Syed Ammal Engineering College, Ramanathapuram

An Autonomous Institution & Affiliated to Anna University Chennai

Regulation 2024

Choice based Credit System

M.E COMPUTER SCIENCE AND ENGINEERING

Vision	Mission
Emerge as Centre of excellence in Computer Science and Engineering through quality education, research and innovation.	To provide quality engineering education to the students through state-of-art facilities in Computer Science and Engineering. To enrich students' knowledge towards research, entrepreneur skill and employability. To inculcate value-based, socially committed professionalism to the cause of overall development of students and society.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)
Graduates of Computer Science and Engineering shall: **PEO1:** Have fundamental and advanced knowledge in Computer Science along inter-disciplinary knowledge so as to comprehend, analyse, design and create innovative solutions for real life problems. **PEO2:** Excel in professional career, higher education and research. **PEO3:** Demonstrate professionalism, entrepreneurship, ethical behavior, communication skills and collaborative team work to adapt the emerging trends by engaging in lifelong learning.

S.No	Subject Area	Credits per Semester				Total Credits	Anna Univ – Credit points
		I	II	III	IV		
1	**FC**	4				4	4
2	**PCC**	15	16	3		34	34
3	**PEC**		6	7		13	13
4	**RMC**	2				2	2
6	**OEC**			3		3	3
7	**EEC**		1	6	12	19	19
	Non Credit Audit Course	1	1			0	0
	Total Credits	**21**	**23**	**19**	**12**	**75**	**75**

FC - Foundation Courses
PCC – Professional Course Core (Branch Compulsory Courses)
PEC – Professional Elective Course (Branch Elective Course)
RMC - Research Methodology and IPR Courses
OEC – Open Elective Course (Elective Courses offered by other branches)
EEC – Employability Enhancement Course (Communication lab, Project, Internship, Seminar, Case studies, Industrial training, Professional Practices)
Audit Course – Non-credit courses

Semester 1

S.No	Course Code	Title	Category	L	T	P	Total Contact Periods	Credit
1.	24MA001T	Applied Probability and Statistics for Computer Science Engineers	FC	3	1	0	4	4
Theory								
2.	24RM101T	Research Methodology and IPR	RMC	2	0	0	2	2
3.	24CP101T	Advanced Data Structures and Algorithms	PCC	3	0	0	3	3
4.	24CP102T	Network Technologies	PCC	3	0	0	3	3
5.	24CP103T	Principles of Programming Languages	PCC	3	0	0	3	3
6.		Audit Course – I*	AC	2	0	0	2	0
Theory with Practical								
7.	24CP101I	Database Practices	PCC	3	0	2	4	3
Practical								
8.	24CP101P	Advanced Data Structures and Algorithms Laboratory	PCC	0	0	4	4	2
		Total		**19**	**1**	**6**	**26**	**21**

Semester 2

S.No	Course Code	Title	Category	L	T	P	Total Contact Periods	Credit
Theory								
1.	24CP201T	Advanced Software Engineering	PCC	3	0	0	3	3
2.		Professional Elective I	PEC	3	0	0	3	3
3.		Professional Elective II	PEC	3	0	0	3	3
4.		Audit Course – II*	AC	2	0	0	2	0
Theory with Practical								
5.	24CP201I	Internet of Things	PCC	3	0	2	5	4
6.	24CP202I	Multicore Architecture and Programming	PCC	3	0	2	5	4
7.	24CP203I	Machine Learning	PCC	3	0	2	5	4
Practical								
8.	24TM201P	Term Paper Writing and seminar	EEC	0	0	2	2	1
9.	24CP201P	Software Engineering Laboratory	PCC	0	0	2	2	1
		Total		**20**	**0**	**10**	**30**	**23**

[$] Audit Course Level I is offered for NSS students only. The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA.

PROFESSIONAL ELECTIVES

SEMESTER II, ELECTIVE I

S.No	Course Code	Title	Category	L	T	P	Total Contact Periods	Credit
1.	24CP101E	Human Computer Interaction	PEC	3	0	0	3	3
2.	24CP102E	Cloud Computing Technologies	PEC	3	0	0	3	3
3.	24CP103E	Foundations of Data Science	PEC	3	0	0	3	3
4.	24CP104E	Wireless Communications	PEC	3	0	0	3	3
5.	24CP105E	Agile Methodologies	PEC	3	0	0	3	3
6.	24CP106E	Performance Analysis of Computer Systems	PEC	3	0	0	3	3
7.	24CP107E	Advanced Operating System	PEC	3	0	0	3	3
8.	24CP108E	Digital Image Processing	PEC	3	0	0	3	3

PROFESSIONAL ELECTIVES

SEMESTER II, ELECTIVE II

S.No	Course Code	Title	Category	L	T	P	Total Contact Periods	Credit
1.	24CP201E	High Performance Computing for Big Data	PEC	3	0	0	3	3
2.	24CP202E	Information Retrieval Techniques	PEC	3	0	0	3	3
3.	24CP203E	Software Quality Assurance	PEC	3	0	0	3	3
4.	24CP204E	Autonomous Systems	PEC	3	0	0	3	3
5.	24CP205E	Web Analytics	PEC	3	0	0	3	3
6.	24CP206E	Cognitive Computing	PEC	3	0	0	3	3
7.	24CP207E	Quantum Computing	PEC	3	0	0	3	3
8.	24CP208E	Big Data Mining and Analytics	PEC	3	0	0	3	3

AUDIT
COURSES
(AC)

Registration for any of these courses is optional to students

S.No	Course Code	Title	Category	PERIODS PER WEEK			Credit
				L	T	P	
1.		English for Research Paper Writing	2	0	0	0	2
2.		Disaster Management	2	0	0	0	2
3.		Constitution of India	2	0	0	0	2
4.		நற்றமிழ் இலக்கியம்	2	0	0	0	2

24MA001T	APPLIED PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE ENGINEERS	L	T	P	C
		3	1	0	4

Course Objectives:

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

UNIT I LINEAR ALGEBRA 12

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

UNIT II PROBABILITY AND RANDOM VARIABLES 12

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

UNIT III TWO DIMENSIONAL RANDOM VARIABLES 12

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

UNIT IV TESTING OF HYPOTHESIS 12

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

UNIT V MULTIVARIATE ANALYSIS 12

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

TOTAL: 60 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Apply the concepts of Linear Algebra to solve practical problems.

