Hall, 2011
2. Behrouz A. Forouzan, “Data Communication and Networking”, 5th edition, Science Engineering & Math Publications, 2013

Reference Books

1. W. Stallings, "Data and Computer Communication", 10th Edition, Pearson Education, 2014

Course Code	:	CSPC28
Course Title	:	Automata and Formal Languages
Number of Credits	:	3-1-0-4
Prerequisites(Course code)	:	CSPC11
Course Type	:	PC

Objectives

- To introduce concepts in automata theory and theory of computation
- To identify different formal language classes and their relationships
- To design grammars and recognizers for different formal languages

Unit – I

Introduction: Alphabets, Strings and Languages; Automata and Grammars, Deterministic finite Automata (DFA)-Formal Definition, Simplified notation: State transition graph, Transition table, Language of DFA, Nondeterministic finite Automata (NFA), NFA with epsilon transition, Language of NFA, Equivalence of NFA and DFA, Minimization of Finite Automata, Distinguishing one string from other, Myhill-Nerode Theorem

Unit – II

Regular Expression (RE): Definition, Operators of regular expression and their precedence, Algebraic laws for Regular expressions, Kleen's Theorem, Regular expression to FA, DFA to Regular expression, Arden Theorem, Non Regular Languages, Pumping Lemma for regular Languages. Application of Pumping Lemma, Closure properties of Regular Languages, Decision properties of Regular Languages, FA with output: Moore and Mealy machine, Equivalence of Moore and Mealy Machine, Applications and Limitation of FA.

Unit – III

Context Free Grammar (CFG) and Context Free Languages (CFL): Definition, Examples, Derivation, Derivation trees, Ambiguity in Grammar, Inherent ambiguity, Ambiguous to Unambiguous CFG, Useless symbols, Simplification of CFGs, Normal forms for CFGs: CNF and GNF, Closure proper ties of CFLs, Decision Properties of CFLs: Emptiness, Finiteness and Membership, Pumping lemma for CFLs

Unit – IV

Push Down Automata (PDA): Description and definition, Instantaneous Description, Language of PDA, Acceptance by Final state, Acceptance by empty stack, Deterministic PDA, Equivalence of PDA and CFG, CFG to PDA and PDA to CFG,

Unit – V

Turing machines (TM): Basic model, definition and representation, Instantaneous Description, Language acceptance by TM, Variants of Turing Machine, TM as Computer of Integer functions, Universal TM, Chur ch's Thesis, Recursive and recursively enumerable languages, Halting problem, Introduction to Undecidability, Undecidable problems about TMs. Post correspondence problem (PCP), Modified PCP, Introduction to recursive function theory

Outcomes

- Ability to relate practical problems to languages, automata, and computability
- Ability to demonstrate an increased level of mathematical sophistication
- Ability to apply mathematical and formal techniques for solving problems

Text Book

1. Hopcroft and Ullman, "Introduction to Automata Theory, Languages and Computation", Pearson Education, 3rd edition, 2014

Reference books

1. Martin J. C., "Introduction to Languages and Theory of Computations", TMH, 4th edition, 2010
2. Peter Linz, "An Introduction to Formal Language and Automata", Narosa Pub. House, 2011
3. Papadimitriou, C. and Lewis, C. L., "Elements of the Theory of Computation", PHI, 1997

Course Code	:	CSPC29
Course Title	:	Introduction to Algorithms
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC21
Course Type	:	PC

Objectives

- To understand the importance of algorithm and its complexity
- To analyze the complexity of an algorithm in terms of time and space complexities
- To design and implement various programming paradigms and its complexity

Unit – I

Algorithms - Examples - Tournament method - Evaluating polynomial functions - pre-processing of coefficients - solving recurrence equations.

Unit – II

Divide and Conquer method - Strassen's matrix multiplication - Greedy method - Knapsack problem - Job sequencing with deadlines - Minimum spanning trees.

Unit – III

Dynamic Programming - Multistage graphs - All pair's shortest paths - Optimal binary search trees - Travelling salesman problem - Fast Fourier transform.

Unit – IV

Randomized Algorithms and Amortized Analysis - Las Vegas and Monte Carlo types - Randomized quick sort and its analysis - Min-Cut algorithm.

Unit – V

NP-Hard and NP-complete problems - Basic concepts - Reducibility - Cook's theorem (without proof) - Turing machines - NP-Hard graph problems.

Outcomes

- Ability to analyze the time and space complexity, given an algorithm
- Ability to apply the techniques of algorithm in solving real world problems
- Ability to develop systematically an algorithm for solving a problem

Textbook

1. *T. Cormen, C. Lieserson, R. Rivest, and C. Stein, "Introductions to Algorithms", Prentice-Hall/India, 3rd edition, 2009*

Course Code	:	HSIR14
Course Title	:	Professional Ethics
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	GIR

This Course Syllabus will provided by the Humanities Department

Course Code	:	CSLR23
Course Title	:	Algorithms Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC29
Course Type	:	ELR

Objectives

- To learn how to analyze the complexity of algorithms
- To compare and evaluate algorithms in terms of time and space complexity
- To program brute force, divide and conquer, decrease and conquer, transform and conquer, greedy, and dynamic techniques

Experiments

- Estimating worst-case/average-case complexity of algorithms via programs
- Determining machine constants
- Programs involving some advanced data structures
- Implementing example problems
- Illustrating the different paradigms of algorithm design
- Solving miscellaneous problems e.g. problems in string manipulation, graph theory, optimization

Outcomes

- Ability to solve and analyze general algorithms based on space and time complexity
- Ability to implement and empirically compare fundamental algorithms and data structures to real-world problems
- Ability to design, develop, and optimize algorithms in different paradigms

Course Code	:	CSLR24
Course Title	:	Operating Systems Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC26
Course Type	:	ELR

Objectives

- To understand the concept of Operating System
- To experience the practical side of the functioning of various blocks in OS

Experiments

1. Hands on Unix Commands
2. Shell programming for file handling
3. Shell Script programming using the commands *grep*, *awk*, and *sed*
4. Implementation of CPU scheduling algorithms
5. *Pthread* Programming
6. Implementation of Synchronization problems using Semaphores, Message Queues and Shared Memory
7. Implementation of Memory Management - Allocation, Placement and replacement Algorithms

Outcomes

- Ability to make use of tools for solving synchronization problems
- Ability to compare and contrast various CPU scheduling algorithms
- Ability to understand the differences between segmented and paged memories

References

1. *Silberschatz, Galvin, Gagne, "Operating System Concepts", 9/E, John Wiley and Sons 2013*
2. *William Stallings, "Operating Systems –Internals and Design Principles", 8/E, Pearson Publications, 2014*
3. *Andrew S. Tanenbaum, "Modern Operating Systems", 4/E, Pearson Publications, 2014*

FIFTH SEMESTER

Course Code	:	CSPC31
Course Title	:	Computer Architecture
Number of Credits	:	3-1-0-4
Prerequisites(Course code)	:	CSPC24
Course Type	:	PC

Objectives

- To understand the concept of advanced pipelining techniques
- To understand the current state of art in memory system design
- To know the working principle of I/O devices

Unit - I

Introduction, Classes of computers, Defining Computer Architecture – Trends in Technology – Trends in Power and Energy in Integrated Circuits – Trends in Cost – Dependability – Measuring, Reporting and Summarizing Performance – Quantitative Principles of Computer Design.

Unit - II

Basic and Intermediate pipelining Concepts, The Major Hurdle of Pipelining – Pipeline Hazards, Pipelining Implementation, Implementation issues that makes Pipelining hard, Extending the MIPS Pipeline to Handle Multicycle Operations, The MIPS R4000 Pipeline.

Unit - III

Instruction-Level Parallelism: Concepts and Challenges – Basic Compiler Techniques for Exposing ILP – Reducing Branch Costs with Prediction – Overcoming Data Hazards with Dynamic Scheduling – Dynamic Scheduling – Hardware-Based Speculation – Exploiting ILP Using Multiple Issue and Static Scheduling – Exploiting ILP, Advanced Techniques for Instruction Delivery and Speculation, Studies of the Limitations of ILP

Unit - IV

Vector Architecture – SIMD Instruction Set Extensions for Multimedia – Graphics Processing Units – Detecting and Enhancing Loop-Level Parallelism – Centralized Shared-Memory Architectures – Performance of Shared-Memory Multiprocessors – Distributed Shared Memory, Models of Memory Consistency, Multicore Processors and Their Performance.

Unit - V

Review of Memory Hierarchy Design, Cache Performance, Basic Cache Optimizations, Virtual Memory, Protection and Examples of Virtual Memory, Advanced Optimizations of Cache Performance, Memory Technology and Optimizations, Protection: Virtual Memory and Virtual Machines, Crosscutting Issues: The Design of Memory Hierarchies. Case Studies / Lab Exercises

Outcomes

- Ability to apply performance metrics to find the performance of systems
- Ability to identify the problems in components of computer
- Ability to comprehend and differentiate various computer architectures and hardware

Text Book

1. David. A. Patterson and John L. Hennessy, "Computer Architecture: A Quantitative approach", Elsevier, 5th Edition, 2012

Reference Book

1. K. Hwang and Naresh Jotwani, "Advanced Computer Architecture, Parallelism, Scalability, Programmability", Tata McGraw Hill, 2nd Edition, 2010

Course Code	:	CSPC32
Course Title	:	Internetworking Protocols
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC27
Course Type	:	PC

Objectives

- To provide insight about networks, topologies, and the key concepts
- To gain comprehensive knowledge about the layered communication architectures (OSI and TCP/IP) and its functionalities
- To understand the principles, key protocols, design issues, and significance of each layers in ISO and TCP/IP
- To know the implementation of various layers

Unit – I

Review of Reference Models, Topology and switching, IEEE Standard 802 from Ethernet, Token Bus, Token Ring and Wireless LAN, Connecting Devices

Unit - II

IPv4 headers, IP forwarding, Host Processing of IP datagrams, DHCP and Autoconfiguration, Firewalls and NAT, ICMPv4, IP Fragmentation, DNS, Broadcasting and Local Multicasting – IGMP, Routing Protocols

Unit – III

IPv6 Transition issues, Protocol basics, Addressing, Options and Extension headers, ICMPv6, Neighbor Discovery, Routing, Autoconfiguration, Multicast Listener Discovery (MLD), IPv6 and DNS

Unit – IV

Transmission Control Protocol (TCP), TCP Connection Management, TCP Data Flow and Window Management, Stream Control Transmission Protocol (SCTP), Services, SCTP Association management, SCTP flow and error control

Unit - V

Need for Mobile IP, Overview of Mobile IP, Details of Mobile IP, Tunneling, Mobility for IPv6, Applications of Mobile IP – Security primer, Campus Mobility, Internet wide mobility, A service provider perspective

Outcomes

- Ability to gain insight about basic network theory and layered communication architectures
- Ability to code and implement MAC protocols, IPv4, IPv6, and TCP
- Ability to design and develop Mobile IP
- Ability to design and develop a communication protocol

Text Books

1. *W. Richard Stevens and G. Gabrani, “TCP/IP Illustrated: The Protocols”, Pearson, 2011*
2. *Peter Loshin, Morgan Kaufmann, ”IPv6: Theory, Protocol, and Practice”, 2nd Ed,2003*
3. *James Solomon, “Mobile IP: The Internet Unplugged”, 1st Ed, Pearson Education, 2008*

Reference Books

1. *Kevin R. Fall and W. Richard Stevens, “TCP/IP Illustrated, Vol. 1- The Protocols”, 2nd Edition, Addison-Wesley, 2012*
2. *Silvia Hagen, “IPv6 Essentials, 2nd Edition, O’Reilly Media, 2006*
3. *Charles E. Perkins, “Mobile IP: Design Principles and Practices”, 1st Edition, Pearson Education, 2008*

Course Code	:	CSPC33
Course Title	:	Database Management Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To learn data models, conceptualize and depict a database system using ER diagram
- To understand the internal storage structures in a physical DB design
- To know the fundamental concepts of transaction processing techniques

Unit – I

Introduction: Purpose of Database System -- Views of data – data models, database management system, three-schema architecture of DBMS, components of DBMS. E/R Model - Conceptual data modeling - motivation, entities, entity types, attributes, relationships, relationship types, E/R diagram notation, examples.

Unit – II

Relational Model: Relational Data Model - Concept of relations, schema-instance distinction, keys, referential integrity and foreign keys, relational algebra operators, SQL - Introduction, data definition in SQL, table, key and foreign key definitions, update behaviors. Querying in SQL, notion of aggregation, aggregation functions group by and having clauses, embedded SQL

Unit – III

Database Design: Dependencies and Normal forms, dependency theory - functional dependencies, Armstrong's axioms for FD's, closure of a set of FD's, minimal covers, definitions of 1NF, 2NF, 3NF and BCNF, decompositions and desirable properties of them, algorithms for 3NF and BCNF normalization, 4NF, and 5NF

Unit – IV

Transactions: Transaction processing and Error recovery - concepts of transaction processing, ACID properties, concurrency control, locking based protocols for CC, error recovery and logging, undo, redo, undo-redo logging and recovery methods.

Unit – V

Implementation Techniques: Data Storage and Indexes - file organizations, primary, secondary index structures, various index structures - hash-based, dynamic hashing techniques, multi-level indexes, B+ trees.

Outcomes

- Ability to Install, configure, and interact with a relational database management system
- Ability to master the basics of SQL and construct queries using SQL
- Ability to design and develop a large database with optimal query processing

Text Books

1. *A. Silberschatz, Henry F. Korth, and S. Sudharshan, “Database System Concepts”, 5th Ed, Tata McGraw Hill, 2006.*
2. *C. J. Date, A. Kannan and S. Swamynathan, “An Introduction to Database Systems”, 8thed, Pearson Education, 2006.*

References Books

1. *RamezElmasri and Shamkant B. Navathe, “Fundamentals of Database Systems”, Fourth Edition, Pearson/Addisonwesley, 2007*
2. *Raghu Ramakrishnan, “Database Management Systems”, Third Edition, McGraw Hill, 2003*
3. *S. K. Singh, “Database Systems Concepts, Design and Applications”, First Edition, Pearson Education, 2006*

Course Code	:	CSPC34
Course Title	:	Software Engineering
Number of Credits	:	3-0-1-4
Prerequisites(Course code)	:	-
Course Type	:	PC

Objectives

- To understand the Software Engineering Practice& Process Models
- To understand Design Engineering, Web applications, and Software Project Management
- To gain knowledge of the overall project activities.

Unit-I

Introduction: Role of Software Engineer, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Quality Attributes.

Assessment: How Software Engineering Changes? Software Development Life Cycle (SDLC)

Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models, Choosing a social relevant problem-Summary Team Report.

Unit-II

Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Designing the architecture.

Assessment: Impact of Requirement Engineering in their problem. Decision Tables, SRS Document, IEEE Standards for SRS, Architectural design, component level design, user interface design, WebApp Design. Submission of SRS Document for Team Project.

Unit-III

Quality concepts, Review techniques, Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks.

Assessment: Framing SQA Plan. ISO 9000 Models, SEI-CMM Model and their relevance to project Management-other emerging models like People CMM.

Unit –IV

Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, Top-Down and Bottom-Up Testing, Software Testing Strategies - Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Testing conventional applications, object oriented applications, and Web applications, Formal modelling and verification, Software configuration management, Product metrics.

Assessment: Team Analysis in Metrics Calculation.

Unit-V

Project Management Concepts, Process and Project Metrics, Estimation for Software projects, Project Scheduling, Risk Management, Maintenance and Reengineering.

Assessment: Preparation of Risk mitigation plan.

