

NEHRU COLLEGE OF ENGINEERING AND RESEARCH CENTRE

(Accredited by NAAC, ISO 9001-2015 certified, Approved by AICTE New

Delhi, Affiliated to APJKTU) Pampady, Thiruvilwamala(PO),

Thrissur(DT), Kerala 680 588

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



SYLLABUS BOOK FOR STUDENTS



APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY 2019 SCHEME SYLLABUS FOR CSE

VISION OF THE INSTITUTION

To mould true citizens who are millennium leaders and catalysts of change through excellence in education.

MISSION OF THE INSTITUTION

NCERC is committed to transform itself into a center of excellence in Learning and Research in Engineering and Frontier Technology and to impart quality education to mould technically competent citizens with moral integrity, social commitment and ethical values.

We intend to facilitate our students to assimilate the latest technological know-how and to imbibe discipline, culture and spiritually, and to mould them in to technological giants, dedicated research scientists and intellectual leaders of the country who can spread the beams of light and happiness among the poor and the underprivileged.

ABOUT DEPARTMENT

- ◆ Established in: 2002
- ◆ Courses offered : B.Tech in Computer Science and Engineering
M.Tech in Computer Science and Engineering
M.Tech in Cyber Security
- ◆ Approved by AICTE New Delhi and Accredited by NAAC
- ◆ Certified by ISO 9001-2015.
- ◆ Affiliated to the A P J Abdul Kalam Technological University.

DEPARTMENT VISION

Producing Highly Competent, Innovative and Ethical Computer Science and Engineering Professionals to facilitate continuous technological advancement.

DEPARTMENT MISSION

1. To Impart Quality Education by creative Teaching Learning Process
2. To Promote cutting-edge Research and Development Process to solve real world problems with emerging technologies.
3. To Inculcate Entrepreneurship Skills among Students.
4. To cultivate Moral and Ethical Values in their Profession.

PROGRAMME EDUCATIONAL OBJECTIVES

- PEO1:** Graduates will be able to Work and Contribute in the domains of Computer Science and Engineering through lifelong learning.
- PEO2:** Graduates will be able to Analyse, design and development of novel Software Packages, Web Services, System Tools and Components as per needs and specifications.
- PEO3:** Graduates will be able to demonstrate their ability to adapt to a rapidly changing environment by learning and applying new technologies.
- PEO4:** Graduates will be able to adopt ethical attitudes, exhibit effective communication skills, Teamwork and leadership qualities.

PROGRAM OUTCOMES (POs)

Engineering Graduates will be able to:

- 1. Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

- 2 Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- 3 Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- 4 Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- 5 Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- 6 The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- 7 Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- 8 Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- 9 Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- 10. Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write

effective reports and design documentation, make effective presentations, and give and receive clear instructions.

11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES (PSO)

PSO1: Ability to Formulate and Simulate Innovative Ideas to provide software solutions for Real-time Problems and to investigate for its future scope.

PSO2: Ability to learn and apply various methodologies for facilitating development of high quality System Software Tools and Efficient Web Design Models with a focus on performance optimization.

PSO3: Ability to inculcate the Knowledge for developing Codes and integrating hardware/software products in the domains of Big Data Analytics, Web Applications and Mobile Apps to create innovative career path and for the socially relevant issues.



DISCRETE MATHEMATICAL STRUCTURES

MAT 203	DISCRETE MATHEMATICAL STRUCTURES	CATEGORY	L	T	P	CREDITS
		BSC	3	1	0	4

Preamble:

The purpose of this course is to create awareness in students about the basic terminologies used in advanced courses in Computer Science and develop rigorous logical thinking for solving different kinds of problems in Computer Science. This course helps the learner to apply the theory and applications of elementary Counting Principles, Propositional Logic, Predicate Logic, Lattices, Generating Functions, Recurrence Relations and Algebraic Structures eventually in practical applications.

Prerequisite: A sound background in higher secondary school Mathematics

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Check the validity of predicates in Propositional and Quantified Propositional Logic using truth tables, deductive reasoning and inference theory on Propositional Logic (Cognitive Knowledge Level: Apply)
CO2	Solve counting problems by applying the elementary counting techniques - Rule of Sum, Rule of Product, Permutation, Combination, Binomial Theorem, Pigeonhole Principle and Principle of Inclusion and Exclusion (Cognitive Knowledge Level: Apply)
CO3	Classify binary relations into various types and illustrate an application for each type of binary relation, in Computer Science (Cognitive Knowledge Level: Understand)
CO4	Illustrate an application for Partially Ordered Sets and Complete Lattices, in Computer Science (Cognitive Knowledge Level: Apply)
CO5	Explain Generating Functions and solve First Order and Second Order Linear Recurrence Relations with Constant Coefficients (Cognitive Knowledge Level: Apply)
CO6	Illustrate the abstract algebraic systems - Semigroups, Monoids, Groups, Homomorphism and Isomorphism of Monoids and Groups (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓		✓						✓
CO4	✓	✓	✓	✓		✓						✓
CO5	✓	✓	✓	✓								✓
CO6	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests (Average of Series Tests 1 & 2)	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module – 1 (Fundamentals of Logic)

Mathematical logic - Basic connectives and truth table, Statements, Logical Connectives, Tautology, Contradiction. Logical Equivalence - The Laws of Logic, The Principle of duality, Substitution Rules . The implication - The Contrapositive, The Converse, The Inverse.