CO2: Use the ideas of probability and random variables in solving engineering problems.

CO3: Be familiar with some of the commonly encountered two dimensional random variables and be equipped for a possible extension to multivariate analysis.

CO4: Use statistical tests in testing hypotheses on data.

CO5: Develop critical thinking based on empirical evidence and the scientific approach to knowledge development.

Reference Books

1. Dallas E Johnson, "Applied multivariate methods for data Analysis", Thomson and Duxbury press, Singapore, 1998.
2. Richard A. Johnson and Dean W. Wichern, "Applied multivariate statistical Analysis", Pearson Education, Fifth Edition, 6th Edition, New Delhi, 2013.
3. Bronson, R.,"Matrix Operation" Schaum's outline series, Tata McGraw Hill, New York, 2011.
4. Oliver C. Ibe, "Fundamentals of Applied probability and Random Processes", Academic Press, Boston, 2014.
5. E. Horowitz, S. Sahni and S. Rajasekaran, "Fundamentals of Computer Algorithms", University Press, 2nd Edition, 2008.
6. Johnson R. A. and Gupta C.B., "Miller and Freund's Probability and Statistics for Engineers", Pearson India Education, Asia, 9th Edition, New Delhi, 2017.

24RM101T	RESEARCH METHODOLOGY AND IPR	L	T	P	C
		2	0	0	2

UNIT I RESEARCH DESIGN **6**

Overview of research process and design, Use of Secondary and exploratory data to answer the research question, Qualitative research, Observation studies, Experiments and Surveys.

UNIT II DATA COLLECTION AND SOURCES **6**

Measurements, Measurement Scales, Questionnaires and Instruments, Sampling and methods. Data - Preparing, Exploring, examining and displaying.

UNIT III DATA ANALYSIS AND REPORTING **6**

Overview of Multivariate analysis, Hypotheses testing and Measures of Association. Presenting Insights and findings using written reports and oral presentation.

UNIT IV INTELLECTUAL PROPERTY RIGHTS **6**

Intellectual Property – The concept of IPR, Evolution and development of concept of IPR, IPR development process, Trade secrets, utility Models, IPR & Biodiversity, Role of WIPO and WTO in IPR establishments, Right of Property, Common rules of IPR practices, Types and Features of IPR Agreement, Trademark, Functions of UNESCO in IPR maintenance.

UNIT V PATENTS **6**

Patents – objectives and benefits of patent, Concept, features of patent, Inventive step, Specification, Types of patent application, process E-filing, Examination of patent, Grant of patent, Revocation, Equitable Assignments, Licenses, Licensing of related patents, patent agents, Registration of patent agents.

TOTAL: 30 PERIODS

Reference Books

1. Cooper Donald R, Schindler Pamela S and Sharma JK, "Business Research Methods", Tata McGraw Hill Education, 11e (2012).
2. Catherine J. Holland, "Intellectual property: Patents, Trademarks, Copyrights, Trade Secrets", Entrepreneur Press, 2007.
3. David Hunt, Long Nguyen, Matthew Rodgers, "Patent searching: tools & techniques", Wiley, 2007.

4. The Institute of Company Secretaries of India, Statutory body under an Act of parliament, "Professional Programme Intellectual Property Rights, Law and practice", September 2013.

24CP101T	ADVANCED DATA STRUCTURES AND ALGORITHMS	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I ROLE OF ALGORITHMS IN COMPUTING & COMPLEXITY ANALYSIS 9

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

UNIT II HIERARCHICAL DATA STRUCTURES 9

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

UNIT III GRAPHS 9

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

UNIT IV ALGORITHM DESIGN TECHNIQUES 9

Intellectual Property – The concept of IPR, Evolution and development of concept of IPR, IPR development process, Trade secrets, utility Models, IPR & Biodiversity, Role of WIPO and WTO in IPR establishments, Right of Property, Common rules of IPR practices, Types and Features of IPR Agreement, Trademark, Functions of UNESCO in IPR maintenance.

UNIT V NP COMPLETE AND NP HARD 9

NP-Completeness: Polynomial Time – Polynomial-Time Verification – NP- Completeness and Reducibility – NP-Completeness Proofs – NP-Complete Problems.

TOTAL: 45 PERIODS

SUGGESTED ACTIVITIES:

1. Write an algorithm for Towers of Hanoi problem using recursion and analyze the complexity. (No of disc-4)
2. Write any one real time application of hierarchical data structure
3. Write a program to implement Make_Set, Find_Set and Union functions for Disjoint Set Data Structure for a given undirected graph G(V,E) using the linked list representation with simple implementation of Union operation

4. Find the minimum cost to reach last cell of the matrix from its first cell
5. Discuss about any NP completeness problem

Course Outcomes: At the end of the course, students will be able to

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

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

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

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

CO5: Apply suitable design strategy for problem solving.