Outcomes

- Assessment in each module gives the overall Software engineering practice.
- Ability to enhance the software project management skills
- Ability to comprehend the systematic methodologies involved in SE
- Ability to design and develop a software product in accordance with SE principles

Text books

1. *R. S. Pressman, "Software Engineering: A Practitioners Approach", McGraw Hill, 7th edition, 2010*
2. *Rajib Mall, "Fundamentals of Software Engineering", PHI Publication, 3rd edition, 2009*
3. *PankajJalote, "Software Project Management in practice", Pearson Education, New Delhi, 2002.*

Course Code	:	CSLR31
Course Title	:	Network Programming Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC32
Course Type	:	ELR

Objectives

- To create client and server applications using the "Sockets" API and the implementation of Data link layer protocol and TCP layer
- To conduct computer communication network simulations
- To have a hands on experience of computer network simulation and modeling techniques using NS-3 simulation software

Experiments

1. Exercises on Socket Programming using C and Java
2. Exercises using NS-3 Network Simulator
 - a. Basics of Network Simulation
 - Introduction , Platform required to run network simulator, Backend Environment of Network Simulator, Agents and applications, Tracing
 - b. Simulating a Local Area Network
 - Local Area Network, LAN Topologies, MAC Protocol, Taking turns, Ethernet, Ethernet Frame Structure, Ethernet Versions, Simulating a LAN using Network Simulator 3
 - Implementation of various MAC protocols
 - Setting up of various network topologies
 - Measurement of routing protocols
 - c. Measuring Network Performance
 - Network Performance Evaluation, Performance Evaluation Metrics, Parameters Affecting the Performance of Networks, Performance Evaluation Techniques, Network Performance Evaluation using NS-3
 - Setting up of network that carries various application protocols and analyzing the performances
3. Hands on experiments on Network equipments
 - a. Switches, Routers
 - b. Hardware firewall

Outcomes

- Ability to invoke analytical studies of Computer Networks through network simulation
- Ability to design a network using NS-3 toolkit and its importance in designing a real network
- Ability to measure and analyze the network parameters for a high throughput network

Text Books

1. *W. Richard Stevens, "UNIX Network Programming – Networking APIs: Sockets and XTI", Vol. 1, 2nd Ed, 1998, Prentice Hall*
2. *Eitan Altman and Tania Jimenez, "NS Simulator for Beginners", Morgan & Claypool Publishers, 2011*
3. *Jack L. Burbank, "An Introduction to Network Simulator 3", 1st edition, Wiley-Blackwell, 2015*

Course Code	:	CSLR32
Course Title	:	Database Management Systems Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC33
Course Type	:	ELR

Objectives

- To explore the features of a Database Management Systems
- To interface a database with front end tools
- To understand the internals of a database system

Experiments

- Working with DDL,DML and DCL
- Inbuilt functions in RDBMS.
- Nested Queries & Join Queries.
- Set operators & Views in SQL.
- Control structures.
- Working with Procedures and Functions.
- Triggers
- Dynamic & Embedded SQL
- Working with XML
- Forms & Reports
- Database Design and implementation (Mini Project)

Outcomes

- Ability to use databases for building client server applications
- Ability to comprehend the internal working of a database system
- Ability to design and develop a database using SQL and the mechanism in connecting with a Web based GUI

Text Books

1. Abraham Silberschatz, Henry F. Korth, and S. Sudharshan, "Database System Concepts", 6th edition, Tata McGraw Hill, 2011
2. RamezElmasri and Shamkant B. Navathe, "Fundamentals of Database Systems", 4th Edition, Pearson/Addisonwesley, 2007

SIXTH SEMESTER

Course Code	:	CSPC35
Course Title	:	Principles of Cryptography
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC25
Course Type	:	PC

Objectives

- To gain knowledge about the mathematics of the cryptographic algorithms
- To get an insight into the working of different existing cryptographic algorithms
- To learn how to use cryptographic algorithms in security

Unit – I

Number Theory: Fermat's theorem, Cauchy 's theorem, Chinese remainder theorem, Primality testing algorithm, Euclid's algorithm for integers, quadratic residues, Legendre symbol, Jacobi symbol.*

Unit – II

Cryptography and cryptanalysis, Classical Cryptography, different type of attack: CMA, CPA, CCA etc., Shannon perfect secrecy, OTP, Pseudo random bit generators, stream ciphers and RC4.*

Unit – III

Block ciphers: Modes of operation, DES and its variants, finite fields (2^n), AES, linear and differential cryptanalysis.*

Unit – IV

One-way function, trapdoor one-way function, Public key cryptography, RSA cryptosystem, Diffie-Hellman key exchange algorithm, ElGamal Cryptosystem.*

Unit – V

Cryptographic hash functions, secure hash algorithm, Message authentication, digital signature, RSA digital signature.*

*Programming assignments are mandatory.

Outcomes

- Ability to understand the basic concepts of symmetric cryptosystem, public key cryptosystem and digital signature scheme
- Ability to reason about the security of cryptographic constructions
- Ability to break the cryptosystems that are not secure

Text Book

1. *Stinson. D. Cryptography: Theory and Practice, 3rd edition, Chapman & Hall/CRC, 2012*

Reference Books

1. *W. Stallings, "Cryptography and Network Security Principles and practice", 5/e, Pearson Education Asia, 2013*
2. *Behrouz A. Forouzan and DebdeepMukhopadhyay, "Cryptography and Network Security", 2nd edition, Tata McGraw Hill, 2013*
3. *Thomas Koshy, "Elementary Number Theory with Applications", Elsevier India, 2005*
4. *Online course: course on cryptography by Dan Boneh*

Course Code	:	CSPC36
Course Title	:	Microprocessors and Microcontrollers
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC22
Course Type	:	PC

Objectives

- To understand the concepts of Architecture of 8086 microprocessor
- To understand the design aspects of I/O and Memory Interfacing circuits
- To understand the architecture and programming of ARM processor

Unit – I

THE 8086 Microprocessor: Introduction to 8086 – Microprocessor architecture – Addressing modes - Instruction set and assembler directives – Assembly language programming – Modular Programming - Linking and Relocation - Stacks - Procedures – Macros – Interrupts and interrupt service routines – Byte and String Manipulation.

Unit – II

8086 System Bus Structure: 8086 signals – Basic configurations – System bus timing –System design using 8086 – IO programming – Introduction to Multiprogramming – System Bus Structure – Multiprocessor configurations – Coprocessor, Closely coupled and loosely Coupled configurations – Introduction to advanced processors.

Unit – III

Microcontroller: Architecture of 8051 – Special Function Registers(SFRs) - I/O Pins Ports and Circuits - Instruction set - Addressing modes -Programming 8051 Timers – Interfacing Microcontroller -Serial Port Programming - Interrupts Programming – LCD & Keyboard - External Memory Interface- Stepper Motor.

Unit – IV

Introduction to Embedded Systems: Complex systems and microprocessors– Embedded system design process – Instruction sets preliminaries - ARM Processor – CPU: programming input and output supervisor mode, exceptions and traps – Co-processors- Memory system mechanisms – CPU performance

Unit – V

Embedded Computing Platform Design and Optimization: The CPU Bus-Memory devices and systems–Designing with computing platforms – platform-level performance analysis - Components for embedded programs-Models of programs- Assembly, linking and loading – compilation techniques- Program level performance analysis – Software performance optimization – Analysis and optimization of program size- Program validation and testing.

Outcomes

- Ability to design and implement programs on 8086 microprocessor
- Ability to design I/O circuits and Memory Interfacing circuits
- Ability to design and develop components of ARM processor

Text Books

1. *Yu-Cheng Liu, Glenn A.Gibson, "Microcomputer Systems: The 8086 / 8088 Family - Architecture, Programming and Design", Second Edition, Prentice Hall of India, 2007*
2. *Mohamed Ali Mazidi, Janice GillispieMazidi, RolinMcKinlay, "The 8051 Microcontroller and Embedded Systems: Using Assembly and C", 2nd Edition, Pearson Education, 2011*
3. *Marilyn Wolf, "Computers as Components - Principles of Embedded Computing System Design", 3rd Edition "Morgan Kaufmann Publisher (An imprint from Elsevier), 2012*

References Books

1. *Doughlas V. Hall, "Microprocessors and Interfacing, Programming and Hardware", Tata McGraw-Hill, 2012*
2. *Kenneth J.Ayala, "The 8051 Microcontroller Architecture, Programmingand Applications", 3rd edition, West Publishing, 2005*
3. *Jonathan W. Valvano, "Embedded Microcomputer Systems Real Time Interfacing", 3rd Edition, Cengage Learning, 2012*
4. *David. E. Simon, "An Embedded Software Primer", 1st Edition, Fifth Impression, Addison-Wesley Professional, 2007*

Course Code	:	CSPC37
Course Title	:	Mobile Applications Development
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC32
Course Type	:	PC

Objectives

- To learn the basics of mobile application development
- To get accustomed to Android platform
- To develop skills in developing basic Android applications

Unit – I

Introduction to Android: Native Android Application; SDK Features; Introduction to Open Handset Alliance; Development Framework; Application Fundamentals; Device Compatibility; System permissions.

Unit –II

User Interface and Application Components: Basic UI Design; Fragments; Widget Toolbox; Creating New View; Introduction to Intents; Intent Filters and broadcast Receivers; Activities; Services; Content Providers; Application Widgets; Processes and Threads.

Unit –III

Files and Database Handling: Saving Application Data; Shared Preferences; Preference Framework and Activity; Static File as Resource; File System; Introduction to SQLite Database; Querying SQLite; Storage options; Data backup

Unit – IV

User Experience Enhancement: Action Bar; Menus and Action Bar Items; Settings; Dialogs; Customizing Toast; Notifications; Search; Drag and Drop

Unit –V

Multimedia, Wireless Connectivity and Telephony: Audio and Video Handling; Manipulating Raw Audio; Sound Effects; Camera Programming; Video Recording; Managing Wireless Connectivity : WiFi, Bluetooth, Near Field Communication; Hardware Support for Telephony; Telephony Management; SMS and MMS

Outcomes

- Ability to comprehend Android platform and its usefulness in application development
- Ability to acquire skill set to execute applications in Android based devices
- Ability to design and develop deployable Android applications

Text Books

1. *Reto Meier, “Professional Android 4 Application Development”, Wrox, 2012*
2. *Matt Gifford, “PhoneGap Mobile Application Development Cookbook”, PACKT, 2012*
3. *Adrian Kosmaczewski, “Mobile JavaScript Application Development”, O’RELLY, 2012*
4. <http://developer.android.com/>
5. http://www.tutorialspoint.com/mobile_development_tutorials.htm

Course Code	:	CSLR33
Course Title	:	Mobile Applications Development Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC37
Course Type	:	ELR

Objectives

- To learn the basics of mobile application development
- To get accustomed to Android platform
- To develop skills in developing basic Android applications

Experiments

1. Install the Android SDK and developer tools and build a test project to confirm that those tools are properly installed and configured
2. Write a program using a Table Layout for our restaurant data entry form, add a set of radio buttons to represent the type of restaurant
3. Write a program using activity class to show different events.
4. Write a program to send user from one application to another. (For example redirection to map)
5. Write a program to play audio files.
6. Write a program to play video files.
7. Write a program to capture image using built in camera.
8. Write a program to send SMS.
9. Write a program to convert text to speech.
10. Write a program to call a number.

Outcomes

- Ability to gain hands on experience in Android SDK
- Ability to design and develop applications in Android based devices
- Ability to design and develop deployable Android applications

Course Code	:	CSELR34
Course Title	:	Microprocessor and Microcontroller Laboratory
Number of Credits	:	0-0-3-2
Prerequisites(Course code)	:	CSPC36
Course Type	:	ELR

Objectives

- To understand and learn the assembly language programming of various microprocessor architectures.
- To obtain the practical training of interfacing the peripheral devices with the processor and microcontroller.
- To control the components of a microprocessor based system through the use of interrupts.
- To have a practical knowledge on assembling PC hardware, installation and troubleshooting the Microprocessor and Microcontrollers.

Experiments

- Solving problems using 8086 Microprocessor.
- Interfacing 8255 Programmable parallel I/O device with 8086 microprocessor.
- Interfacing A.D convertor, D/A convertor with 8086 microprocessor.
- Solving 8086 procedure and macro oriented programs in Turbo Assembler TASM
- Interfacing various devices with the microcontroller 8051 : A/D converter, D/A converter, seven segment display, LCD, stepper motor, external keyboard, interrupt controller and 8251 for serial data transfer.
- PC hardware assembly.
- Installation and trouble shooting

Outcomes

- Ability to write programs in assembly language using trainer kits
- Ability to interface development kits effectively for the real time applications of various peripheral devices with the processor
- Ability to assemble and troubleshoot hardware devices

SEVENTH SEMESTER

Course Code	:	HSIR13
Course Title	:	Industrial economics and foreign trade
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	GIR

This Course Syllabus will provided by the Humanities Department

Course Code	:	CSPC41
Course Title	:	Principles of Compiler Design
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC28
Course Type	:	PC

Objectives

- To introduce the major concept areas of language translation and compiler design
- To enrich the knowledge in various phases of compiler and its use
- To provide practical programming skills necessary for constructing a compiler

Unit – I

Introduction to Compiling: Compilers – Analysis of the source program – Phases of a compiler – Cousins of the Compiler – Grouping of Phases – Compiler construction tools – Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens.*

Unit – II

Syntax Analysis: Role of the parser –Writing Grammars –Context-Free Grammars – Top Down parsing – Recursive Descent Parsing – Predictive Parsing – Bottom-up parsing – Shift Reduce Parsing – Operator Precedent Parsing – LR Parsers – SLR Parser – Canonical LR Parser – LALR Parser.*

Unit – III

Intermediate Code Generation: Intermediate languages – Declarations – Assignment Statements – Boolean Expressions – Case Statements – Back patching – Procedure calls.*

Unit – IV

Code Optimization and Run Time Environments: Introduction– Principal Sources of Optimization – Optimization of basic Blocks – DAG representation of Basic Blocks - Introduction to Global Data Flow Analysis – Runtime Environments – Source Language issues – Storage Organization – Storage Allocation strategies – Access to non-local names – Parameter Passing, Error detection and recovery.*

Unit – V

Code Generation: Issues in the design of code generator – The target machine – Runtime Storage management – Basic Blocks and Flow Graphs – Next-use Information – A simple Code generator – Peephole Optimization.*

*Programming Assignments are mandatory

Outcomes

- Ability to apply the knowledge of lex tool &yacc tool to develop a scanner & parser
- Ability to design and develop software system for backend of the compiler
- Ability to comprehend and adapt to new tools and technologies in compiler design

Text Books

1. *Alfred V. Aho, Jeffrey D Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education Asia, 2012*
2. *Jean Paul Tremblay, Paul G Serenson, "The Theory and Practice of Compiler Writing", BS Publications, 2005*
3. *Dhamdhare, D. M., "Compiler Construction Principles and Practice", 2nd edition, Macmillan India Ltd., New Delhi, 2008*

Reference books

1. *Allen I. Holub, "Compiler Design in C", Prentice Hall of India, 2003*
2. *C. N. Fischer and R. J. LeBlanc, "Crafting a compiler with C", Benjamin Cummings, 2003*
3. *HenkAlblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001*
4. *Kenneth C. Loudon, "Compiler Construction: Principles and Practice", Thompson Learning, 2003*

List of Programme Elective Subjects

Course Code	:	CSPE11
Course Title	:	Mobile Computing and Communication
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC27
Course Type	:	PE

Objectives

- To understand the fundamentals of mobile communication.
- To understand the architecture of various Wireless Communication Networks.
- To understand the significance of different layers in mobile system

Unit – I

Introduction to Wireless Networks – Applications – History – Simplified Reference Model – Wireless transmission – Frequencies – Signals – Antennas – Signal propagation – Multiplexing – Modulation – Spread spectrum – Cellular Systems: Frequency Management and Channel Assignment- types of hand-off and their characteristics.*

Unit – II

MAC – Motivation – SDMA, FDMA, TDMA, CDMA –Telecommunication Systems – GSM: Architecture-Location tracking and call setup- Mobility management- Handover- Security- GSM SMS –International roaming for GSM- call recording functions-subscriber and service data management – DECT – TETRA – UMTS – IMT-2000.*

Unit – III

Wireless LAN – Infrared Vs Radio transmission – Infrastructure – Adhoc Network –IEEE 802.11WLAN Standards – Architecture – Services– HIPERLAN – Bluetooth Architecture & protocols.*

Unit – IV

Mobile Network Layer – Mobile IP – Dynamic Host Configuration Protocol - Mobile Transport Layer – Traditional TCP – Indirect TCP – Snooping TCP – Mobile TCP – Fast retransmit / Fast recovery – Transmission / Time-out freezing – Selective retransmission – Transaction Oriented TCP.*

Unit – V

WAP Model- Mobile Location based services -WAP Gateway –WAP protocols – WAP user agent profile- caching model-wireless bearers for WAP - WML - WML Scripts - WTA – iMode - SyncML.*

*Programming assignments are mandatory.

Outcomes

- Ability to develop a strong grounding in the fundamentals of mobile Networks
- Ability to apply knowledge in MAC, Network, and Transport Layer protocols of Wireless Network
- Ability to comprehend, design, and develop a lightweight network stack

Text Books

1. Jochen Schiller, “ Mobile Communication”, 2nd Edition, Pearson Education, 2008.
2. Theodore and S. Rappaport, “Wireless Communications, Principles, Practice”, 2nd Ed PHI, 2002

Reference Books

1. *William Stallings, "Wireless Communications and Networks", 2nd Edition, Pearson Education, 2004*
2. *C.Siva Ram Murthy and B.S.Manoj, "Adhoc Wireless Networks: Architectures and Protocols", 2nd Edition, Pearson Education, 2008*
3. *Vijay. K. Garg, "Wireless Communication and Networking", Morgan Kaufmann Publishers, 2007.*

Course Code	:	CSPE12
Course Title	:	Design and Analysis of Parallel Algorithms
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC29
Course Type	:	PE

Objectives

- To understand parallel computing algorithms and models
- To analyze parallel algorithms for PRAM machines and various interconnection networks

Unit – I

Introduction to Parallel Computers - SIMD - EREW, CREW - SM-SIMD algorithms - Shared memory SIMD - Tree and mesh interconnection computers - Classifying MIMD Algorithms - Hypercube SIMD Model.*

Unit –II

Selection and Sorting – Sequential algorithm - Algorithm for parallel selection - Sorting on a linear array – broadcasting a datum- Computing all sums- Sorting on a mesh - Sorting on EREW SIMD computer - enumeration sort – parallel quick sort – hyper quicksort Sorting on other networks - Sorting on other networks.*

Unit – III

Matrix operations - Mesh transpose – Shuffle transpose - EREW transpose - Mesh multiplication - Cube multiplication - Matrix by vector multiplication - Tree multiplication.*

Unit – IV

Numerical problems - Linear equations - SIMD algorithm - Roots of nonlinear equations MIMD algorithm - Partial differential equations - Computing Eigen values. Monte Carlo methods – parallel random number generators – random number distributions.*

Unit – V

Graph problems –Definitions - Graph coloring - Computing the connectivity matrix - Finding connected components - Traversal - Minimal alpha-beta tree - Minimum Cost Spanning Tree- Addition tree-Multiplication tree.*

*Programming assignments are mandatory.

Outcomes

- Ability to analyze parallel algorithms for PRAM machines
- Ability to comprehend and apply parallel algorithms to real world applications
- Ability to design and develop optimal parallel algorithms

Text Book

1. S. G. Akl, "The Design and Analysis of Parallel Algorithms", Prentice Hall of India, 1989

Reference Books

1. B. Wilkinson and M. Allen, "Parallel Programming – Techniques and applications using networked workstations and parallel computers", 2nd Edition, Pearson Education, 2005
2. Michael J. Quinn, "Parallel Computing : Theory & Practice", Tata McGraw Hill, 2003
3. S. Lakshmivarahan and S. K. Dhall, "Analysis and Design of Parallel Algorithms - Arithmetic and Matrix Problems", Tata McGraw Hill, 1990

Course Code	:	CSPE13
Course Title	:	Real Time Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC26
Course Type	:	PE

Objectives

- To study issues related to the design and analysis of systems with real-time constraints.
- To learn the features of Real time OS.
- To study the various Uniprocessor and Multiprocessor scheduling mechanisms.
- To learn about various real time communication protocols.
- To study the difference between traditional and real time databases

Unit – I

Introduction to real-time computing - Structure of a real-time system - Characterization of real-time systems and tasks - Performance measures*

Unit – II

Task Assignment and Scheduling - Uniprocessor scheduling algorithms - Task assignment - Mode changes - Fault tolerant scheduling.*

Unit – III

Real-time Communication - Network topologies and architecture issues - Protocols - Contention-based, token-based, polled bus - Fault tolerant routing.*

Unit – IV

Real-time Databases - Transaction priorities and aborts - Concurrency control issues - Scheduling algorithms - Two-phase approach to improve predictability.*

Unit – V

Programming Languages and Tools - Hierarchical decomposition - Run-time error handling - Overloading - Timing specification - Recent trends and developments*

*Programming Assignments are mandatory

Outcomes

- Ability to analyze schedulability problems
- Ability to learn Real-time programming environments
- Ability to develop real time systems.

Text Book

1. C. M. Krishna and Kang G. Shin, "Real-Time Systems", International Edition, McGraw Hill Companies, Inc., New York, 1997

Reference Book

1. Rajib Mall, "Real-Time Systems: Theory and Practice", 1st edition, Pearson Education, 2012

Course Code	:	CSPE14
Course Title	:	Data Warehousing and Data Mining
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC33
Course Type	:	PE

Objectives

- To understand the principles of Data Warehousing and Data Mining
- To know the Architecture of a Data Mining system
- To perform classification, association, and prediction of data

Unit – I

Data Warehousing and Business Analysis: - Data warehousing Components –Building a Data warehouse –Data Warehouse Architecture – Data Warehouse Schemas for Decision Support – Data Extraction, Cleanup, and Transformation Tools –Metadata – reporting – Query tools and Applications – Online Analytical Processing (OLAP) – OLAP and Multidimensional Data Analysis.*

Unit – II

Data Mining: Databases – Steps in Data mining process- Data Mining Functionalities- Architecture of a Typical Data Mining Systems- Classification of Data Mining Systems. Data Pre-processing – Data Cleaning – Data Integration and Transformation – Data Reduction – Data Discretization and Concept Hierarchy Generation.*

Unit – III

Classification and Prediction: Classification by Decision Tree Introduction – Bayesian Classification – Rule Based Classification – Classification by Back propagation – Support Vector Machines – Lazy Learners – Other Classification Methods – Prediction – Accuracy and Error Measures – Evaluating the Accuracy of a Classifier or Predictor – Ensemble Methods – Model Section. *

Unit – IV

Association Rule Mining: - Efficient and Scalable Frequent Item set Mining Methods – Mining Various Kinds of Association Rules – Association Mining to Correlation Analysis – Constraint-Based Association Mining. Cluster Analysis: - Types of Data in Cluster Analysis – A Categorization of Major Clustering Methods – Partitioning Methods – Hierarchical methods.*

Unit – V

Applications of Data mining-Social Impacts of Data mining-Tools- Mining the World Wide Web– Spatial Data Mining – Multimedia Data Mining – Text Mining. *

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the various architectures and its application with data mining
- Ability to design and develop data mining algorithms to analyze raw real world data
- Ability to monitor and analyze to predict online digital activities

Text Book

1. Jiawei Han, Micheline Kamber, and Jian Pei, “Data Mining Concepts and Techniques”, Third Edition, Elsevier, 2011

Reference Books

- 1 *Alex Berson and Stephen J. Smith “Data Warehousing, Data Mining & OLAP”, Tata McGraw – Hill Edition, Tenth Reprint 2007*
- 2 *K.P. Soman, ShyamDiwakar and V. Ajay “Insight into Data mining Theory and Practice”, Easter Economy Edition, Prentice Hall of India, 2006*
- 3 *G. K. Gupta “Introduction to Data Mining with Case Studies”, Easter Economy Edition, Prentice Hall of India, 2006*
- 4 *Pang-Ning Tan, Michael Steinbach and Vipin Kumar “Introduction to Data Mining”, Pearson Education, 2007*

Course Code	:	CSPE15
Course Title	:	Wireless Network Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC32
Course Type	:	PE

Objectives

- To understand the fundamentals of wireless communication
- To understand the architecture of different Wireless Networks
- To understand the significance of MAC and Network layers in Wireless Network System

Unit – I

Wireless Communications & Cellular System Fundamentals: Introduction to wireless communications systems, examples, comparisons and trends, Cellular systems, Frequency Management and Channel Assignment- types of handoff and their characteristics, dropped call rates & their evaluation. MAC techniques for Wireless Communication: FDMA, TDMA, MA(FHMA/CDMA/Hybrid techniques), SDMA techniques.*

Unit – II

Wireless WAN: First Generation Analog, Second Generation TDMA – GSM, Short Messaging Service in GSM, Second Generation CDMA – IS-95, GPRS - Third Generation Systems (WCDMA/CDMA 2000).*

Unit – III

Wireless LAN: Introduction to wireless LANs - IEEE 802.11 WLAN – Architecture and Services, Physical Layer, MAC sub layer- MAC Management Sub layer, Other IEEE 802.11 standards, HIPERLAN, WiMAX standard. *

Unit – IV

Ad hoc and Sensor Networks: Characteristics of MANETs, Table-driven and Source-initiated On Demand routing protocols, Hybrid protocols, Wireless Sensor networks- Classification, MAC and Routing protocols.*

Unit – V

Wireless MAN and PAN: Wireless MANs – Physical and MAC layer details, Wireless PANs – Architecture of Bluetooth Systems, Physical and MAC layer details, Standards. *

*Programming assignments are mandatory.

Outcomes

- Ability to make critical assessment of wireless networks
- Ability to comprehend the fundamentals of Wireless Networks
- Ability to apply the knowledge gained in the development of MAC, Network Layer protocols of Wireless Network

Text Books

1. William Stallings, "Wireless Communications and networks" Pearson / Prentice Hall of India, 2nd Ed., 2007
2. Dharma Prakash Agrawal & Qing-An Zeng, "Introduction to Wireless and Mobile Systems", Thomson India Edition, 2nd Ed., 2007
3. Theodore, S. Rappaport, "Wireless Communications, Principles, Practice", 2nd Ed., PHI, 2002

Reference Books

1. *C. Siva Ram Murthy and B. S. Manoj, "Adhoc Wireless Networks: Architectures and Protocols", 2nd Edition, Pearson Education, 2008*
2. *Jochen Schiller, "Mobile Communications", Person Education, 2nd Ed., 2008*
3. *Vijay. K. Garg, "Wireless Communication and Networking", Morgan Kaufmann Publishers, 2007*
4. *KavethPahlavan, Prashant Krishnamurthy, "Principles of Wireless Networks", Pearson Education Asia, 2002*

Course Code	:	CSPE16
Course Title	:	Principles of Processor Design
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC31
Course Type	:	PE

Objectives

- To understand the basics of Verilog HDL
- To study about the design aspects of various circuits using Verilog

Unit – I

Digital Design Flow in Verilog –Design entry –Test bench in Verilog - Design validation - Compilation and synthesis –Post synthesis simulation - Timing analysis - Hardware generation- Verilog HDL –Verilog evolution- Verilog attributes -Verilog language RT level design – Control/data partitioning - Data part- Control part- Elements of Verilog –Hardware modules - Primitive instantiations- Assign statements - Condition expression - Procedural blocks- Module instantiations- Component description in Verilog – Test benches.*

Unit – II

Verilog Language Concepts – Hardware languages-Timing- Concurrency- Timing and concurrency example – Module basics – Verilog simulation model –Continuous assignments- Procedural assignments- Compiler directives – System task and function.*

Unit – III

Combinational and Sequential Circuits Description - Module wires – Gate level logic – Hierarchical logic-Describing Expressions with Assign Statements- Behavioural Combinational Descriptions- Sequential models – Basic memory components – Functional registers – State machine coding – Combinational and sequential synthesis – Latches – Flip flops – Counters.*

Unit – IV

Design Examples – Bus structure – Simple processor – Timer – SRAM – Cache – Clock synchronization, Digital filters and signal processors-Pipelined Architectures-Halftone Pixel Image Converter.*

Unit – V

Register Transfer Level Design and Test – Sequential multiplier –Shift-and-add multiplication process- Sequential multiplier design - Multiplier testing- Von Neumann computer model – Processor and memory model- Processor model specification- Designing the adding CPU- Design of datapath - Control part design- Adding CPU Verilog description- Testing adding CPU- CPU design and test.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the intricacies in processor design
- Ability to implement a CPU to exploit its full capability
- Ability to design and develop processor circuits using Verilog

Text Books

1. ZainalabedinNavabi, “Verilog Digital System Design”, 2nd Edition, McGraw Hill, 2008
2. Michael D. Ciletti, “Advanced Digital Design with the Verilog HDL” 2nd edition, Pearson Edition, 2009

Course Code	:	CSPE17
Course Title	:	Advanced Database Management Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC33, CSPE14
Course Type	:	PE

Objectives

- To understand the different database models and language queries to access databases
- To understand the normalization forms in building an effective database tables
- To protect the data and the database from unauthorized access and manipulation

Unit – I

Relational Model Issues: ER Model - Normalization – Query Processing – Query Optimization –Transaction Processing - Concurrency Control – Recovery - Database Tuning

Unit – II

Distributed Databases: Parallel Databases – Inter and Intra Query Parallelism – Distributed Database Features – Distributed Database Architecture – Fragmentation – Distributed Query Processing – Distributed Transactions Processing – Concurrency Control – Recovery –Commit Protocols.*

Unit – III

Object Oriented Databases: Introduction to Object Oriented Data Bases - Approaches Modelling and Design - Persistence – Query Languages - Transaction - Concurrency – Multi Version Locks –Recovery – POSTGRES – JASMINE –GEMSTONE - ODMG Model.*

Unit – IV

Emerging Systems: Enhanced Data Models - Client/Server Model - Data Warehousing and Data Mining – Web Databases – Mobile Databases- XML and Web Databases.*

Unit – V

Current Issues: Rules - Knowledge Bases - Active and Deductive Databases - Multimedia Databases Multimedia Data Structures – Multimedia Query languages - Spatial Databases.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the complex query processing techniques
- Ability to design and implement multimedia databases and writing query structure
- Ability to develop skill set in file organization, Query Optimization, Transaction management, and database administration techniques

Text Book

1. *Thomas Connolly and CarolynBegg, “Database Systems: A Practical Approach to Design, Implementation, and Management”, 5th Edition, Addison-Wesley, 2009*

Reference Books

1. *R. Elmasri and S. B. Navathe, “Fundamentals of Database Systems”, Fifth Edition, Pearson/Addison Wesley, 2006*
2. *Abraham Silberschatz, Henry F. Korth, and S. Sudharshan, “Database System Concepts”, Fifth Edition, Tata McGraw Hill, 2006*
3. *C. J. Date, A. Kannan, and S. Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006*

Course Code	:	CSPE18
Course Title	:	Advanced Cryptography
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC35
Course Type	:	PE

Objectives

- To study the concepts of applied cryptography
- To understand the application of cryptographic techniques in real world applications
- To comprehend the notion of provable security and its implication with improved security guarantees

Unit – I

Review of number theory, group, ring and finite fields, quadratic residues, Legendre symbol, Jacobi symbol.*

Unit – II

Formal Notions of Attacks: Attacks under Message Indistinguishability: Chosen Plaintext Attack(IND-CPA), Chosen Cipher text Attacks (IND-CCA1 and IND-CCA2), Attacks under Message Non-malleability: NM-CPA and NM-CCA2, Inter-relations among the attack model.*

Unit – III

Public key cryptography, RSA cryptosystem, probabilistic encryption, homomorphic encryption, Elliptic curve cryptosystems, Blum-Goldwasser cryptosystems, identity based encryption, Cryptographic hash functions.*

Unit – IV

Digital signatures and the notion of existential unforgeability under chosen message attacks, ElGamal digital signature scheme, Schnorr signature scheme, blind signature, electronic voting.*

Unit – V

Zero Knowledge Proofs and Protocols, lattice based cryptography.*

*Programming assignments are mandatory.

Outcomes

- Ability to break cryptosystems that are not provably secure
- Ability to derive simple provable security proofs for cryptographic schemes
- Ability to design and implement cryptographic protocols

Text Books

1. *W. Mao, “Modern Cryptography: Theory & Practice”, Pearson Education, 2010*
2. *Thomas Koshy, “Elementary Number Theory with applications”, Elsevier India, 2005*
3. *Jeffrey Hoffstein, Jill Pipher, and Joseph H. Silverman, “An Introduction to Mathematical Cryptography”, Springer publication*
4. *Menezes, A, et.al., “Handbook of Applied Cryptography”, CRC Press, 1996*
5. *Koblitz, N., “Course on Number Theory and Cryptography”, Springer Verlag, 1986*

Course Code	:	CSPE19
Course Title	:	Network Processor Design
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC32, CSPE16
Course Type	:	PE

Objectives

- To understand the basics of networking and network processor architecture
- To understand basic concepts of processor scheduling and other parameters used for measuring performance of network processor

Unit – I

Introduction and motivation - Network processor Ecosystem-communication system and implementation-Network element - Networking Fundamentals - Converged Networks-Access and Home Networks- Network processor Architecture.*

Unit – II

Processor scheduling- Fibre channel/ Infiniband Implementation. Performance And Analysis Packet Processing-Framing-parsing and classification- search , Lookup and Forwarding- Compression and encryption- Queueing and Traffic Management-Packet flow handling-NP Peripherals.*

Unit – III

Worst Case Execution Time Estimation for Hardware Assisted Multithreaded processor-Power consideration in NP Design. Performance and Programmability of processing Element Topologies for NP-Packet classification Termination in a Protocol-Programmable Protocol Processor-Control memory Access Accelerator- System performance.*

Unit – IV

Efficient and Faithful Performance Modeling for NP Based system designs - Direction in Packet Classification for Network Processors. A Network Processor: EZchip - EZchip Architecture, Capabilities, and Applications- EZchip Programming-Parsing-Searching-Resolving-Modifying.*

Unit – V

Running the Virtual Local Area Network Example - Writing Your First High-Speed Network Application. Implementing High performance, High-value Traffic management using Agere Network Processor Solutions- Nepal: A Framework for Efficiently structuring Applications for NP.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the network processor and its communication mechanisms
- Ability to implement various programming aspects of network processors
- Ability to design and develop optimal Network Processor

Text Books

1. Ran Giladi, “Network Processors Architecture, Programming, and Implementation”, Morgan Kaufmann Publishers, 2008
2. Patric Crowley, Mark A. Franklin , HaldunHadimioglu, and Peter Z. Onufryk, “Network Processors Design: Issues and Practices (Volume-2)”, 2004

Course Code	:	CSPE20
Course Title	:	Programming for Embedded Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC36
Course Type	:	PE

Objectives

- To understand basics of embedded system programming
- To know how the intricacies of Embedded programming