Reference Books

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

24CP101I	DATABASE PRACTICES	L	T	P	C
		3	2	0	4

Course Objectives:

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

UNIT I RELATIONAL DATA MODEL **15**

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

Suggested Activities:

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

- Insert, Delete, Update
- Cartesian Product, Equi Join, Left Outer Join, Right Outer Join and Full Outer Join
- Aggregate Functions
- Set Operations
- Nested Queries
- Transaction Control Language
- Commit, Rollback and Save Points

UNIT II **DISTRIBUTED DATABASES, ACTIVE DATABASES AND OPEN DATABASE CONNECTIVITY** **15**

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

Suggested Activities:

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

UNIT III **XML DATABASES** **15**

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

Suggested Activities:

- Creating XML Documents, Document Type Definition and XML Schema
- Using a Relational Database to store the XML documents as text
- Using a Relational Database to store the XML documents as data elements
- Creating or publishing customized XML documents from pre-existing relational databases
- Extracting XML Documents from Relational Databases
- XML Querying

UNIT IV **ALGORITHM DESIGN TECHNIQUES** **15**

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

Suggested Activities:

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

UNIT V **DATABASE SECURITY** **15**

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

Suggested Activities:

- Implementing Access Control in Relational Databases

TOTAL: 75 PERIODS

Course Outcomes: At the end of the course, the students will be able to

CO1: Convert the ER-model to relational tables, populate relational databases and formulate SQL queries on data.

CO2: Understand and write well-formed XML documents

CO3: Be able to apply methods and techniques for distributed query processing.

CO4: Design and Implement secure database systems.

CO5: Use the data control, definition, and manipulation languages of the NoSQL databases

Reference Books

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

24CP102T	NETWORK TECHNOLOGIES	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I NETWORKING CONCEPTS **9**

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

UNIT II WIRELESS NETWORKS **9**

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

UNIT III MOBILE DATA NETWORKS **9**

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

UNIT IV SOFTWARE DEFINED NETWORKS 9

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

UNIT V NETWORK FUNCTIONS VIRTUALIZATION 9

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

SUGGESTED ACTIVITIES:

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, the students will be able to

CO1: Explain basic networking concepts

CO2: Compare different wireless networking protocols

CO3: Describe the developments in each generation of mobile data networks

CO4: Explain and develop SDN based applications

CO5: Explain the concepts of network function virtualization.

Reference Books

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

24CP103T	PRINCIPLES OF PROGRAMMING LANGUAGES	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I SYNTAX AND SEMANTICS 9

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

UNIT II DATA, DATA TYPES, AND BASIC STATEMENTS 9

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

UNIT III SUBPROGRAMS AND IMPLEMENTATIONS 9

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

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

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

UNIT V FUNCTIONAL AND LOGIC PROGRAMMING LANGUAGES 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, the students will be able to

CO1: Describe syntax and semantics of programming languages

CO2: Explain data, data types, and basic statements of programming languages

CO3: Design and implement subprogram constructs

CO4: Apply object-oriented, concurrency, and event handling programming constructs

CO5: Develop programs in Scheme, ML, and Prolog and Understand and adopt new programming language

Reference Books

1. Robert W. Sebesta, “Concepts of Programming Languages”, Eleventh Edition, Addison Wesley,2012
2. W. F. Clocksin and C. S. Mellish, “Programming in Prolog: Using the ISO Standard”, Fifth Edition, Springer, 2003

3. Michael L.Scott, “Programming Language Pragmatics”, Fourth Edition, Morgan Kaufmann,2009.
4. R.KentDybvig,“TheSchemeprogramminglanguage”,FourthEdition,MITPress, 2009.
5. Richard A. O'Keefe, “The craft of Prolog”, MIT Press, 2009.
6. W.F.ClocksinandC.S.Mellish,“ProgramminginProlog:UsingtheISOStandard”,Fifth Edition, Springer,2003

24CP101P	ADVANCED DATA STRUCTURES AND ALGORITHMS LABORATORY	L	T	P	C
		0	0	4	2

Course Objectives:

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

LIST OF EXPERIMENTS:

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Design and implement basic and advanced data structures extensively

CO2: Design algorithms using graph structures

CO3: Design and develop efficient algorithms with minimum complexity using design techniques .

CO4: Develop programs using various algorithms

CO5: Choose appropriate data structures and algorithms, understand the ADT/libraries, and use it to design algorithms for a specific problem.

Reference Books

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

24CP201I	INTERNET OF THINGS	L	T	P	C
		3	0	2	4

Course Objectives:

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

UNIT I INTRODUCTION **9 + 6**

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

UNIT II IoT ARCHITECTURE, GENERATIONS AND PROTOCOLS **9 + 6**

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

UNIT III IoT PROTOCOLS AND TECHNOLOGY **9 + 6**

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

UNIT IV CLOUD ARCHITECTURE BASICS **9 + 6**

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

UNIT V IOT PROJECTS ON RASPBERRY PI **9 + 6**

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

sSUGGESTED ACTIVITIES:

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

TOTAL: 75 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Understand the various concept of the IoT and their technologies
CO2: Develop the IoT application using different hardware platforms
CO3: Implement the various IoT Protocols
CO4: Understand the basic principles of cloud computing
CO5: Develop and deploy the IoT application into cloud environment
CO6: Understand the various concept of the IoT and their technologies
CO7: Develop the IoT application using different hardware platforms

Reference Books

1. Arshdeep Bahga, Vijay Madisetti, Internet of Things: A hands-on approach, Universities Press, 2015
2. Arshdeep Bahga, Vijay Madisetti, Internet of Things: A hands-on approach, Universities Press, 2015
3. Peter Waher, 'Learning Internet of Things', Packt Publishing, 2015.
4. Ovidiu Vermesan Peter Friess, 'Internet of Things – From Research and Innovation to Market Deployment', River Publishers, 2014.
5. N. Ida, Sensors, Actuators and Their Interfaces: A Multidisciplinary Introduction, 2nd EditionScitech Publishers, 202014
6. Reese, G. (2009). Cloud Application Architectures: Building Applications and Infrastructure in the Cloud. Sebastopol, CA: O'Reilly Media, Inc. (2009)

24CP202I	MULTICORE ARCHITECTURE AND PROGRAMMING	L	T	P	C
		3	0	2	4

Course Objectives:

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

5. To understand the need for multi-core processors, and their architecture.

UNIT I MULTI-CORE PROCESSORS 9

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

UNIT II PARALLEL PROGRAM CHALLENGES 9

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

UNIT III SHARED MEMORY PROGRAMMING WITH OpenMP 9

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

UNIT IV DISTRIBUTED MEMORY PROGRAMMING WITH MPI 9

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

UNIT V PARALLEL PROGRAM DEVELOPMENT 9

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

Suggested Activities: TOTAL: 30 PERIODS

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

TOTAL: 45 +30= 75 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

CO2: Identify the issues in programming Parallel Processors.

CO3: Write programs using OpenMP and MPI.

CO4: Design parallel programming solutions to common problems.

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

Reference Books

1. Peter S. Pacheco, “An Introduction to Parallel Programming, Morgan-Kauffman/Elsevier, 2021.
2. Darryl Gove, “Multicore Application Programming for Windows, Linux, and Oracle Solaris, Pearson, 2011 (unit 2)
3. Michael J Quinn, “Parallel programming in C with MPI and OpenMP, Tata McGraw Hill,2003.
4. Victor Alessandrini, Shared Memory Application Programming, 1st Edition, Concepts and Strategies in Multicore Application Programming, Morgan Kaufmann, 2015.

24CP203I	MACHINE LEARNING	L	T	P	C
		3	0	2	4

Course Objectives:

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

UNIT I INTRODUCTION AND MATHEMATICAL FOUNDATIONS 9

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

UNIT II SUPERVISED LEARNING 9

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

UNIT III UNSUPERVISED LEARNING AND REINFORCEMENT LEARNING 9

Introduction - Clustering Algorithms -K – Means – Hierarchical Clustering - Cluster Validity - Dimensionality Reduction –Principal Component Analysis – Recommendation Systems - EM algorithm. Reinforcement Learning – Elements - Model based Learning – Temporal Difference Learning

UNIT IV PROBABILISTIC METHODS FOR LEARNING 9

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

UNIT V NEURAL NETWORKS AND DEEP LEARNING 9

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

TOTAL:45 PERIODS

SUGGESTED ACTIVITIES:

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

PRACTICAL EXERCISES: 30 PERIODS

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

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

List of Projects (datasets available)

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

TOTAL:30 PERIODS

TOTAL: 75 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

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

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

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

CO5: Design and implement an HMM for a Sequence Model type of application and identify applications suitable for different types of Machine Learning with suitable justification.

Reference Books

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

24CP201T	ADVANCED SOFTWARE ENGINEERING	L	T	P	C
		3	0	0	3

Course Objectives: At the end of the course, students will be able

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

UNIT I SOFTWARE PROCESS &MODELING **9**

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

UNIT II SOFTWARE DESIGN **9**

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

UNIT III SYSTEM DEPENDABILITY AND SECURITY 9

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

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

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

UNIT V SOFTWARE TESTING AND SOFTWARE CONFIGURATION MANAGEMENT 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Identify appropriate process models based on the Project requirements

CO2: Understand the importance of having a good Software Architecture.

CO3: Understand the five important dimensions of dependability, namely, availability, reliability, safety, security, and resilience.

CO4: Understand the basic notions of a web service, web service standards, and service-oriented architecture;

CO5: Be familiar with various levels of Software testing

Reference Books

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

24TM201P	TERM PAPER WRITING AND SEMINAR	L	T	P	C
		0	0	2	1

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

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

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

Activity	**Instructions**	**Submission week**	**Evaluation**
Selection of area of interest and Topic Stating an Objective	You are requested to select an area of interest, topic and state an objective	2nd week	**3 %** Based on clarity of thought, current relevance and clarity in writing
Collecting Information about your area & topic	1. List 1 Special Interest Groups or professional society 2. List 2 journals 3. List 2 conferences, symposia or workshops 4. List 1 thesis title 5. List 3 web presences (mailing lists, forums, news sites) 6. List 3 authors who publish regularly in your area 7. Attach a call for papers (CFP) from your area.	3rd week	**3%** (the selected information must be area specific and of international and national standard)
Collection of Journal papers in the topic in the context of the objective – collect 20 & then filter	• You have to provide a complete list of references you will be using- Based on your objective -Search various digital libraries and Google Scholar • When picking papers to read - try to:	4th week	**6%** (the list of standard papers and reason for selection)