Unit – I

Introduction to Embedded System Programming: Application of Embedded System, Overview of Embedded System Architecture and Instruction Set, Real Time Systems, Requirements for Embedded Systems, Embedded Software Development: Challenges and Issues, Operating Systems for Embedded Systems: Introduction and Features, Languages for Embedded System Programming.*

Unit – II

Getting Started with Embedded Programming: Assembly verses High Level language, Integrated Development Environment, Building Process for Embedded System, Types of Memory for Embedded System, Memory Management methods and Bug Handling, Interrupts and ISRs handling in Embedded Systems, Simulators and Debuggers for Embedded System.*

Unit – III

Designing Elements of Embedded System Program: Basic Input Output Device Interface Programming, Developing Programmable Interrupt Controller, Timers and Counters, LCD hardware and Programming, Analog to Digital Clock, Introduction to data EEPROM.*

Unit – IV

Real Time Programming for Embedded System: Scheduling in Real Time Environment, Real Time Clock Designing, Real Time Operating System Support for Programming, Task Management in Real Time Environment, Semaphores handling, Message Queuing: States, Content, Storage, Introduction to Kernel Objects.*

Unit –V

Case Study on Embedded System Programming: Cruise Controller in Transportation, Bioinformatics on Embedded System, Mobile Phones and Handheld Devices, Applications in Medical Field, Low Power Systems, Reconfigurable Systems, Wireless Communication in Embedded Systems, Wearable Embedded Systems.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the importance of Embedded programming for real time systems
- Ability to analyze and design embedded systems for smart applications
- Ability to design and develop application Specific embedded System

Text Books

1. *Julio Sanchez and Maria P. Canton, “Embedded Systems Circuits and Programming”, Taylor and Francis, 2012*
2. *Michael Barr and Anthony Massa, “Programming Embedded Systems: With C and GNU Development Tools, O’Reilly, 2007*
3. *Sriram V Iyer and Pankaj Gupta, “Embedded Real Time System Programming”, Tata McGraw Hill, 2004*
4. *Qing Li and Caroline Yao, “Real-Time Concepts for Embedded Systems”, Elsevier, 2003*
5. *Cracking the Code Programming For Embedded System, Dreamtech Software Team, Wiley, 2002*

Course Code	:	CSPE21
Course Title	:	Machine Learning
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC25
Course Type	:	PE

Objectives

- To understand the basic building blocks and general principles that allow one to design machine learning algorithms
- To become familiar with specific, widely used machine learning algorithms
- To learn methodology and tools to apply machine learning algorithms to real data and evaluate their performance

Unit – I

Basic Concepts, Introduction to Machine Learning, Applications of ML, Design Perspective and Issues in ML, Supervised, Unsupervised, Semi-supervised learning with applications and issues, A Formal Learning Model, The Runtime of Learning.*

Unit – II

Model (or hypothesis) representation, decision boundary, cost function, gradient descent, regularization, Diagnostic: debugging a learning algorithm, evaluating a hypothesis (Model selection), training/validating/testing procedures, diagnosing bias versus variance and vice versa, regularization and bias/variance, learning curves, Accuracy and Error measures: classifier accuracy measures, predictor error measure, evaluating the accuracy of a classifier or predictor, Confusion metric, precision, recall, tradeoff between both, accuracy.*

Unit – III

Decision Tree : representation, hypothesis, issues in Decision Tree Learning, Pruning, Rule extraction from Tree, Learning rules from Data, Probabilistic classifier: Bayes rule, Maximum Likelihood Estimation, case study, Support Vector Machine, Nearest Neighbor.*

Unit – IV

Clustering: Unsupervised learning technique, Similarity and Distance Measures, k-means and k-medoids algorithm, optimization objective, random initialization, choosing value of k, EM algorithm Bayesian networks, bag of words classifiers, N-gram models; Markov and Hidden Markov models, Graphical Models, Combining Multiple Learners.*

Unit –V

Reinforcement Learning: Elements of Reinforcement Learning, Model-Based Learning, Temporal Difference Learning, Generalization, Design and Analysis of Machine Learning Experiments.*

*Programming assignments are mandatory.

Outcomes

- Ability to implement and apply machine learning algorithms to real-world applications.
- Ability to identify and apply the appropriate machine learning technique to classification, pattern recognition, optimization and decision problems.
- Ability to understand how to perform evaluation of learning algorithms and model selection.

Text Book

1. *Shai Shalev-Shwartz, Shai Ben-David, Understanding Machine Learning From Theory to Algorithms, Cambridge University Press, 2014*

Reference Books

1. *Ethem Alpaydin, Introduction to Machine Learning, PHI, 2005*
2. *H. Witten and E. Frank, Data Mining: Practical Machine Learning Tools and Techniques Morgan Kaufmann, 2000*
3. *Tom Mitchell, Machine Learning, McGraw-Hill, 1997*

Course Code	:	CSPE22
Course Title	:	Randomized Algorithms
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC29
Course Type	:	PE

Objectives

- To introduce the concept of randomized algorithms
- To apply the concepts of probabilistic analysis of algorithms

Unit – I

Elements of probability theory, Verification of strings, poly identities, matrix multiplication Las Vegas and MonteCarlo algorithms, Expectations, Jensen's Inequality, Coupon collector's problem, geometric distribution.*

Unit – II

Randomized Quick Sort and its expected run-time, Variance and moments, Chebyshev's inequality, Coupon collector's problem, randomized median finding, analysis, moment generating functions.*

Unit – III

Derivation and application of Chernoff's bounds, Sum of Poisson Trials, Coin flips, Set balancing, Packet routing in sparse networks, permutation routing on the hypercube, butterfly.*

Unit – IV

Birthday paradox, balls and bins model, application to bucket sort, Poisson distribution, Application to hashing, random graph models, Hamiltonian cycles in random graphs.*

Unit – V

Markov chains, representations, randomized algorithm for 2-satisfiability and 3-satisfiability, classification of states, gambler's ruin, random walks on undirected graphs, s-t connectivity algorithm.*

*Programming assignments are mandatory.

Outcomes

- Ability to apply basics of probability theory in the analysis of algorithms
- Ability to comprehend randomized algorithms and its advantages to traditional algorithm
- Ability to design and implement randomized techniques in solving real world problems

Textbook

1. *M. Mitzenmacher and E. Upfal, "Probability and computing: Randomized algorithms and Probabilistic analysis", Cambridge, 2005*

Course Code	:	CSPE23
Course Title	:	Natural Language Processing
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC28
Course Type	:	PE

Objectives

- To understand the application of computational methods in linguists
- To apply statistical and probabilistic methods for parameter estimation and inference
- To know how the computational methods give insight into observed human language phenomena

Unit – I

Sound: Biology of Speech Processing; Place and Manner of Articulation; Word Boundary Detection; Argmax based computations; HMM and Speech Recognition.*

Unit – II

Words and Word Forms: Morphology fundamentals; Morphological Diversity of Indian Languages; Morphology Paradigms; Finite State Machine Based Morphology; Automatic Morphology Learning; Shallow Parsing; Named Entities; Maximum Entropy Models; Random Fields.*

Unit – III

Structures: Theories of Parsing, Parsing Algorithms; Robust and Scalable Parsing on Noisy Text as in Web documents; Hybrid of Rule Based and Probabilistic Parsing; Scope Ambiguity and Attachment Ambiguity resolution.*

Unit – IV

Meaning: Lexical Knowledge Networks, Wordnet Theory; Indian Language Wordnets and Multilingual Dictionaries; Semantic Roles; Word Sense Disambiguation; WSD and Multilinguality; Metaphors; Coreferences.*

Unit – V

Web 2.0 Applications: Sentiment Analysis; Text Entailment; Robust and Scalable Machine Translation; Question Answering in Multilingual Setting; Cross Lingual Information Retrieval (CLIR).*

*Programming Assignments are mandatory

Outcomes

- Ability to compare and contrast approaches to natural language processing
- Ability to comprehend and analyze the various elements of speech processing
- Ability to design and develop machine learning techniques in the area of NLP

Text books

1. Jurafsky, Dan and Martin, James, “Speech and Language Processing”, 2nd Edition, Prentice Hall, 2008
2. Manning, Christopher and Heinrich, Schutze, “Foundations of Statistical Natural Language Processing”, MIT Press, 1999
3. Allen James, “Natural Language Understanding”, 2nd edition, Benjamin Cumming, 1995
4. Charniack, Eugene, “Statistical Language Learning”, MIT Press, 1993

Course Code	:	CSPE24
Course Title	:	Artificial Intelligence and Expert Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPE21
Course Type	:	PE

Objectives

- To learn the concepts of Artificial Intelligence
- To learn the methods of solving problems using Artificial Intelligence
- To introduce the concepts of Expert Systems and machine learning

Unit – I

Introduction to AI, Control strategies, Search strategies, Production system characteristics - Specialized production system- Problem solving methods - Problem graphs, Matching, Indexing and Heuristic functions -Hill Climbing-Depth first and Breadth first, Constraints satisfaction - Related algorithms, Measure of performance and analysis of search algorithms.*

Unit – II

Game playing - Knowledge representation, Knowledge representation using Predicate logic, Introduction to predicate calculus, Resolution, Use of predicate calculus, Knowledge representation using other logic-Structured representation of knowledge.*

Unit – III

Knowledge representation -Production based system, Frame based system. Inference – Backward chaining, Forward chaining*, Rule value approach, Fuzzy reasoning - Certainty factors, Bayesian Theory-Bayesian Network-Dempster - Shafer theory.

Unit – IV

Basic plan generation systems - Strips -Advanced plan generation systems – K strips –Strategic explanations -Why, Why not and how explanations. Learning- Machine learning, adaptive Learning

Unit – V

Expert systems - Architecture of expert systems, Roles of expert systems - Knowledge Acquisition –Meta knowledge, Heuristics. Typical expert systems - MYCIN, DART, XOON, Expert systems shells.

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend AI & ES to analyze and map real world activities to digital world
- Ability to identify problems that are amenable solved by AI methods
- Ability to design and carry out an empirical evaluation of different AI algorithms

Text Books

1. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, McGraw Hill, 2008
2. Dan W. Patterson, “Introduction to AI and ES”, Pearson Education, 2007

Reference Books

1. Peter Jackson, “Introduction to Expert Systems”, 3rd Edition, Pearson Education, 2007
2. Stuart Russel and Peter Norvig, “AI – A Modern Approach, Pearson Education, 2nd Edition, 2007
3. G.Luger, W.A.Stubblefield, “Artificial Intelligence”, 3rd edition, Addison-Wesley Longman, 1998.
4. N.J.Nilson, “Principles of Artificial Intelligence”, Narosa Publishing House, 1980.

Course Code	:	CSPE25
Course Title	:	Software Quality Assurance
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC34
Course Type	:	PE

Objectives

- To understand software quality management process and quality management models
- To learn software quality metrics, assurance and various software standards

Unit – I

Defining Software Quality -Software Quality factors - Components of software quality assurance - pre project software quality components- Contract Review - Development and Quality Plans

Unit-II

Integrating Quality Activities in the Project Life Cycle – Reviews - Software Testing – Strategies - Software Testing –Implementation - Assuring the Quality of Software Maintenance - Assuring The Quality of External Participants' Parts - Case Tools and their Affect on Software Quality.

Unit-III

Software Quality Infrastructure Components- Procedures and Work Instructions - Supporting Quality Devices - Staff Training, Instructing and Certification - Preventive and Corrective Actions - Configuration Management - Documentation and Quality Records Controls

Unit-IV

Management Components Software Quality - Project Progress Control- Components, Internal & External Participants, Progress control regimes, Computerized tools, Software Quality Metrics – Objective, Classification, Process & Product Metrics, Implementation & Limitation of Software Metrics - Software Quality Costs – Objective, Classification Model of cost, Extended Model and Applications

Unit-V

Standards, Certification And Assessment - Need for standards, SQA Standards – ISO9001 Certification - Software Process Assessment, Organizing for Quality Assurance -Management and its Role in Quality Assurance - The Software Quality Assurance Unit - SQA Trustees and Committees, Six Sigma concepts.

Outcomes

- Ability to comprehend industrial standards in maintaining SQA
- Ability to apply basic software quality assurance practices to ensure software quality and standards
- Ability to design and model software projects that conform to international quality standards and practices

Text Books

1. Daniel Galin, “Software Quality Assurance: From Theory to Implementation”, Pearson Addison-Wesley, 2nd edition, 2012
2. Jeff Tian, “Software Quality Engineering: Testing, Quality Assurance, and Quantifiable”, Wiley, 2005

Course Code	:	CSPE26
Course Title	:	Parallel Architectures and Programming
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC26, CSPC31
Course Type	:	PE

Objectives

- To understand the fundamental principles and engineering trade-offs involved in designing modern parallel computers
- To develop programming skills to effectively implement parallel architecture

Unit – I

Introduction: The need for parallelism, Forms of parallelism (SISD, SIMD, MISD, MIMD), Moore's Law and Multi-cores, Fundamentals of Parallel Computers, Communication architecture, Message passing architecture, Data parallel architecture, Dataflow architecture, Systolic architecture, Performance Issues.*

Unit – II

Large Cache Design: Shared vs. Private Caches, Centralized vs. Distributed Shared Caches, Snooping-based cache coherence protocol, directory-based cache coherence protocol, Uniform Cache Access, Non-Uniform Cache Access, D-NUCA, S-NUCA, Inclusion, Exclusion, Difference between transaction and transactional memory, STM, HTM.*

Unit – III

Graphics Processing Unit: GPUs as Parallel Computers, Architecture of a modern GPU, Evolution of Graphics Pipelines, GPGPUs, Scalable GPUs, Architectural characteristics of Future Systems, Implication of Technology and Architecture for users, Vector addition, Applications of GPU.*

Unit – IV

Introduction to Parallel Programming: Strategies, Mechanism, Performance theory, Parallel Programming Patterns: Nesting pattern, Parallel Control Pattern, Parallel Data Management, Map: Scaled Vector, Mandelbrot, Collative: Reduce, Fusing Map and Reduce, Scan, Fusing Map and Scan, Data Recognition: Gather, Scatter, Pack , Stencil and Recurrence, Fork-Join, Pipeline.*

Unit – V

Parallel Programming Languages: Distributed Memory Programming with MPI: trapezoidal rule in MPI, I/O handling, MPI derived datatype, Collective Communication, Shared Memory Programming with Pthreads: Conditional Variables, read-write locks, Cache handling, Shared memory programming with Open MP: Parallel for directives, scheduling loops, Thread Safety, CUDA: Parallel programming in CUDA C, Thread management, Constant memory and Event, Graphics Interoperability, Atomics, Streams.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend parallel architecture and its importance in solving engineering problems
- Ability to design parallel programs to enhance machine performance in parallel hardware environment
- Ability to design and implement parallel programs in modern environments such as CUDA, OpenMP, etc.

Text Books

1. *D. E. Culler, J. P. Singh, and A. Gupta, "Parallel Computer Architecture", Morgan-Kaufmann, 2004*
2. *Rajeev Balasubramonian, Norman P. Jouppi, and Naveen Muralimanohar, "Multi-Core Cache Hierarchies", Morgan & Claypool Publishers, 2011*
3. *Peter and Pach Eco, "An Introduction to Parallel Programming", Elsevier, 2011*
4. *James R. Larus and Ravi Rajwar, "Transactional Memory", Morgan & Claypool Publishers, 2007*
5. *David B. Kirk, Wen-mei W. Hwu, "Programming Massively Parallel Processors: A Hands-on Approach", 2010*
6. *Barbara Chapman, F. Desprez, Gerhard R. Joubert, Alain Lichnewsky, Frans Peters "Parallel Computing: From Multicores and GPU's to Petascale", 2010*
7. *Michael McCool, James Reinders, Arch Robison, "Structured Parallel Programming: Patterns for Efficient Computation", 2012*
8. *Jason Sanders, Edward Kandrot, "CUDA by Example: An Introduction to General-Purpose GPU Programming", 2011*

Course Code	:	CSPE27
Course Title	:	Service Oriented Architecture
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	PE

Objectives

- To provide an overview of XML Technology and modeling databases in XML
- To provide an overview of Service Oriented Architecture and Web services and their importance
- To introduce Security solutions in XML and Web Services and to introduce Security standards for Web Services

UNIT-I

XML Technology: XML – XML and Web - Name Spaces – XML Document Structure - Structuring with Schemas and DTD - Modeling Databases in XML – XQuery. *

UNIT - II

SOA Basics: Service Oriented Architecture (SOA) – Comparing SOA with Client-Server and Distributed architectures - Characteristics of SOA – Benefits of SOA -- Principles of Service orientation – Service layers - Business Process management

UNIT - III

Web Services (WS): SOA and Web Services – Web Services Protocol Stack – Service descriptions – WSDL – Messaging with SOAP – Service discovery – UDDI. Service-Level Interaction patterns – XML and Web Services - Enterprise Service Bus - .NET and J2EE Interoperability. *

UNIT - IV

WS Technologies and Standards: Web Services Technologies - JAX-RPC, JAX-WS.* Web Service Standards – WS-RM, WS-Addressing, WS-Policy.Service Orchestration and Choreography – Composition Standards - BPEL. Service Oriented Analysis and Design.