	• Pick papers that are related to each other in some ways and/or that are in the same field so that you can write a meaningful survey out of them, • Favour papers from well-known journals and conferences, • Favour "first" or "foundational" papers in the field (as indicated in other people's survey paper), • Favour more recent papers, • Pick a recent survey of the field so you can quickly gain an overview, • Find relationships with respect to each other and to your topic area (classification scheme/categorization) • Mark in the hard copy of papers whether complete work or section/sections of the paper are being considered		
Reading and notes for first 5 papers	• Reading Paper Process • For each paper form a Table answering the following questions: • What is the main topic of the article? • What was/were the main issue(s) the author said they want to discuss? • Why did the author claim it was important? • How does the work build on other's work, in the author's opinion? • What simplifying assumptions does the author claim to be making? • What did the author do? • How did the author claim they were going to	5th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)

	evaluate their work and compare it to others? • What did the author say were the limitations of their research? • What did the author say were the important directions for future research? Conclude with limitations/issues not addressed by the paper (from the perspective of your survey)		
Reading and notes for next5 papers	Repeat Reading Paper Process	6th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Reading and notes for final 5 papers	Repeat Reading Paper Process	7th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Draft outline 1 and Linking papers	Prepare a draft Outline, your survey goals, along with a classification / categorization diagram	8th week	**8%** (this component will be evaluated based on the linking and classification among the papers)
Abstract	Prepare a draft abstract and give a presentation	9th week	**6%** (Clarity, purpose and conclusion) **6%** Presentation & Viva Voce
Introduction Background	Write an introduction and background sections	10th week	**5%(clarity)**
Sections of the paper	Write the sections of your paper based on the classification / categorization diagram in keeping with the goals of your survey	11thweek	**10%** (this component will be evaluated based on the linking and classification among the papers)
Your conclusions	Write your conclusions and future work	12th week	**5%** (conclusions – clarity and your ideas)

Final Draft	Complete the final draft of your paper	13th week	**10%** (formatting, English, Clarity and linking) **4%** Plagiarism Check Report
Seminar	A brief 15 slides on your paper	14th & 15th week	**10%** (based on presentation and Viva-voce)

TOTAL: 30 PERIODS

24CP101P SOFTWARE ENGINEERING LABORATORY

L	T	P	C
0	0	2	1

Course Objectives:

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

LIST OF EXPERIMENTS:

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

12. Use timeline Charts or Gantt Charts to track progress of the assigned project

TOTAL: 30 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

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

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

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

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24CP101E	HUMAN COMPUTER INTERACTION	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I FOUNDATIONS OF HCI **9**

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

UNIT II INTERACTION STYLES **9**

GUI: Popularity of graphics - The concept of direct manipulation - Graphical system - Characteristics - Web user - Interface Popularity - Characteristics and Principles of User Interface.
Understanding interaction styles, Direct Navigation and Immersive environments, Fluid navigation, Expressive Human and Command Languages, Communication and Collaboration Advancing the user experience, Timely user Experience, Information search, Data Visualization Design process: Human Interaction with computers - Importance of Human Characteristics - Human Consideration - Human Interaction Speeds and Understanding Business Junctions.

UNIT III EVALUATION OF INTERACTION **9**

Evaluation Techniques- assessing user experience- usability testing – Heuristic evaluation and walkthroughs, analytics predictive models. Cognitive models, Socio-organizational issues and stakeholder requirements, Communication and collaboration models

UNIT IV MODELS AND THEORIES **9**

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

UNIT V WEB AND MOBILE INTERACTION **9**

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

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

CO3: Understand the models and theories for user interaction

CO4: Examine the evaluation of interaction designs and implementations.

Reference Books

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

24CP102E	CLOUD COMPUTING TECHNOLOGIES	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I VIRTUALIZATION AND VIRTUALIZATION INFRASTRUCTURE **6**

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

UNIT II CLOUD PLATFORM ARCHITECTURE **12**

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

UNIT III AWS CLOUD PLATFORM - IAAS 9

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

UNIT IV PAAS CLOUD PLATFORM 9

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

UNIT V PROGRAMMING MODEL 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Employ the concepts of virtualization in the cloud computing

CO2: Identify the architecture, infrastructure and delivery models of cloud computing

CO3: Develop the Cloud Application in AWS platform

CO4: Apply the concepts of Windows Azure to design Cloud Application

CO5 Develop services using various Cloud computing programming models.

Reference Books

1. Bernard Golden, Amazon Web Service for Dummies, John Wiley & Sons, 2013.
2. Raoul Alongi, AWS: The Most Complete Guide to Amazon Web Service from Beginner to Advanced Level, Amazon Asia- Pacific Holdings Private Limited, 2019.
3. Sriram Krishnan, Programming: Windows Azure, O'Reilly,2010.
4. Rajkumar Buyya, Christian Vacchiola, S.Thamarai Selvi, Mastering Cloud Computing , MCGraw Hill Education (India) Pvt. Ltd., 2013.
5. Danielle Ruest, Nelson Ruest, ―Virtualization: A Beginner‟s Guide‖, McGraw-Hill Osborne Media, 2009.
6. Jim Smith, Ravi Nair , "Virtual Machines: Versatile Platforms for Systems and Processes", Elsevier/Morgan Kaufmann, 2005.
7. John W.Rittinghouse and James F.Ransome, "Cloud Computing: Implementation, Management, and Security", CRC Press, 2010
8. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing, A Practical Approach", McGraw-Hill Osborne Media, 2009.
9. Tom White, "Hadoop: The Definitive Guide", Yahoo Press, 2012.

24CP103E	FOUNDATIONS OF DATA SCIENCE	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I INTRODUCTION TO DATA SCIENCE **9**

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

UNIT II MODELING METHODS **9**

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

UNIT III INTRODUCTION TO R **9**

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

UNIT IV MAP REDUCE **9**

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

UNIT V DATA VISUALIZATION **9**

Documentation and deployment – producing effective presentations – Introduction to graphical analysis – plot() function – displaying multivariate data – matrix plots – multiple plots in one window - exporting graph using graphics parameters - Case studies.

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Obtain, clean/process and transform data.

CO2: Analyze and interpret data using an ethically responsible approach

CO3: Use appropriate models of analysis, assess the quality of input, derive insight from results, and investigate potential issues.

CO4: Apply computing theory, languages and algorithms, as well as mathematical and statistical models, and the principles of optimization to appropriately formulate and use data analyses.

CO5 Formulate and use appropriate models of data analysis to solve business-related challenges.

Reference Books

1. Nina Zumel, John Mount, “Practical Data Science with R”, Manning Publications, 2014.

2. Mark Gardener, “Beginning R - The Statistical Programming Language”, John Wiley & Sons, Inc., 2012.
3. W. N. Venables, D. M. Smith and the R Core Team, “An Introduction to R”, 2013.
4. Tony Ojeda, Sean Patrick Murphy, Benjamin Bengfort, Abhijit Dasgupta, “Practical Data Science Cookbook”, Packt Publishing Ltd., 2014.
5. Nathan Yau, “Visualize This: The FlowingData Guide to Design, Visualization, and Statistics”, Wiley, 2011.

24CP105E	AGILE METHODOLOGIES	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I AGILE SOFTWARE DEVELOPMENT 9

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

UNIT II AGILE AND SCRUM PRINCIPLES 9

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

UNIT III AGILE PRODUCT MANAGEMENT 9

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

UNIT IV AGILE REQUIREMENTS AND AGILE TESTING 9

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

UNIT V AGILE REVIEW AND SCALING AGILE FOR LARGE PROJECTS 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Analyze existing problems with the team, development process and wider organization

CO2: Apply a thorough understanding of Agile principles and specific practices

CO3: Select the most appropriate way to improve results for a specific circumstance or need

CO4: Judge and craft appropriate adaptations to existing practices or processes depending upon analysis of typical problems

CO5: Evaluate likely successes and formulate plans to manage likely risks or problems

Reference Books

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

24CP106E	PERFORMANCE ANALYSIS OF COMPUTER SYSTEMS	L	T	P	C
		3	0	0	3

Course Objectives:

1. To understand the mathematical foundations needed for performance evaluation of computer systems
2. To understand the metrics used for performance evaluation
3. To understand the analytical modeling of computer systems
4. To enable the students to develop new queuing analysis for both simple and complex systems
5. To appreciate the use of smart scheduling

UNIT I OVERVIEW OF PERFORMANCE EVALUATION **9**

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

UNIT II MARKOV CHAINS AND SIMPLE QUEUES **9**

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

UNIT III MULTI-SERVER AND MULTI-QUEUE SYSTEMS **9**

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

UNIT IV REAL-WORLD WORKLOADS **9**

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

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

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Identify the need for performance evaluation and the metrics used for it

CO2: Distinguish between open and closed queuing networks

CO3: Apply Little‘e law and other operational laws to open and closed systems

CO4: Use discrete-time and continuous-time Markov chains to model real world systems

CO5: Develop analytical techniques for evaluating scheduling policies

Reference Books

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

24CP107E ADVANCED OPERATING SYSTEM

L	T	P	C
3	0	0	3

Course Objectives:

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

UNIT I INTRODUCTION **9**

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

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

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

UNIT III DISTRIBUTED SHARED MEMORY AND SCHEDULING 9

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

UNIT IV DATA SECURITY 9

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

UNIT V MULTIPROCESSOR AND DATABASE OPERATING SYSTEM 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Understand and explore the working of Theoretical Foundations of OS.

CO2: Analyze the working principles of Distributed Deadlock Detection and resource management

CO3: Understand the concepts of distributed shared memory and scheduling mechanisms

CO4: Understand and analyze the working of Data security

CO5: Apply the learning into multiprocessor system architectures.

Reference Books

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

24CP108E	DIGITAL IMAGE PROCESSING	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I INTRODUCTION **9**

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

Suggested Activities:

- Discussion of Mathematical Transforms.
- Numerical problem solving using Fourier Transform.
- Numerical problem solving in Image Enhancement.
- External learning – Image Noise and its types.

Suggested Evaluation Methods:

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

UNIT II IMAGE RESTORATION **9**

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

Suggested Activities:

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

Suggested Evaluation Methods:

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

UNIT III FEATURE EXTRACTION **9**

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

Suggested Activities:

- External learning – Feature selection and reduction.

- External learning – Image salient features.
- Assignment on numerical problems in texture computation.

Suggested Evaluation Methods:
- Assignment problems on feature extraction and reduction.
- Quizzes on feature selection and extraction.

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UNIT IV IMAGE COMPRESSION **9**

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

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

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

UNIT V IMAGE SEGMENTATION **9**

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

Suggested Activities:
- Flipped classroom on importance of segmentation.

Suggested Evaluation Methods:
- Tutorial – Image segmentation and edge detection.

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Apply knowledge of Mathematics for image processing operations

CO2: Apply techniques for image restoration

CO3: Identify and extract salient features of images

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

CO5: Apply segmentation techniques and do object recognition.

Reference Books

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

24CP201E	HIGH PERFORMANCE COMPUTING FOR BIG DATA	L	T	P	C
		3	0	0	3

Course Objectives:

1. To learn the fundamental concepts of High Performance Computing.
2. To learn the network & software infrastructure for high performance computing.
3. To understand real time analytics using high performance computing.
4. To learn the different ways of security perspectives and technologies used in HPC.
5. To understand the emerging big data applications

UNIT I INTRODUCTION **9**

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

UNIT II NETWORK & SOFTWARE INFRASTRUCTURE FOR HIGH PERFORMANCE BDA **9**

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

UNIT III REAL TIME ANALYTICS USING HIGH PERFORMANCE COMPUTING **9**

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

UNIT IV SECURITY AND TECHNOLOGIES **9**

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

UNIT V EMERGING BIG DATA APPLICATIONS **9**

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

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

CO3: Use real time analytics using high performance computing.