UNIT- V

XML and WS Security: XML Security Overview – Canonicalization – XML Security Framework – XML Encryption – XML Signature – XKMS Structure. Web Services Security - XACML - WS-Security.

*Programming assignments are mandatory.

Outcomes

- Ability to design and develop real work applications using the concepts of SOA and Web services
- Ability to comprehend approaches for providing security for XML documents as well as messages exchanged among Web Services
- Ability to develop an application using .NET and J2EE enterprise technology

Text Books

1. Ron Schmelzer et al. “XML and Web Services”, Pearson Education, 2008. (Unit 1 and 3)
2. Thomas Erl, “ Service Oriented Architecture: Concepts, Technology, and Design”, Pearson Education, 2005 (Unit 2, 3, 4, and 5)
3. Frank P. Coyle, “XML, Web Services and the Data Revolution”, Pearson Education, 2002 (Unit 5)

Reference Books

1. *Eric Newcomer, Greg Lomow, "Understanding SOA with Web Services", Addison Wesley, 2005.*
2. *James McGovern, Sameer Tyagi, Michael E Stevens, Sunil Mathew, "Java Web Services Architecture", Elsevier, 2011.*
3. *Mark O' Neill, et al., "Web Services Security", Tata McGraw-Hill Edition, 2003*
4. *Sandeep Chatterjee and James Webber, "Developing Enterprise Web Services: An Architect's Guide", Prentice Hall, 2004*

Course Code	:	CSPE28
Course Title	:	Data Sciences
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC33, CSPE14
Course Type	:	PE

Objectives

- To understand the concepts of machine learning
- To appreciate supervised and unsupervised learning and their applications
- To learn aspects of computational learning theory

Unit – I

Introduction to Data Science - Overview of the Data Science process -Introduction to Data science technologies -Introduction to Machine Learning – Regressions –Classification- Clustering-Recommendation.*

Unit – II

Working with Data in Azure ML- Data Acquisition - Data Ingestion and Ingress-Data Sampling and Quantization-Data Cleaning and Transformation.*

Unit – III

Building and Evaluation of Models- Data Exploration and Visualization of Models- Business Metrics and Cost-Based Metrics-Model Evaluation- Comparison and Selection.*

Unit – IV

Supervised learning-Logistic regression- Perceptron- Exponential family.-Generative learning algorithms - Gaussian discriminant analysis- Naive Bayes -Support vector machines-Model selection and feature selection-Ensemble methods: Bagging, boosting-Evaluating and debugging learning algorithms.*

Unit –V

Unsupervised learning -Clustering- K-means - EM - Mixtures of Gaussians - The EM Algorithm in General -Model selection for latent variable models - high-dimensional spaces -- The Curse of Dimensionality -Dimensionality Reduction - Factor analysis - Principal Component Analysis - Probabilistic PCA- Independent components analysis.*

*Programming assignments are mandatory.

Outcomes

- To implement a neural network for an application of your choice using an available tool
- To implement probabilistic discriminative and generative algorithms for an application of your choice and analyze the results
- To use a tool to implement typical clustering algorithms for different types of applications

Text Books

1. Christopher Bishop, “Pattern Recognition and Machine Learning” Springer, 2006
2. Kevin P. Murphy, “Machine Learning: A Probabilistic Perspective”, MIT Press, 2012
3. Hastie, Tibshirani, Friedman, “The Elements of Statistical Learning” (2nd ed)., Springer, 2008

Minors Offered

Course Code	:	CSMI11
Course Title	:	Data Structures and Algorithms
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	MI

Objectives

- To understand the various techniques of sorting and searching
- To design and implement arrays, stacks, queues, and linked lists
- To understand the complex data structures such as trees and graphs
- To design and implement various programming paradigms and its complexity

Unit – I

Development of Algorithms - Notations and analysis - Storage structures for arrays - Sparse matrices - Stacks and Queues: Representations and applications. linked lists –Doubly linked lists- Circular linked lists.

Unit – II

Trees: Preliminaries – Binary Trees – Search Tree ADT – Binary Search Trees – Hashing: ADT – Hash Function – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing

Unit – III

Graphs - Representation of graphs - BFS, DFS - Topological sort- Shortest path problems - Dijkstra's algorithm, Floyd-Warshall, Minimum spanning trees- prims algorithm, Kruskal algorithm.

Unit – IV

Algorithmic paradigms - Divide and Conquer method - Strassen's matrix multiplication - Greedy method - Knapsack problem - Job sequencing with deadlines – Dynamic Programming- Travelling salesman problem.

Unit – V

Searching and Sorting Techniques - Selection, Bubble, Insertion, Merge, Quick, and Radix sort - Address calculation - Linear search - Binary search .

Outcomes

- Ability to develop programs to implement linear data structures such as stacks, queues, linked lists, etc.
- Ability to apply the concept of trees and graph data structures in real world scenarios
- Ability to comprehend the implementation of sorting and searching algorithms

Text Books

1. *J. P. Tremblay and P. G. Sorenson, "An Introduction to Data Structures with applications", Second Edition, Tata McGraw Hill, 1981*
2. *T. Cormen, C. Lieserson, R. Rivest, and C. Stein, "Introductions to Algorithms", Prentice-Hall/India, 3rd edition, 2009*
3. *M. Tenenbaum and Augestien, "Data Structures using C", Third Edition, Pearson Education 2007.*

Reference Book

1. *SartajSahni, "Data Structures, Algorithms and Applications in C++", Second Edition, Universities Press (I) Pvt. Ltd., 2005.*

Course Code	:	CSMI12
Course Title	:	Computer Organization
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	MI

Objectives

- To understand the basic hardware and software issues of computer organization
- To understand the representation of data at machine level
- To understand how computations are performed at machine level

Unit – I

Introduction, Technologies for building Processors and Memory, Performance, The Power Wall, Operations of the Computer Hardware, Operands Signed and Unsigned numbers, Representing Instructions, Logical Operations, Instructions for Making Decisions

Unit – II

MIPS Addressing for 32-Bit Immediate and Addresses, Parallelism and Instructions: Synchronization, Translating and Starting a Program, Addition and Subtraction, Multiplication, Division, Floating Point, Parallelism and Computer Arithmetic: Subword Parallelism, Streaming SIMD Extensions

Unit – III

Logic Design Conventions, Building a Datapath, A Simple Implementation Scheme, overview of Pipelining, Pipelined Datapath, Data Hazards: Forwarding versus Stalling, Control Hazards, Exceptions, Parallelism via Instructions

Unit – IV

Memory Technologies, Basics of Caches, Measuring and Improving Cache Performance, dependable memory hierarchy, Virtual Machines, Virtual Memory, Using FSM to Control a Simple Cache, Parallelism and Memory Hierarchy: Redundant Arrays of Inexpensive Disks

Unit – V

Disk Storage and Dependability, Parallelism and Memory Hierarchy: RAID levels, Performance of storage systems, Introduction to multi threading clusters, message passing multiprocessors.

Outcomes

- Ability to analyze the abstraction of various components of a computer
- Ability to analyze the hardware and software issues and the interfacing
- Ability to work out the tradeoffs involved in designing a modern computer system

Text Book

1. David A. Patterson and John L. Hennessey, “Computer organization and design, The Hardware/Software interface”, Morgan Kauffman / Elsevier, Fifth edition, 2014
2. Smruti Ranjan Sarangi, “Computer Organization and Architecture”, McGraw Hill Education, 2015

Reference Book

1. V. Carl Hamacher, Zvonko G. Varanescic, and Safat G. Zaky, “Computer Organization“, 6th edition, McGraw-Hill Inc, 2012
2. William Stallings, “Computer Organization and Architecture“, 8th Edition, Pearson Education, 2010

Course Code	:	CSMI13
Course Title	:	Operating Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSMI13
Course Type	:	MI

Objectives

- To provide knowledge about the services rendered by operating systems
- To provide a detailed discussion of the various memory management techniques
- To discuss the various file-system design and implementation issues
- To discuss how the protection domains help to achieve security in a system

Unit – I

Basic OS Concepts- User's view of the OS - Architectural support – System calls- Thread and process scheduling - Pre-emptive and non-pre-emptive - FCFS, SJF, Round Robin, Multilevel Queue.

Unit – II

Inter process synchronization, Mutual exclusion algorithms, Hardware support, Semaphores, Concurrent programming using semaphores.

Unit – III

Inter process communication, Deadlocks: Characterization, Prevention, Avoidance, detection and recovery, combined approach to deadlock handling.

Unit – IV

Contiguous allocation, Static and dynamic partitioned memory allocation, Segmentation, Non-contiguous allocation, Paging, Hardware support, Virtual Memory, Demand Paging.

Unit – V

Need for files, File abstraction, File naming, File system organization, File system optimization, Reliability, Security and protection, I/O management and disk scheduling, Recent trends and developments.

Outcomes

- Ability to comprehend the techniques used to implement the process manager
- Ability to comprehend virtual memory abstractions in operating systems
- Ability to design and develop file system interfaces, etc.

Text Book

1. Silberschatz, Galvin, Gagne, "Operating System Concepts", John Wiley and Sons, 9th edition, 2013

References Books

1. William Stallings, "Operating Systems –Internals and Design Principles", 8/E, Pearson Publications, 2014
2. Andrew S. Tanenbaum, "Modern Operating Systems", 4/E, Pearson Publications, 2014

Course Code	:	CSMI14
Course Title	:	Database Management Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	MI

Objectives

- To learn data models, conceptualize and depict a database system using ER diagram
- To understand the internal storage structures in a physical DB design
- To know the fundamental concepts of transaction processing techniques

Unit – I

Introduction: Purpose of Database System — Views of data – Data Models – Database Languages - Database System Architecture – components of DBMS –Entity–Relationship model (E-R model) – E-R Diagram notation, Examples.

Unit – II

Relational Model: Relational Data Model - Concept of relations, schema-instance distinction, keys, integrity rules, relational algebra operators, SQL: data definition, data manipulation, aggregate function, Null Values, nested sub queries, Joined relations. Work with MySQL Workbench.

Unit – III

Database Design: Dependencies and Normal forms, dependency theory - functional dependencies, Armstrong's axioms for FD's, closure of a set of FD's, minimal covers, definitions of 1NF, 2NF, 3NF and BCNF 4NF, and 5NF, decompositions and desirable properties of them.

Unit – IV

Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), database recovery management.

Unit – V

Implementation Techniques: Overview of Physical Storage Media – Magnetic Disks – RAID – Tertiary storage – Organization of Records in Files – Indexing and Hashing–Ordered Indices - primary, secondary index structures –Static Hashing – Dynamic Hashing.

Outcomes

- Ability to Install, configure, and interact with a relational database management system
- Ability to master the basics of SQL and construct queries using SQL
- Ability to design and develop a large database with optimal query processing

Text Books

1. *A. Silberschatz, Henry F. Korth, and S. Sudharshan, “Database System Concepts”, 5th Ed, Tata McGraw Hill, 2006.*
2. *C. J. Date, A. Kannan and S. Swamynathan, “An Introduction to Database Systems”, 8thed, Pearson Education, 2006.*

References Books

1. *RamezElmasri and Shamkant B. Navathe, “Fundamentals of Database Systems”, Fourth Edition, Pearson/Addisionwesley, 2007*
2. *Raghu Ramakrishnan, “Database Management Systems”, Third Edition, McGraw Hill, 2003*
3. *S. K. Singh, “Database Systems Concepts, Design and Applications”, First Edition, Pearson Education, 2006*

Course Code	:	CSMI15
Course Title	:	Software Engineering
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	
Course Type	:	MI

Objectives

- To understand the Software Engineering Practice & Process Models
- To understand Design Engineering, Web applications, and Software Project Management
- To gain knowledge of the overall project activities.

Unit-I

The Evolving role of Software, The changing Nature of Software, Legacy software, A generic view of process, A layered Technology, A Process Framework, Software Development Life cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models, Incremental Process Model, Concurrent Development Model, The Unified Process.

Unit-II

Software Requirements, Functional & non-functional, Software requirements document, Requirement engineering process: Feasibility studies, Elicitation, Validation & Management, Software prototyping, Analysis and modeling.

Unit-III

Design Concepts and Principles – Modular design – Design heuristic – S/W architecture – Data design – Architectural design – Transform & Transaction mapping –Introduction to SCM process – Software Configuration Items.

Unit –IV

Software Testing, Taxonomy of S/W testing, Black box testing, Testing boundary conditions, Structural testing, Regression testing, S/W testing strategies : Unit testing, Integration testing Validation testing, System testing and debugging.

Unit-V

Software Project Management, S/W cost estimation, Function point models, COCOMO model, Project Scheduling, S/W maintenance.

Outcomes

- Ability to enhance the software project management skills
- Ability to comprehend the systematic methodologies involved in SE
- Ability to design and develop a software product in accordance with SE principles

TEXT BOOKS:

1. Roger S.Pressman, Software Engineering: A Practitioner's Approach, McGraw Hill International edition, Seventh edition, 2009.
2. Ian Sommerville, Software Engineering, 9th Edition, Pearson Education, 2011.

REFERENCES:

1. Pankaj Jalote, "An Integrated Approach to software Engineering", Springer Verlag, 1997.
2. Pfleeger and Lawrence Software Engineering: Theory and Practice, Pearson Education, second edition, 2001

Course Code	:	CSMI16
Course Title	:	Digital Systems Design
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	--
Course Type	:	MI

Objectives

- To understand the essential knowledge on the fundamental of digital circuits
- To understand the overview on the design principles of digital computing systems

Unit - I

Binary codes - Weighted and non-weighted - Binary arithmetic conversion algorithms, Canonical and standard boolean expressions - Truth tables, K-map reduction - Don't care conditions - Adders / Subtractors - Carry look-ahead adder - Code conversion algorithms - Design of code converters - Equivalence functions.

Unit - II

Binary/Decimal Parallel Adder/Subtractor for signed numbers - Magnitude comparator - Decoders / Encoders - Multiplexers / Demultiplexers - Boolean function implementation using multiplexers.

Unit - III

Sequential logic - Basic latch - Flip-flops (SR, D, JK, T and Master-Slave) - Triggering of flip-flops - Counters - Design procedure - Ripple counters - BCD and Binary - Synchronous counters, Registers - Shift registers.

Unit - IV

Introduction to VLSI design - Basic gate design - Digital VLSI design - Design of general boolean circuits using CMOS gates. Verilog Concepts – Basic concepts – Modules & ports, Gate level modeling, Data flow modelling, Behavioral modeling, Tasks and functions.

Unit - V

Timing and delays – Switch level modelling, User defined primitives, Modeling Techniques

Outcomes

- Ability to design and implement complicated digital systems using Verilog
- Ability to design a VLSI circuit for an application
- Ability to comprehend the digital design logic

Text Books

1. *Morris Mano and Michael D. Ciletti, "Digital Design", 5th Ed, PHI, 2012*
2. *Samir Palnitkar, "Verilog HDL", 2nd Edition, Pearson Education, 2003*

Reference Books

1. *Michael D. Ciletti, "Advanced Digital Design with the Verilog HDL, 2nd Edition, Pearson Education, 2010*
2. *Stephen Brown, "Fundamentals of Digital Logic with Verilog", McGraw Hill, 2007*

Course Code	:	CSMI17
Course Title	:	Data Communications and Networks
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	MI

Objectives

- To provide insight about fundamental concepts and reference models (OSI and TCP/IP) and its functionalists
- To gain comprehensive knowledge about the principles, protocols, and significance of Layers in OSI and TCP/IP
- To know the implementation of various protocols and cryptography techniques

UNIT-I

Data Communications –Data Transmission- Multiplexing- Data Encoding Techniques- Introduction to computer networks -Network –Topologies- Reference Models: ISO/OSI Model and TCP/IP Model.

UNIT-II

Physical Layer-Transmission Media-Analog signals-Digital Signals-**Data Link Layer**-Error Detection and Correction – Parity – LRC-CRC – Hamming Code – Flow Control and Error Control – Stop and wait – ARQ – Sliding window –IEEE 802.3 Ethernet.

UNIT-III

Network Layer-Packet Switching and Circuit Switching – IP addressing methods – Subnetting – Supernetting-Routing Protocols: IP-ARP-RARP-DHCP-Routing Algorithms: Distance Vector Routing – Link State Routing.

UNIT-IV

Transport Layer-Transport Services – UDP -TCP - Congestion Control – Quality of Services(QOS).

UNIT-V

Application Layer-Domain Name Space (DNS) – Electronic Mail – HTTP-WWW.