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

CO5: Understand the emerging big data applications.

Reference Books

1. Pethuru Raj, Anupama Raman, Dhivya Nagaraj and Siddhartha Duggirala, "High- Performance Big-Data Analytics: Computing Systems and Approaches", Springer, 1st Edition, 2015.
2. "Big Data Management and Processing", Kuan-Ching Li , Hai Jiang, Albert Y. Zomaya, CRC Press,1st Edition,2017.

3. "High Performance Computing for Big Data: Methodologies and Applications", Chao wang ,CRC Press,1st Edition,2018
4. "High-Performance Data Mining And Big Data Analytics" , Khosrow Hassibi, Create Space Independent Publishing Platform,!st Edition,2014
5. "High performance computing: Modern systems and practices", Thomas Sterling, Matthew Anderson, Morgan Kaufmann publishers,1st Edition,2017

WEB REFERENCES:
1. https://www.hpcwire.com/
ONLINE RESOURCES:
http://hpc.fs.uni-lj.si/sites/default/files/HPC_for_dummies.pdf
https://www.nics.tennessee.edu/computing-resources/what-is-hpc

24CP202E	INFORMATION RETRIEVAL TECHNIQUES	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I INTRODUCTION: MOTIVATION **9**

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

UNIT II MODELING **9**

Taxonomy and Characterization of IR Models – Boolean Model – Vector Model - Term Weighting – Scoring and Ranking –Language Models – Set Theoretic Models - Probabilistic Models – Algebraic Models – Structured Text Retrieval Models – Models for Browsing

UNIT III INDEXING **9**

Static and Dynamic Inverted Indices – Index Construction and Index Compression. Searching - Sequential Searching and Pattern Matching. Query Operations -Query Languages – Query Processing - Relevance Feedback and Query Expansion - Automatic Local and Global Analysis – Measuring Effectiveness and Efficiency

UNIT IV EVALUATION AND PARALLEL INFORMATION RETRIEVAL **9**

Traditional Effectiveness Measures – Statistics in Evaluation – Minimizing Adjudication Effect – Nontraditional Effectiveness Measures – Measuring Efficiency – Efficiency Criteria –Queueing Theory – Query Scheduling – Parallel Information Retrieval – Parallel Query Processing – MapReduce

UNIT V SEARCHING THE WEB **9**

Searching the Web –Structure of the Web –IR and web search – Static and Dynamic Ranking – Web Crawling and Indexing – Link Analysis - XML Retrieval Multimedia IR: Models and Languages – Indexing and Searching Parallel and Distributed IR – Digital Libraries.

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Build an Information Retrieval system using the available tools.

CO2: Identify and design the various components of an Information Retrieval system.

CO3: Categorize the different types of IR Models.

CO4: Apply machine learning techniques to text classification and clustering which is used for efficient Information Retrieval.

CO5: Design an efficient search engine and analyze the Web content structure.

Reference Books

1. Christopher D. Manning, Prabhakar Raghavan, Hinrich Schutze, "Introduction to Information Retrieval, Cambridge University Press, First South Asian Edition, 2008
2. Stefan Buttcher, Implementing and Evaluating Search Engines, The MIT Press, Cambridge, Massachusetts London, England, 2016
3. Ricardo Baeza – Yates, Berthier Ribeiro – Neto, "Modern Information Retrieval: The concepts and Technology behind Search (ACM Press Books), Second Edition, 2011.
4. Stefan Buttcher, Charles L. A. Clarke, Gordon V. Cormack, "Information Retrieval

24CP203E	SOFTWARE QUALITY ASSURANCE	L	T	P	C
		3	0	0	3

Course Objectives:

1. Be exposed to the software quality factors, Quality Assurance (SQA) architecture and SQA components.
2. Understand the integration of SQA components into the project life cycle.
3. Be familiar with the software quality infrastructure.
4. Be exposed to the management components of software quality.
5. Be exposed to the software quality factors, Quality Assurance (SQA) architecture and SQA components.

UNIT I INTRODUCTION TO SOFTWARE QUALITY & ARCHITECTURE 9

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

UNIT II SQA COMPONENTS AND PROJECT LIFE CYCLE 9

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

UNIT III SOFTWARE QUALITY INFRASTRUCTURE 9

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

UNIT IV SOFTWARE QUALITY MANAGEMENT & METRICS 9

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

UNIT V STANDARDS, CERTIFICATIONS & ASSESSMENTS 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

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

CO2: Demonstrate their capability to adopt quality standards.

CO3: Assess the quality of software products.

CO4: Apply the concepts in preparing the quality plan & documents.

CO5: Ensure whether the product meets company's quality standards and client's expectations and demands

Reference Books

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

24CP204E AUTONOMOUS SYSTEMS

L	T	P	C
3	0	0	3

Course Objectives:

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

UNIT I INTRODUCTION AND FUNCTIONAL ARCHITECTURE 9

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

UNIT II PERCEPTION FOR AUTONOMOUS SYSTEMS 9

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

UNIT III ROBOTICS INTRODUCTION, END EFFECTORS AND CONTROL 9

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

UNIT IV ROBOT TRANSFORMATIONS, SENSORS AND ROBOT CELL DESIGN 9

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

UNIT V MICRO/NANO ROBOTICS SYSTEM 9

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

TOTAL: 45 PERIODS

Course Outcomes: At the end of the course, students will be able to

CO1: Understand architecture and modeling of autonomous systems.