Outcomes

- Ability to gain insight about basic network theory and layered communication architectures
- Ability to provide solutions to various problems in network theory
- Ability to conceptualize and design a network stack

Text Books

1. Andrew S. Tanenbaum and David J. Wetherall, “Computer Networks”, 5th edition, Prentice Hall, 2011
2. Behrouz A. Foruzan, “Data Communication and Networking”, 5th edition, Science Engineering& Math Publications, 2013

Reference Books

1. W. Stallings, "Data and Computer Communication", 10th Edition, Pearson Education, 2014

List of Open Elective Subjects

Course Code	:	CSEO11
Course Title	:	Computer Graphics
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives:

- To understand the basics of various inputs and output computer graphics hardware devices.
- Exploration of fundamental concepts in 2D and 3D computer graphics.
- To know 2D raster graphics techniques, 3D modelling, geometric transformations, 3D viewing and rendering.

Unit - I

Basic of Computer Graphics: Applications of computer graphics, Display devices, Random and Raster scan systems, Graphics input devices, Graphics software and standards.*

Unit - II

Graphics Primitives: Points, lines, circles and ellipses as primitives, scan conversion algorithms for primitives, Fill area primitives including scan-line polygon filling, inside-outside test, boundary and flood-fill, character generation, line attributes, area-fill attributes, character attributers.*

OpenGL primitives: Functions, pipeline, sample programs for drawing 2-D, 3-D objects; event handling and view manipulation.*

Unit - III

2D transformation and viewing: Transformations, matrix representation, homogeneous coordinates, composite transformations, reflection and shearing, viewing pipeline and coordinates system, window-to-viewport transformation, clipping including point clipping, line clipping, polygon clipping.*

Unit - IV

3D concepts and object representation: 3D display methods, polygon surfaces, tables, equations, meshes, curved lies and surfaces, quadric surfaces, spline representation, cubic spline interpolation methods, Bazier curves and surfaces, B-spline curves and surfaces.*

3D transformation and viewing: 3D scaling, rotation and translation, composite transformation, viewing pipeline and coordinates, parallel and perspective transformation, view volume and general (parallel and perspective) projection transformations.*

Unit - V

Advance topics: visible surface detection concepts, back-face detection, depth buffer method, illumination, light sources, illumination methods (ambient, diffuse reflection, specular efection), Color models: properties of light, XYZ, RGB, YIQ and CMY color models.*

*Programming assignments are mandatory.

Outcomes

- Ability to understand the various computer graphics hardware and display technologies.
- Ability to implement various 2D and 3D objects transformation techniques.
- Ability to apply 2D and 3D viewing technologies into the real world applications

Text Books:

1. *Computer Graphics; Principles and practice; Second Edition in C; J. D. Foley, A. Van Dam, S. K. Feiner and J. F. Hughes; Addison Wesley, 1997.*
2. *Computer Graphics - C version; D. Hearn and M. P. Baker; Pearson Education, 2004.*
3. *Computer Graphics - OpenGL version; D. Hearn and M. P. Baker; Pearson Education.*

Reference Books

1. *Mathematical elements for Computer Graphics; 2nd edn.; D. F. Rogers and J. A. Adams; McGraw-Hill International. Edn., 1990.*
2. *Computer Graphics using OpenGL; 2nd edn.; F. S. Hill Jr.; Pearson Education, 2003.*
3. *The OpenGL Reference Manual - The Bluebook, Version 1.4, Fourth Edition, Addison-Wesley.*
4. *The OpenGL Programming Guide - The Redbook, Version 2, Fifth Edition, Addison-Wesley.*
5. *OpenGL Programming Guide, 6th. Edition, Pearson Education, Shreiner, Woo, Neider, Davis, 2008.*

Course Code	:	CSEO12
Course Title	:	Human Computer Interaction
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives

- To gain knowledge on the interplay between humans, tasks, technology, and contexts
- To gain knowledge on important human factors that affect HCI
- To be able to apply HCI principles, guidelines, methods, and techniques

Unit – I

Introduction to Human-computer Interaction - Methodology for Designing User-computer Interfaces -Task analysis -Conceptual, semantic, syntactic, and lexical models.*

Unit – II

Design of an interactive system - Interaction Styles -Question and answer -Form-based - Command language -Menus -Natural language -Direct manipulation -Virtual Reality - Augmented Reality -Other emerging interaction styles.*

Unit – III

Design and Evaluation Process -Prototyping -Testing and evaluating interface designs - Guidelines and criteria for designing UI, UI Software and Specifications -Languages and tools for specifying and building interfaces -Dialogue independence –UIMSLanguages and software abstractions -Programming support tools -. Basic Interaction Tasks, Techniques, and Devices.*

Unit – IV

Human Performance -Scientific foundations for designing user interfaces -Visual presentation of information -Graphical design -Designing experiments - Introduction to Research in Human-Computer Interaction -Why do HCI research? -Research prototypes -Interdisciplinary nature of HCI research -Examples of HCI research.*

Unit – V

New Interaction Techniques -New modes of human-computer communication -Voice Gesture - Eye movement -Tangible user interfaces -Brain-computer interfaces - Case Study.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the basics of human and computational abilities and limitations
- Ability to evaluate the quality of a user interface
- Ability to apply appropriate HCI techniques to design systems that are usable by people

Text Books

1. Wilbert O Galitz, “The Essential Guide To User Interface Design”, Wiley Dreamatech, 3rd edition, 2007
2. Ben Shneidermann, “Designing The User Interface - Strategies for Effective Human-Computer Interaction”, 4th Edition, Pearson Education Asia, 2004
3. Alan Dix, Janet Fincay, GreGoryd, Abowd, and Russell Bealg, “Human – Computer Interaction”, 3rd edition, Pearson, 2003
4. Yvonne Rogers , Helen Sharp, and Jenny Preece, “Interaction Design: Beyond Human - Computer Interaction”, 3rd edition, Wiley, 2011

Course Code	:	CSOE13
Course Title	:	Web Technology
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives

- To understand the basics of Web Designing using HTML, DHTML, and CSS
- To learn the basics about Client side scripts and Server side scripts

Unit - I

HTML- List, Tables, Images, Forms, Frames, Cascading Style sheets.* XML- Document type definition, XML Schemas,* Document Object model

Unit – II

Java Script -Control statements, Functions, Arrays, Objects, Events, Dynamic HTML with Java Script, Ajax. *

Unit – III

Web servers –IIS (XAMPP, LAMPP)and Tomcat Servers. Java Web Technologies- Servlets, JavaServer Pages, Java Server Faces, Web Technologies in Netbeans, Building a Web Application in Netbeans, JSF Components, Session Tracking, Cookies. *

Unit – IV

PHP- Basics, String Processing and Regular Expressions, Form Processing and Business Logic, Using Cookies *, Dynamic Content, Operator Precedence Chart

Unit – V

Database Connectivity with MySQL - Servlets, JSP, PHP.* Case Studies- Student information system, Health Management System.

*Programming assignments are mandatory.

Outcomes

- Ability to design and develop client side scripting techniques
- Ability to build real world applications using client side and server side scripting languages
- Ability to design and develop an e-Governance application using web technology

Text books

1. Paul J. Deitel, Harvey M. Deitel, Abbey Deitel, “Internet & World Wide Web How to Program”, Deitel series, 5th edition, 2012
2. Jason Gilmore, “Beginning PHP and MySQL From Novice to Professional”, 4th Edition, Apress Publications, 2010

Reference Books

1. Robert W. Sebesta, “Programming with World Wide Web”, Pearson, 4th edition, 2008
2. David William Barron, “The World of Scripting Languages”, Wiley Publications, 2000

Course Code	:	C SOE14
Course Title	:	Multimedia Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	C SOE11
Course Type	:	OE

Objectives

- To understand the different media and design issues in multimedia systems
- To understand Multimedia security and data hiding for image/video

Unit – I

Multimedia Elements: Introduction – Definitions – Applications – Elements - Text – Image/Graphics Audio – Video – Animation.*

Unit – II

Data and File Formats : JCompression Techniques – Lossless, Lossy – JPEG, MPEG, TIFF, RIFF- H.261, H.262, H.263 -File formats-Display Technologies.*

Unit – III

Multimedia Networks : Protocol - QOS Issues - RTP, RTCP, RTSP, SIP - Media on demand –ITV - STB Broadcast Schemes for VoD Buffer Management- Multimedia over wireless networks.*

Unit – IV

Multimedia Security and Forensics: Multimedia encryption - Digital Watermarking Security Attacks- Digital Forensics taxonomy, goals/requirements - Forensic Data Acquisition -Forensics Analysis and Validation.*

Unit – V

Multimedia Data Hiding: Overview– Data hiding framework-Key elements -Basic embedding mechanisms- Techniques for Embedding multiple bits-Quantitative model for Uneven embedding Capacity- CER-VER -Data Hiding in Binary image-Multilevel embedding-Multilevel image and video data hiding.*

*Programming assignments are mandatory.

Outcomes

- Ability to design multimedia components efficiently
- Ability to develop integrated, collaborative multimedia systems
- Ability to develop data hiding algorithms for the specialized applications

Text Books

1. K. Andleigh, Kiran Thakrar , *Multimedia Systems Design*, PHI, 2007
2. ZeNian Li, S. Drew, “*Fundamentals of Multimedia*”, PHI, 2006.

Reference Books

1. Ralf Steinmetz and Klara, “*Multimedia Computing, Communications and Applications*”, Pearson Education, 2009
2. Min Wu, Bede Liu, “*Multimedia Data Hiding*”, Springer-Verlag, 2002
3. I. Cox, M. Miller, and J. Bloom, “*Digital Watermarking*”, Morgan Kaufman Publishers, 2001
4. Chun-Shien Lu, “*Multimedia Security : Steganography and Digital Watermarking techniques for Protection of Intellectual Property*”, Springer Inc 2007
5. Wenjun Zeng, Heather Yu and Ching, Yung Lin, “*Multimedia Security technologies for Digital rights Management*”, Elsevier Inc 2006

Course Code	:	CSOE15
Course Title	:	Cloud Computing
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSMI17
Course Type	:	OE

Objectives

- To provide comprehensive knowledge of fundamental concepts and of cloud computing
- To demonstrate an understanding of Service models, deployment models, Virtualization
- To describe the programming and software environments of Cloud
- To shed light on the security issues in Cloud

Unit – I

Overview of Distributed Computing, Cluster Computing and Grid Computing – Technologies for Network based systems – Software environments for Distributed Systems and Clouds –Overview of Services and Service oriented Architecture.*

Unit – II

Virtual Machines and Virtualization – Implementation levels of Virtualization – Virtualization structures/tools and Mechanisms – Virtualization of CPU, Memory and I/O Devices – Storage Virtualization.*

Unit – III

Cloud Computing – Properties – challenges – Service models – IaaS, PaaS and SaaS Deployment models – Service Composition and orchestration – Architecture design of Compute and Storage cloud – Public Cloud Platforms – Inter Cloud Resource Management.*

Unit – IV

Cloud Programming and Software Environments – Parallel and Distributed Programming paradigms – Programming on AWS, Azure and GAE – Cloud software environments Eucalyptus – Open Stack – Open Nebula.*

Unit – V

Cloud Security – Infrastructure security – Data security – Identity and access management Privacy- Audit and Compliance.*

*Programming assignments are mandatory.

Outcomes

- Ability to articulate the Virtualization concepts
- Ability to identify the architecture, service models and deployment models of Cloud
- Ability to master the programming aspects of Cloud

Text Book

1. Kai Hwang, Geoffrey C. Fox and Jack J. Dongarra, “Distributed and Cloud Computing from Parallel Processing to the Internet of Things”, Morgan Kaufmann, Elsevier, 2012

Reference Books

1. Barrie Sosinsky, “Cloud Computing Bible” John Wiley & Sons, 2010
2. Tim Mather, Subra Kumaraswamy, and Shahed Latif, “Cloud Security and Privacy An Enterprise Perspective on Risks and Compliance”, O'Reilly 2009

Course Code	:	CSOE16
Course Title	:	Network Security
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSMI17
Course Type	:	OE

Objectives

- To understand the network security, services, attacks, mechanisms, types of attacks
- To comprehend and apply authentication services, authentication algorithms
- To comprehend and apply network layer security protocols, Transport layer security protocols, Web security protocols.

Unit -I

Overview of Network Security, Security services, attacks, Security Issues in TCP/IP suite- Sniffing, spoofing, buffer overflow, ARP poisoning, ICMP Exploits, IP address spoofing, IP fragment attack, routing exploits, UDP exploits, TCP exploits.*

Unit-II

Authentication requirements, Authentication functions - Message Authentication Codes - Hash Functions - Security of Hash Functions and MACs - MD5 message Digest algorithm - Secure Hash Algorithm - RIPEMD - HMAC Digital Signatures, Authentication protocols-Kerberos, X.509.*

Unit-III

IP Security-AH and ESP, SSL/TLS, SSH, Web Security-HTTPS, DNS Security, Electronic Mail Security (PGP, S/MIME).*

Unit-IV

Intruders, Viruses, Worms, Trojan horses, Distributed Denial-Of-Service (DDoS), Firewalls, IDS, Honey nets, Honey pots.*

Unit-V

Introduction to wireless network security, Risks and Threats of Wireless networks, Wireless LAN Security (WEP, WPA).*

*Programming assignments are mandatory.

Outcomes

- Ability to determine appropriate mechanisms for protecting the network.
- Ability to design and develop security solutions for a given application or system
- Ability to develop a secure network stack

Text Books

1. *W. Stallings, "Cryptography and Network Security: Principles and Practice", 5/E, Prentice Hall, 2013*
2. *Yang Xiao and Yi Pan, "Security in Distributed and Networking Systems", World Scientific, 2007, Chapter 1.*
3. *Aaron E. Earle, "Wireless Security Handbook", Auerbach publications, Taylor & Francis Group, 2006.*

Reference Books

1. *AtulKahate, "Cryptography and Network Security", Tata McGraw-Hill, 2003*

Course Code	:	C SOE17
Course Title	:	Big Data Analytics
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	C SMI16
Course Type	:	OE

Objectives

- To understand the financial value of big data analytics
- To explore tools and practices for working with big data
- To understand how big data analytics can leverage into a key component

UNIT – I

Introduction to Big Data: Analytics – Nuances of big data – Value – Issues – Case for Big data – Big data options Team challenge – Big data sources – Acquisition – Features of Big Data - Security, Compliance, auditing and protection - Evolution of Big data – Best Practices for Big data Analytics - Big data characteristics - Volume, Veracity, Velocity, Variety – Big Data Architecture – Big Data and Cloud.*

UNIT – II

Data Analysis: Evolution of analytic scalability – Convergence – parallel processing systems – Cloud computing – grid computing – Map reduce Basics – Map Reduce Algorithm Design - enterprise analytic sand box – analytic data sets – Analytic methods – analytic tools – Cognos – Microstrategy – Pentaho - Regression Modeling - Multivariate Analysis - Bayesian Modeling - Inference and Bayesian Networks - Support Vector and Kernel Methods.*

UNIT – III

Stream Computing : Introduction to Streams Concepts – Stream data model and architecture - Stream Computing, Sampling data in a stream – Filtering streams – Counting distinct elements in a stream – Estimating moments – Counting oneness in a window – Decaying window - Realtime Analytics Platform(RTAP) applications IBM Infosphere – Big data at rest – Infosphere streams – Data stage – Statistical analysis – Intelligent scheduler – Infosphere Streams.*

UNIT – IV

Predictive Analytics and Visualization: Predictive Analytics – Supervised – Unsupervised learning – Neural networks – Kohonen models – Normal – Deviations from normal patterns – Normal behaviours – Expert options – Variable entry - Mining Frequent itemsets - Market based model – Apriori Algorithm – Handling large data sets in Main memory – Limited Pass algorithm – Counting frequent itemsets in a stream – Clustering Techniques – Hierarchical – K- Means – Clustering high dimensional data Visualizations - Visual data analysis techniques, interaction techniques; Systems and applications.*

UNIT – V

Frameworks and Applications: IBM for Big Data – Map Reduce Framework - Hadoop – Hive – Sharding - MongoDB – NoSQL Databases - S3 - Hadoop Distributed file systems – Hbase – Impala – Analyzing big data with Twitter and Facebook – Big data for E-commerce – Big data for blogs.*

*Programming assignments are mandatory.

Outcomes

- Ability to apply the concepts of big data analytics for a domain
- Ability to design and develop Hadoop and Map Reduce Framework
- Ability to contextually integrate and correlate large amounts of information

Text Books

1. *Frank J Ohlhorst, "Big Data Analytics: Turning Big Data into Big Money", Wiley and SAS Business Series, 2012.*
2. *Colleen Mccue, "Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis", Elsevier, 2007*
3. *Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer, 2007.*
4. *AnandRajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press, 2012.*
5. *Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", Wiley and SAS Business Series, 2012.*
6. *Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, "Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data", McGraw Hill, 2011.*
7. *Paul Zikopoulos, Dirk deRoos, Krishnan Parasuraman, Thomas Deutsch , James Giles, David Corrigan, "Harness the Power of Big data – The big data platform", McGraw Hill, 2012.*
8. *Glenn J. Myatt, Making Sense of Data, John Wiley & Sons, 2007*
9. *Pete Warden, Big Data Glossary, O'Reilly, 2011.*
10. *Jiawei Han, Micheline Kamber "Data Mining Concepts and Techniques", Second Edition, Elsevier, Reprinted 2008.*
11. *Data-Intensive Text Processing with MapReduce, Jimmy Lin and Chris Dyer University of Maryland, College Park. Morgan & Claypool Publishers.*

Course Code	:	CSOE18
Course Title	:	Image Processing
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSOE11
Course Type	:	OE

Objectives

- To understand the fundamentals of Digital imaging and Image Processing techniques
- To be familiar with image compression and segmentation

Unit – I

Introduction: Fundamentals of Image Processing, Applications of Image Processing, Human Visual Perception, Introduction to Image Formation, Sampling and Quantization, Binary Image, Three-Dimensional Imaging, Image file formats. Color and Color Imagery: Perception of Colors.*

Unit – II

Image Transformation: Fourier Transforms, Discrete Cosine Transform, Walsh-adamard Transform, Karhaunen-Loeve Transform or PCA. Discrete Wavelet Transform: Wavelet Transform, Extension to 2D Signals, Lifting Implementation of the Discrete Wave Transforms.*

Unit – III

Image Enhancement and Restoration : Introduction, Distinction between image enhancement and restoration, Histrogram-based Contrast Enhancement, Frequency Domain Methods of Image Enhancement, Noise Modeling, Image Restoration, Image Reconstruction, Image Segmentation.*

Unit – IV

Recognition of Image Patterns : Introduction, Decision Theoretic Pattern Classification, Baesian Decision Theory, Nonparametric Classification, Linear Discriminant Analysis, Unsupervised Classification Strategies-clustering, K-means clustering algorithm, Syntactic Pattern Classification, Syntactic Inference, Symbolic Projection method. Texture and Shape Analysis .*

Unit – V

Fuzzy Set Theory in Image Processing : Introduction, Use of Fuzzy Image, Preliminaries and Background, Image as a Fuzzy Set, Fuzzy Methods of Contrast Enhancement, Image Segmentation using Fuzzy Methods, Fuzzy Approaches to Pixel Classification, Fuzzy c-Means Algorithm, Fusion of Fuzzy logic with neural network. Image mining and Content-Based Retrieval.*

*Programming assignments are mandatory.

Outcomes

- Ability to design and apply image enhancement and restoration techniques
- Ability to apply image compression and segmentation Techniques
- Ability to design and develop image processing techniques for assisting digital forensics

Text Book

1. Maria Petrou and Costas Petrou , “Image Processing the Fundamentals”, John-Wiley and Sons Publishers, 2nd edition, 2010
2. Rafael C. Gonzalez , Richard E. Woods, Steven L. Eddins, "Digital Image Processing Using MATLAB", 2nd edition, Gatesmark Publishing, 2009
3. Tinku Acharya and Ajoy K. Ray, “Image Processing Principles and Applications”, John Wiley & Sons publishers, 2005

Course Code	:	CSOE19
Course Title	:	Internet of Things
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSMI17
Course Type	:	OE

Objectives

- To learn the basic issues, policy and challenges in the Internet
- To get an idea of some of the application areas where Internet of Things can be applied.
- To understand the cloud and internet environment.
- To understand the various modes of communications with Internet.

Unit – I

Introduction: Definition – Foundations – Challenges and Issues - Identification - Security. Components in internet of things: Control Units – Sensors – Communication modules –Power Sources – Communication Technologies – RFID – Bluetooth – Zigbee – Wifi – Rflinks –Mobile Internet – Wired Communication-IoT Platform Overview-Raspberry pi-Arduino boards.*

Unit – II

IoT Protocols: Protocol Standardization for IoT-M2M and WSN Protocols-SCADA and RFID Protocols-Issues with Iot Standardization-Protocols-IEEE 802.15.4-BACNet Protocol-Zigbee Architecture - Network layer – APS Layer – Security.*

Unit – III

Resource Management in the Internet of Things: Clustering - Software Agents - Data Synchronization - Clustering Principles in an Internet of Things Architecture - The Role of Context - Design Guidelines -Software Agents for Object – Data Synchronization- Types of Network Architectures - Fundamental Concepts of Agility and Autonomy-Enabling Autonomy and Agility by the Internet of Things - The Evolution from the RFID-based EPC Network to an Agent based Internet of Things- Agents for the Behaviour of Objects.*

Unit – IV

Case Study and IoT Application Development: IoT applications in home- infrastructures-security-Industries- IoT electronic equipments. Use of Big Data and Visualization in IoT- Industry 4.0 concepts - Sensors and sensor Node –Interfacing using Raspberry Pi/Arduino- Web Enabled Constrained Devices.*

Unit – V

Web of Things: Web of Things versus Internet of Things-Architecture Standardization for WoT-Platform Middleware for WoT- WoT Portals and Business Intelligence-Cloud of Things:Grid/SOA and Cloud Computing-Cloud Standards –Cloud of Things Architecture-Open Source e-Health sensor platform.*

*Programming assignments are mandatory.

Outcomes

- Identify the components of IoT
- Analyze various protocols of IoT
- Design portable IoT using appropriate boards
- Develop schemes for the applications of IOT in real time scenarios
- Design business Intelligence and Information Security for WoT

Text Books

1. *Honbo Zhou, "The Internet of Things in the Cloud:A Middleware Perspective" — CRC Press-2012.*
2. *Dieter Uckelmann, Mark Harrison, "Architecting the Internet of Things", Springer-2011.*
3. *Arshdeep Bahga, Vijay Madiseti, "Internet of Things (A Hands-On-Approach)", VPT, 2014.*
4. *Olivier Hersent, David Boswarthick, Omar Elloumi, "The Internet of Things – Key applications and Protocols", Wiley, 2012.*

References

1. *Luigi Atzori, Antonio Lera, Giacomo Morabito, "The Internet of Things: A Survey", Journal on Networks, Elsevier Publications, October, 2010.*
2. <http://www.theinternetofthings.eu/what-is-the-internet-of-things>.

Course Code	:	CSOE20
Course Title	:	Bitcoin and Crypto Currencies
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives

- To understand the basic concept of Cryptographic Hash Functions, Hash Pointers and Elliptic Curve Digital Signature Algorithm.
- To get an insight into the working of the Bitcoin network, wallet, Bitcoin mining and distributed consensus for reliability.

Unit – I

Introduction to Cryptography, Cryptographic Hash Functions, SHA-256 , Hash Pointers and Data Structures, Merkle tree.*

Unit – II

Digital Signatures, Elliptic curve group, Elliptic Curve Digital Signature Algorithm (ECDSA). Public Keys as Identities, A Simple Crypto currency. *

Unit – III

Centralization vs. Decentralization, Distributed consensus, Consensus without identity using a block chain, Incentives and proof of work. Bitcoin transactions, Bitcoin Scripts, Applications of Bitcoin scripts, Bitcoin blocks, The Bitcoin network.*

Unit – IV

Simple Local Storage, Hot and Cold Storage, Splitting and Sharing Keys, Online Wallets and Exchanges, Payment Services, Transaction Fees, Currency Exchange Markets.*

Unit – V

Bitcoin Mining, Mining pools, Mining incentives and strategies. Bitcoin and Anonymity: Anonymity Basics, Mixing, Zerocoin and Zerocash.*

*Programming assignments are mandatory.

Outcomes

- Able to understand the how Bitcoin and other crypto currencies work.
- Able to do mining job in Bitcoin transaction.

Text Books

1. *Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller and Steven Goldfeder, Bitcoin and Cryptocurrency Technologies, 2016.*

Course Code	:	CSOE21
Course Title	:	Probability, Queuing Theory, and Statistics for CS
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives

- To refresh fundamentals in probability theory
- To focus on Queuing theory with relevant CS examples
- To introduce elements of statistical analysis

Unit – I

Basic notions of probability, Bernoulli trials, Random variables and associated parameters, distributions – binomial, geometric, Poisson, uniform, exponential, Gaussian, conditional probability, probability distributions, central limit theorem, transform methods.

Unit – II

Elements of a queuing system, Standard notations and definitions, Little’s Law, birth- and – death process models, Poisson process and its properties.

Unit – III

M/M/1, M/M/m, M/G/1 queuing systems and their characteristics, Embedded Markov chains, other standard results from the literature, basic ideas of priority queuing systems.

Unit – IV

Modeling of computer systems, finite population models, Jackson networks and Baskett-Chandy-Muntz-Palacios generalizations, other examples from data networks.

Unit – V

Basics of statistical inference, estimators, confidence intervals, exploratory data analysis, hypothesis testing, test of means, variances, ANOVA, ideas in regression and correlation analyses.

Outcomes

- Ability to appreciate performance modeling of data networks
- Ability to solve Queuing theory problems relevant to CS

Text Books

1. A.O.Allen, Probability, Statistics and Queuing Theory with Computer Science Applications, 2/e, Academic Press, Indian Reprint 2006
2. S.K.Bose, An Introduction to Queuing Systems, Springer/New York, 2002.

Course Code	:	CSOE22
Course Title	:	Software Project Management
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	-
Course Type	:	OE

Objectives

- To understand the basic concepts and issues of software project management
- To understand successful software projects that support organization's strategic goals

Unit – I

SPM concepts: Definition – components of SPM – challenges and opportunities – tools and techniques – managing human resource and technical resource – costing and pricing of projects – training and development – project management techniques.*

Unit – II

Software Measurements: Monitoring & measurement of SW development – cost, size and time metrics – methods and tools for metrics – issues of metrics in multiple projects.*

Unit – III

Software Quality: Quality in SW development – quality assurance – quality standards and certifications – the process and issues in obtaining certifications – the benefits and implications for the organization and its customers – change management.*

Unit – IV

Risk Issues : The risk issues in SW development and implementation – identification of risks – resolving and avoiding risks – tools and methods for identifying risk management.*

Unit – V

SPM Tools: Software project management using Primavera & Redmine and case study on SPM tools.*

*Programming assignments are mandatory.

Outcomes

- Ability to maintain software projects and monitor software project process
- Ability to design and develop project modules and assign resources
- Ability to comprehend, assess, and calculate the cost of risk involved in a project management

Text Books

1. *Richard H. Thayer, “Software Engineering Project Management”, John Wiley & Sons, 2nd edition, 2001*
2. *Royce, Walker, “Software Project Management”, Pearson Education, 2002*
3. *Kelker, S. A., “Software Project Management”, Prentice Hall, 2003*

HONORS ELECTIVE

Course Code	:	CSHO11
Course Title	:	Distributed Algorithms
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC29
Course Type	:	HONORS

Objectives

- To understand the fundamental algorithms and protocols that are commonly used in distributed computing
- To learn the basics about synchronous and asynchronous models

Unit - I

Introduction, Synchronous Network Model, Leader election in a synchronous ring, Algorithms in general synchronous networks, Distributed consensus with link failures, Distributed consensus with process failures.*

Unit - II

Asynchronous system model, Asynchronous shared memory model, mutual exclusion, resource allocation, consensus and atomic objects.*

Unit - III

Asynchronous network model, basic asynchronous network algorithms and synchronizers.*

Unit - IV

Shared memory versus networks, logical time, global snapshots and stable properties, network resource allocation, partially synchronous system models.*

Unit - V

Fault Tolerance in distributed systems, Fault Tolerance in asynchronous systems, Fault Tolerance in asynchronous systems, failure detection – stabilization.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend distributed protocols and algorithms
- Ability to comprehend, develop, and analyze distributed algorithms for mission critical applications
- Ability to design and develop distributed algorithms for real world problems

Text Books

1. Nancy A Lynch, “Distributed Algorithms”, Morgan Kaufman Publishers 1996
2. Gerard Tel, “Introduction to Distributed Algorithms”, Cambridge University Press, 2nd edition, 2000

Course Code	:	CSHO12
Course Title	:	High Speed Networks
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC27
Course Type	:	HONORS

Objectives

- To understand up-to-date survey of developments in High Speed Networks
- To know how techniques involved to support real-time traffic and congestion control
- To understand different levels of quality of service (QoS) to different applications

Unit – I

Frame Relay Networks – Asynchronous transfer mode – ATM Protocol Architecture, ATM logical Connection, ATM Cell – ATM Service Categories – AAL, High Speed LANs: Fast Ethernet, Gigabit Ethernet, Fiber Channel – Wireless LANs: applications, requirements – Architecture of 802.11*

Unit – II

Queuing Analysis- Queuing Models – Single Server Queues – Effects of Congestion Control – Traffic Management – Congestion Control in Packet Switching Networks – Frame Relay Congestion Control*

Unit – III

TCP Flow control – TCP Congestion Control – Retransmission – Timer Management - Exponential RTO backoff – KARN’s Algorithm – Window management – Performance of TCP over ATM. Traffic and Congestion control in ATM – Requirements – Attributes – Traffic Management Framework, Traffic Control – ABR traffic Management*

Unit – IV

Integrated Services Architecture – Approach, Components, Services- Queuing Discipline, FQ, PS, BRFQ, GPS, WFQ – Random Early Detection, Differentiated Services*

Unit – V

RSVP – Goals & Characteristics, Data Flow, RSVP operations, Multiprotocol Label Switching – Operations, Label Stacking, Protocol details – RTP – Protocol Architecture*

*Programming Assignments are mandatory

Outcomes

- Ability to comprehend protocols for high speed networks
- Ability to analyze and compare the parameters of high speed networks and architectures
- Ability to design, develop, and analyze High speed network scenarios

Text Books

1. William Stallings, “High Speed Networks and Internet”, Pearson Education, 2nd Edition, 2002
2. Warland, Pravin Varaiya, “High performance communication networks”, 2nd Edition, Jean Harcourt Asia Pvt. Ltd., 2001
3. Irvan Pepelnjk, Jim Guichard, Jeff Aparcar, “MPLS and VPN architecture”, Cisco Press, Volume 1 and 2, 2003
4. Abhijit S. Pandya and Ercan Sea, “ATM Technology for Broad Band Telecommunication Networks”, CRC Press, New York, 2004

Course Code	:	CSHO13
Course Title	:	Software Defined Networking
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC27
Course Type	:	HONORS

Objectives

- To know the reduced Complexity of Network Operation
- To understand the concepts of minimize Layer and maximize Network Resources
- To understand the Faster Time to Revenue for New Applications

Unit – I

Introduction, Control Plane, Data Plane, Distributed Control Planes, IP and MPLS, Creating the IP Underlay, Convergence Time, Load Balancing High Availability, Creating the MPLS Overlay, Replication, Centralized Control Planes – Logical Versus Litera, ATM/LANE, Route Servers, Wire Protocol, FAWG, Config and Extensibility, Architecture, Hybrid Approaches – Ships in the Night, Dual Function Switches.*

Unit – II

VMware, Nicira, Mininet, NOX/POX, Trema, Ryu, Big Switch Networks/Floodlight, Layer 3 Centric – L3VPN, Path Computation Element Server, Plexxi Affinity, Cisco OnePK, Management Interface, Network Divide, Modern Programmatic Interfaces, Modern Orchestration.*

Unit – III

Multitenant Data Center, Virtualized Multitenant Data Center, SDN Solutions for Data Center Network, VLANs, EVPN, VxLan, NVGRE, Virtualization and Data Plane I/O, Services Engineered Path, Service Locations and Chaining, NEV at ETSI, Non-ETSI NEV Work.*

Unit – IV

Network Topology, Traditional Methods, LLDP, BGP-TE/LS, ALTO, I2RS, Build Code First, The Juniper SDN Framework(s), Open Daylight Controller/Framework, Policy.*

Unit – V

Bandwidth Scheduling, Manipulation, Calendaring - Bandwidth Calendaring, Big Data and Application Hyper – Virtualization for Instant CSPF, Expanding Technology, Use Cases for Data Center Overlays, Big Data, Network Function Virtualization - Data Center Orchestration, Puppet, Network Function Virtualization, Optimized Big Data, - Firewall as Service, Network Access Control Replacement, Virtual Firewall, Feed Back and Optimization, Intrusion Detection/Threat Mitigation.*

*Programming Assignments are mandatory

Outcomes

- Ability to comprehend Software Defined Networks
- Ability to compare and analyze the advantages of SDN over traditional network
- Ability to design and implement software defined network

Textbooks

1. *Thomas D. Nandeanu and Ken Gray, “Software Defined Networks”, O’ Reilly Media, Inc., First Edition, 2013*
2. *FEI HU , “Network Innovation through OpenFlow and SDN: Principles and Design”, CRC Press, Taylor & Francis Group, 2014*

Course Code	:	CSHO14
Course Title	:	Transaction Processing Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC26
Course Type	:	HONORS

Objectives

- To knowhow in processing data generated by and about transactions that maintain high degree of accuracy and integrity
- To understand and recognize fraudulent transactions and produce timely user responses and reports

Unit – I

Consistency, Atomicity, Durability, Isolation, Flat Transactions, Providing Structure within a Transaction, Structuring an Application as Multiple Transactions.*

Unit – II

Schedules and Schedule Equivalence, Recoverability, Cascaded Aborts and Strictness, Models for Concurrency Control, A Strategy for Immediate-Update Pessimistic Concurrency Controls, Design of an Immediate-Update Pessimistic Concurrency Control, Objects and Semantic Commutativity, Atomicity, Recoverability and Compensating Operations, Locking and SQL Isolation Levels, Granular Locking: Intention Locks and Index Locks, Tuning Transactions, Multiversion Concurrency Controls.*

Unit – III

Crash, Abort and Media Failure, Immediate-Update Systems and Write-Ahead Logs, Recovery in Deferred-Update Systems, Recovery from Media Failure.*

Unit – IV

Transaction Processing in a Centralized System, Transaction Processing in a Distributed System, Global Atomicity and the Transaction Manager, Remote Procedure Call, Pear-to-Pear Communication, Event Communication, Storage Architectures, Transaction Processing on the Internet, Implementing the ACID Properties, Distributed Deadlock, Global Serialization.*

Unit – V

Authentication, Authorization and Encryption, Digital Signatures, Key Distribution and Authentication, Authorization, Authenticated RPC, Electronic Commerce, Certificates, Passport: SSO, SET Protocol: Dual Signatures, Goods Atomicity, Certified Delivery, and Escrow.*

*Programming assignments are mandatory.