CO2: Employ localization mapping techniques for autonomous systems

CO3: Design solutions for autonomous systems control.

CO4: Analyze Robot Transformations, Sensors and Cell Design

CO5: Explain the working principles of Micro/Nano Robotic system

Reference Books

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

24CP205E	WEB ANALYTICS	L	T	P	C
		3	0	0	3

Course Objectives:

1. To understand the Web analytics platform, and their evolution.
2. To learn about the various Data Streams Data.

3. To learn about the benefits of surveys and capturing of data
4. To understand Common metrics of web as well as KPI related concepts.
5. To learn about the various Web analytics versions.

UNIT I INTRODUCTION **9**

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

UNIT II DATA COLLECTION **9**

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

UNIT III QUALITATIVE ANALYSIS **9**

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

UNIT IV WEB METRICS **9**

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

UNIT V WEB ANALYTICS 2.0 **9**

Web analytics 1.0, Limitations of web analytics 1.0, Introduction to analytic 2.0, Competitive intelligence analysis : CI data sources, Toolbar data, Panel data ,ISP data, Search engine data, Hybrid data, Website traffic analysis: Comparing long term traffic trends, Analyzing competitive site overlap and opportunities. Google Analytics: Brief introduction and working, Adwords, Benchmarking, Categories of traffic: Organic traffic, Paid traffic; Google website optimizer, Implementation technology, Limitations, Performance concerns, Privacy issues.

TOTAL: 45 PERIODS

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

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

CO2: Use the various Data Streams Data.

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

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

CO5: Apply various Web analytics versions in existence.

Reference Books

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

24CP206E	COGNITIVE COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I FOUNDATION OF COGNITIVE COMPUTING 9

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

UNIT II NATURAL LANGUAGE PROCESSING IN COGNITIVE SYSTEMS 9

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

UNIT III BIG DATA AND COGNITIVE COMPUTING 9

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

UNIT IV BUSINESS IMPLICATIONS OF COGNITIVE COMPUTING 9

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

UNIT V APPLICATION OF COGNITIVE COMPUTING 9

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

TOTAL: 45 PERIODS

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

CO1: Explain applications in Cognitive Computing.

CO2: Describe Natural language processor role in Cognitive computing.

CO3: Explain future directions of Cognitive Computing

CO4: Evaluate the process of taking a product to market

CO5: Comprehend the applications involved in this domain.

Reference Books

1. Judith H Hurwitz, Marcia Kaufman, Adrian Bowles, "Cognitive computing and Big Data Analytics", Wiley, 2015
2. Robert A. Wilson, Frank C. Keil, "The MIT Encyclopedia of the Cognitive Sciences", The MIT Press, 1999.
3. Noah D. Goodman, Joshua B. Tenenbaum, The ProbMods Contributors, "Probabilistic Models of Cognition", Second Edition, 2016, https://probmods.org/.

24CP207E	QUANTUM COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I QUANTUM BUILDING BLOCKS **9**

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

UNIT II QUANTUM STATE TRANSFORMATIONS **9**

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

UNIT III QUANTUM ALGORITHMS **9**

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

UNIT IV ENTANGLED SUBSYSTEMS AND ROBUST QUANTUM COMPUTATION **9**

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

UNIT V QUANTUM INFORMATION PROCESSING **9**

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

TOTAL: 45 PERIODS

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

CO1: Understand the basic principles of quantum computing.

CO2: Gain knowledge of the fundamental differences between conventional computing and quantum computing.

CO3: Understand several basic quantum computing algorithms.

CO4: Understand the classes of problems that can be expected to be solved well by quantum computers.

CO5: Simulate and analyze the characteristics of Quantum Computing Systems.

Reference Books

1. John Gribbin, Computing with Quantum Cats: From Colossus to Qubits, 2021
2. William (Chuck) Easttom, Quantum Computing Fundamentals, 2021
3. Parag Lala, Quantum Computing, 2019
4. Eleanor Rieffel and Wolfgang Polak, QUANTUM COMPUTING A Gentle Introduction, 2011
5. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press.2002
6. Benenti G., Casati G. and Strini G., Principles of Quantum Computation and Information, Vol. I: Basic Concepts, Vol II: Basic Tools and Special Topics, World Scientific. 2004
7. Pittenger A. O., An Introduction to Quantum Computing Algorithms 2000

24CP208E	BIG DATA MINING AND ANALYTICS	L	T	P	C
		3	0	0	3

Course Objectives:

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

UNIT I DATA MINING AND LARGE SCALE FILES **9**

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

UNIT II SIMILAR ITEMS **9**

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

UNIT III MINING DATA STREAMS **9**

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

UNIT IV LINK ANALYSIS AND FREQUENT ITEMSETS **9**

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

UNIT V CLUSTERING **9**

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

TOTAL: 45 PERIODS

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

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

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

CO3: Design algorithms for handling petabytes of datasets

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

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

Reference Books

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

WEB REFERENCES:

https://swayam.gov.in/nd2_arp19_ap60/preview

https://nptel.ac.in/content/storage2/nptel_data3/html/mhrd/ict/text/106104189/lec1.pdf

ONLINE RESOURCES:

https://examupdates.in/big-data-analytics/

https://www.tutorialspoint.com/big_data_analytics/index.htm

https://www.tutorialspoint.com/data_mining/index.htm