Outcomes

- Ability to develop solutions that addresses all of the information processes
- Ability to design and develop techniques where information systems shall meet emerging needs
- Ability to analyze situations, identify needs, propose and develop solutions

Textbooks

1. Michael Kifer, Arthur Bernstein and Philip M. Lewis, “Database Systems: An Application-Oriented Approach”, Addison Wesley, 2006
2. Philip A. Bernstein and Eric Newcomer, “Principles of Transaction Processing”, 2nd Edition, Morgan Kaufmann Publishers, Elsevier, 2009

Course Code	:	CSHO15
Course Title	:	Pervasive Computing
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC27
Course Type	:	HONORS

Objectives

- To understand the characteristics and principles of Pervasive computing and solutions
- To design and implement pervasive application that are embedded into cars, airplanes, ships, bikes, posters, signboards, walls and even clothes

Unit – I

Introduction: Pervasive Computing- Principles, Characteristics- interaction transparency, context aware, automated experience capture, Vision and challenges of pervasive computing, Pervasive computing infrastructure- Architecture for pervasive computing- Pervasive devices- embedded controls.- smart sensors and actuators -Context communication and access services.*

UNIT – II

Technologies: Device Technology for Pervasive Computing: Hardware, Human-machine interfaces, Biometrics, Operating Systems, Java for pervasive devices- Voice Technology: Basics of Speech Recognition, Voice standards, Speech Applications, Speech and Pervasive Computing, Security- Personal Digital Assistants.*

UNIT – III

Sensor Networks and RFID: Introduction to Sensor networks – Sensor Node Architecture – Sensor Network Architecture - Types of sensor networks – Platforms for Wireless sensor networks – Applications of Wireless Sensor networks - Introduction to RFID – transponder and reader architecture - Types of tags and readers - Frequencies of operation – Application of RFID Technologies.*

UNIT – IV

Web based Applications: Web application concepts for pervasive computing: History, WWW architecture, Protocols, Trans-coding, Client Authentication via the Internet for pervasive computing, XML and its rôle in Pervasive computing, WAP and beyond: Introduction, Components of the WAP architecture, WAP infrastructure, WAP security issues, Wireless MarkupLanguage, WAP push, Products, i-Mode.*

UNIT – V

Programming And Applications: Server-side programming (Java) for pervasive computing: Java 2 Enterprise Edition (Overview), Servlets, Enterprise Java Beans, Java Server Pages, Extensible Markup Language, Web Services, Model-View-Controller pattern, Application Examples of Pervasive Computing: Retail, Airline Check-in and booking, Sales force automation, Healthcare, Tracking, Car Information Systems, Email Access via WAP and voice.*

*Programming assignments are mandatory.

Outcomes

- Ability to analyze and compare the performance of different data dissemination techniques
- Ability to develop solutions with comparisons for problems related to pervasive computing system through investigation
- Ability to design, analyze, and develop smart computing techniques

Text Books

1. *Jochen Burkhardt, Horst Henn, Stefan Hepper, Thomas Schaec & Klaus Rindtorff: "Pervasive Computing: Technology and Architecture of Mobile Internet Applications", Pearson Education, New Delhi, Sixth Edition, 2009*
2. *Seng Loke, "Context-Aware Computing Pervasive Systems", Auerbach Pub., Taylor and Francis Group, New York, 2007*
3. *Rahul Banerjee, "Lecture Notes in Pervasive Computing", Outline Notes, BITS-Pilani, 2012.*
4. *Genco, S. Sorce, "Pervasive Systems and Ubiquitous Computing", WIT Press, 2012*
5. *Guruduth S. Banavar, Norman H. Cohen, and Chandra Narayanaswami, "Pervasive Computing: An Application-Based Approach", Wiley Interscience, 2012*
6. *Frank Adelstein, S K S Gupta, G G Richard, and L Schwiebert, "Fundamentals of Mobile and Pervasive Computing", Tata McGraw-Hill, New Delhi, 2005*
7. *Stefen Poslad, "Ubiquitous Computing: Smart Devices, Environments and Interactions", Wiley, Second Edition, 2010*

Course Code	:	CSHO16
Course Title	:	Programming for Multi-Core Systems
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC36
Course Type	:	HONORS

Objectives

- To understand the fundamentals of multi-core architecture
- To be able to know the basic concepts of multi core programming using threads
- To be able to understand various programming constructs in multi-core architecture

Unit – I

Fundamentals of Multi core : Fundamentals of Quantitative Design and Analysis-Dependability-Measuring, Reporting and Summarizing Performance-Quantitative principles of computer Design, Instruction Level Parallelism-Data level and Thread level Parallelism. Multi core Architecture-Motivation for Concurrency -Parallel Computing in Micro processors-Gustafson's law.*

Unit – II

Introduction to Threads: Defining threads-System View of threads-Threading above the OS-Inside the OS-Threads inside the Hardware-What happened When a thread is created-Application Programming models and threading-VMs and Platforms-Run time Virtualization, System Virtualization. *

Unit –III

Thread Programming Types and APIs: Synchronization-Critical Section-Deadlock-Synchronization Primitives-Semaphores-Locks-Condition Variables-Flow Control based Concepts-Implementation based Threading Features-Threading APIs for Microsoft Windows-Threading API for .NET framework,POSIX Threads-Programming WithPthreads,OpenMP-Challenges in threading a loop-Minimizing threading overhead-Performance oriented programming-JavaThreads.*

Unit – IV

Thread Handling and Debugging: Too many threads-Data Races, Deadlock and Live locks-Heavily Contended Locks-Non-blocking algorithms-Thread safe functions and libraries-Memory Issues –Cache Related Issues-Avoiding Pipeline Stalls in IA-32-Data Organization for High Performance, Multithreaded Debugging Techniques: General Debugging Techniques.*

Unit – V

Implementation of the Programming Constructs: Foundations of Shared Memory, Spin Locks and Contention-Monitors and Blocking Synchronization- Concurrent Queues and the ABA Problem- Concurrent Stacks and Elimination-Counting, Sorting, and Distributed Coordination Concurrent Hashing and Natural Parallelism- Skip lists and Balanced Search-Futures, Scheduling, and Work Distribution- Barriers-Transactional Memory - Software Transactional Memory-hardware Transactional Memory –Threading on Intel Multicore Processors.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend the programming constructs of multi-core systems
- Ability to exploit the benefit of parallel programming
- Ability to design and develop APIs for Multithreaded Applications

Text Books

1. Shameem Akhter and Jason Roberts, “Multi-Core Programming: Increasing Performance through Software Multi Threading”, Intel Press, 2006
2. Maurice Herlihy and NirShavit, “The Art of Multiprocessor Programming“, Revised First Edition, Elsevier Publication, 2012

Reference Books

1. John L. Hennessy, and David E. Patterson, “Computer Architecture: A Quantitative Approach”, 5th Edition, Elsevier Publication, 2012
2. Thomas Rauber and GudulaRünger, “Parallel Programming: for Multi-core and Cluster Systems”, 2nd Edition, Springer Publication, 2010

Course Code	:	CSHO17
Course Title	:	Soft Computing
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC25
Course Type	:	HONORS

Objectives

- To understand the concepts of feed forward & feedback neural networks
- To understand the concept of fuzziness involved in various systems
- To expose the ideas about genetic algorithm
- To provide adequate knowledge about of FLC and NN toolbox

Unit – I

Introduction of soft computing - soft computing vs. hard computing- various types of soft computing techniques- applications of soft computing-Neuron- Nerve structure and synapse- Artificial Neuron and its model- activation functions- Neural network architecture- single layer and multilayer feed forward networks- McCullochPitts neuron model- perceptron model- MLP- back propagation learning methods- effect of learning rule coefficient.*

Unit – II

Counter propagation network- architecture- functioning & characteristics of counter-Propagation network-Hopfield/ Recurrent network- configuration- stability constraints- associative memory- and characteristics- limitations and applications- Hopfield v/s Boltzman machine- Adaptive Resonance Theory- Architecture- classifications-Implementation and training-Associative Memory.*

Unit – III

Different faces of imprecision - inexactness, Ambiguity, Undecidability, Fuzziness and certainty, Fuzzy sets and crisp sets. Intersections of Fuzzy sets, Union of Fuzzy sets, the complement of Fuzzy sets - Fuzzy reasoning. Linguistic variables, Fuzzy propositions, Fuzzy compositional rules of inference - Methods of decompositions and defuzzification.*

Unit – IV

Basic concept of Genetic algorithm and detail algorithmic steps-adjustment of free Parameters- Solution of typical control problems using genetic algorithm- Concept on some other search techniques like tabu search and ant colony search techniques for solving optimization problems.*

Unit – V

GA application to optimization problems- Case studies: Identification and control of linear and nonlinear dynamic systems using MATLAB-Neural Network toolbox. Stability analysis of Neural Network interconnection systems- Implementation of fuzzy logic controller using MATLAB fuzzy logic toolbox-Stability analysis of fuzzy control systems.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend machine learning and soft computing techniques in solving real world applications
- Ability to design and develop ML techniques with assistance of MATLAB
- Ability to visualize and analyze behavioural pattern to develop evolutionary algorithm

Text Books

1. Timothy J. Ross, *"Fuzzy Logic with Engineering Applications"*, Wiley India, 3rd edition, 2012
2. Zimmermann H. J. *"Fuzzy set theory and its Applications"* Springer international edition, 2011
3. David E. Goldberg, *"Genetic Algorithms in Search, Optimization, and Machine Learning"*, Pearson Education, 2009
4. Laurene V. Fausett, *"Fundamentals of Neural Networks: Architectures, Algorithms, And Applications"*, Pearson Education, 1st edition, 1993
5. W. T. Miller, R. S. Sutton and P. J. Webros, *"Neural Networks for Control"*, MIT Press, 1996

Course Code	:	CSHO18
Course Title	:	Digital System Testing and Verification
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC22
Course Type	:	HONORS

Objectives

- To design the Models at various levels and detects the faults in modeling
- To learn the testability techniques and to learn the Verilog for building the systems
- To test and verify the validity of the Model

Unit I

Modeling : Basic Concepts, Functional Modeling at the Logic Level, Functional Modeling at the Register Level, Structural Models, Level of Modeling, Logic Simulation: Problems in simulation-Based Design Verification, Types of Simulation, The Unknown Logic Value, Compiled Simulation, Event Driven Simulation, Delay Models, Element Evaluation, Hazard Detection, Gate Level Event-Driven simulation, Other Logic Values, Other Delay Models.*

Unit II

Fault Modeling : Logical Fault Models, Fault Detection and redundancy, Fault Equivalent and Fault Location, Fault Dominance, The single Stuck-Fault Model, The Multiple Stuck Fault-Model, Stuck RTL Variable, Fault Variables. Fault Simulation : General Fault Simulation Techniques, Fault Simulation for Combinational Circuits, Fault Sampling, Statistical Fault analysis.*

Unit III

Testing for Bridging Fault: The Bridging Fault Model, Detection of Non-feedback Bridging Faults, Detection of Feedback Bridging Faults, Bridging Fault Simulation, Test Generation for Bridging Faults. Functional Testing : Functional Testing without Fault Models, Exhaustive and Pseudo exhaustive Testing, Functional Testing with Specific Fault Models.*

Unit IV

Design for Testability : Testability, Ad Hoc Design for Testability Techniques, Controllability and Observability by means of Scan Registers, Generic Scan-Based Designs, Storage cells for Scan designs, Classical scan designs, Scan Design Costs, Board level and system level DFT Approaches, Advanced scan concepts, Boundary Scan Standards.*

Unit V

Basics of Test and Role of HDLs : Design and Test, Test Concerns, HDLs in Digital System Test. Verilog HL for Design and Test : HDL for developing test methods, Using verilog in design, Using verilog in test, Basic structures of verilog, Combinational Circuits, Sequential circuits. Fault and detection modeling using verilog.*

*Programming assignments are mandatory.

Outcomes

- Ability to design the modeling of systems
- Ability to write the test bench to test the validity of the model
- Ability to write Verilog code to built the systems

Text Books

1. ZainalabedinNavabi, *“Digital System Test an Testable Desin using HDL Models and Architectures”*, Springer publications, 2010.
2. MironAbramovici, Melvin A. Breuer, and Arthur D. Friedman, *“Digital Systems Testing and Testable Design”*, Wiley publications 1990.

Reference Book

1. Jha, Niraj K., and Sandeep Gupta, *“Testing of digital systems”*, Cambridge University Press, 2003.

Course Code	:	CSHO19
Course Title	:	CAD for VLSI
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC22
Course Type	:	HONORS

Objectives

- To provide experience designing integrated circuits using Computer Aided Design (CAD) Tools
- To introduce the concepts and techniques of modern integrated circuit design and testing (CMOS VLSI)
- To understand the programming paradigms of Hardware Description language (HDL)

Unit I

Introduction to CAD tools, Evolution of Design Automation, Basic Transistor Fundamentals, CMOS realizations of basic gates.*

Unit II

Modelling techniques, Types of CAD tools and Introduction to logic simulation*

Unit III

Verilog: Syntax, Hierarchical modelling and Delay modelling, Verilog constructs, Memory modelling.*

Unit IV

Logic Synthesis: Introduction synthesis of different Verilog constructs.*

Unit V

Introduction to Reconfigurable computing, FPGAs, the AltraQuartus II flow.*

*Programming assignments are mandatory.

Outcomes

- Ability to acquire hands-on skills of using CAD tools in VLSI design
- Ability to develop coding skill set using HDL
- Ability to design and develop VLSI project having a set of objective criteria and design constraints

Text Books

1. Samir Palnitkar, "Verilog HDL", 2nd Edition, Pearson Education, 2004.
2. J. Bhaskar, "Verilog HDL Synthesis", BS publications, 2001

Course Code	:	CSHO20
Course Title	:	Middleware Technologies
Number of Credits	:	3-0-0-3
Prerequisites(Course code)	:	CSPC32
Course Type	:	HONORS

Objectives

- To understand the essence of client-server and middleware architectures
- To learn the basics of CORBA and C#.NET technologies

Unit – I

Introduction to client server computing-client server models, Benefits of client server computing, pitfalls of client server programming, Middleware – Client / server building blocks, RPC, RMI.*

Unit – II

Middleware – Objects, Elements, Architecture, Middleware distributed applications, middleware types, transaction oriented middleware.*

Unit – III

CORBA with Java - Client/Server CORBA-style, CORBA with Java, Static CORBA, ORBlets with Applets, Dynamic, CORBA Beans, CORBA initialization protocol, CORBA activation services, CORBA java- to- IDL mapping.*

Unit – IV

EJBs and CORBA - Object transaction monitors CORBA OTM's, EJB and CORBA OTM's, EJB container frame work, Session and Entity Beans, EJB client/server development Process The EJB container protocol, support for transaction EJB packaging EJB design Guidelines.*

Unit – V

C# and .NET Platform- .NET Assemblies, Object Oriented Programming with C#, Callback Interfaces, Delegates, and Events, Type Reflection, Late Binding, and Attribute-Based Programming, Object Serialization and the .NET Remoting Layer.*

*Programming assignments are mandatory.

Outcomes

- Ability to comprehend of Middleware tools
- Ability to build real time applications based on .Net and C#
- Ability to design, develop, and analyze middleware architecture in developing enterprise technologies

Text Books

1. Andrew Troelsen, "C# and the .NET Platform", Apress Wiley-Dreamtech, India Pvt Ltd, 2nd Edition, 2007
2. Chris Britton, "IT Architectures and Middleware: Strategies for Building Large, Integrated Systems", Pearson Education, 2nd Edition, 2004
3. Robert Orfali, Dan Harkey, and Jeri Edwards, "The Essential Client/Server Survival Guide", John Wiley & Sons, 3rd Edition, 1999
4. Robert Orfali and Dan Harkey, "Client/Server programming with Java and CORBA", John Wiley & Sons, SPD 2nd Edition, 1998
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