Logical Implication - Rules of Inference. The use of Quantifiers - Open Statement, Quantifier. Logically Equivalent – Contrapositive, Converse , Inverse , Logical equivalences and implications for quantified statement, Implications , Negation .

Module - 2 (Fundamentals of Counting Theory)

The Rule of Sum – Extension of Sum Rule . The Rule of Product - Extension of Product Rule . Permutations. Combinations. The Binomial Theorem (without proof). Combination with Repetition. The Pigeon hole Principle. The Principle of Inclusion and Exclusion Theorem (Without Proof) - Generalization of the Principle. Derangements.

Module - 3 (Relations and Functions)

Cartesian Product - Binary Relation. Function – domain , range-one to one function, Image-restriction. Properties of Relations- Reachability Relations, Reflexive Relations, Symmetric Relations, Transitive relations, Anti-symmetric Relations, Partial Order relations, Equivalence Relations, Irreflexive relations.

Partially ordered Set – Hasse Diagram, Maximal-Minimal Element, Least upper bound (lub), Greatest Lower bound(glb) (Topological sorting Algorithm- excluded). Equivalence Relations and Partitions - Equivalence Class.

Lattice - Dual Lattice , Sub lattice , Properties of glb and lub , Properties of Lattice , Special Lattice , Complete Lattice, Bounded Lattice, Completed Lattice , Distributive Lattice.

Module - 4 (Generating Functions and Recurrence Relations)

Generating Function - Definition and Examples , Calculation techniques, Exponential generating function. First order linear recurrence relations with constant coefficients – homogeneous, non-homogeneous Solution. Second order linear recurrence relations with constant coefficients, homogeneous, non-homogeneous Solution.

Module - 5 (Algebraic Structures)

Algebraic system-properties- Homomorphism and Isomorphism. Semi group and monoid – cyclic monoid , sub semi group and sub monoid, Homomorphism and Isomorphism of Semi group and monoids. Group- Elementary properties, subgroup, symmetric group on three symbols ,The direct product of two groups, Group Homomorphism, Isomorphism of groups, Cyclic group. Rightcosets - Leftcosets. Lagrange's Theorem

Text Book

1. Discrete and Combinatorial Mathematics (An Applied Introduction), Ralph P Grimaldi, B V Ramana , 5th Edition, Pearson

Reference Books

- 1) Kenneth H. Rosen, Discrete Mathematics and Its Applications with Combinatorics and Graph Theory, Seventh Edition, MGH, 2011
- 2) Trembly J.P and Manohar R, “Discrete Mathematical Structures with Applications to Computer Science”, Tata Mc Graw Hill Pub. Co. Ltd., New Delhi, 2003.
- 3) Bernard Kolman, Robert C. Busby, Sharan Cutler Ross, “Discrete Mathematical Structures”, Pearson Education Pvt Ltd., New Delhi, 2003
- 4) Kenneth H .Rosen, “Discrete Mathematics and its Applications”, 5/e, Tata Mc Graw Hill Pub. Co. Ltd, New Delhi 2003
- 5) Richard Johnsonbaugh, “Discrete Mathematics”, 5/e, Pearson Education Asia, NewDelhi, 2002.
- 6) Joe L Mott, Abraham Kandel, Theodore P Baker, “Discrete Mathematics for Computer Scientists and Mathematicians”, 2/e, Prentice-Hall India, 2009.

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Show that $R \vee M$, $\neg R \vee S$, $\neg M$, $\neg S$ cannot exist simultaneously (without using truth table)
2. Represent the following statement in symbolic form “Not every city in Canada is clean”.

Course Outcome 2 (CO2):

1. How many possible arrangements are there for the letters in MASSASAUGA in which 4 A's are together?
2. Find the number of integers between 1 and 1000 inclusive, which are not divisible by 5, 6 or 8

Course Outcome 3 (CO3):

1. If $A = \{1, 2, 3, 4\}$, give an example of a relation R that is reflexive and symmetric but not transitive.
2. Let Z be the set of integers. R is a relation called “Congruence Modulo 3 “ defined by $R = \{ (x,y) / x \in Z, y \in Z, x - y \text{ is divisible by } 3 \}$. Show that R is an equivalence relation.

Course Outcome 4 (CO4):

1. Assume $A = \{ a, b, c \}$. Let $P(A)$ be its power set and ‘ \leq ’ be the subset relation on the power set. Draw the Hasse diagram of $(P(A), \leq)$.
2. What is meant by Bounded Lattice ? Give an example.

Course Outcome 5 (CO5):

1. Solve $a_r - 3a_{r-1} - 4a_{r-2} = 3^r$ using Generating function method; Given $a_0 = 1$, $a_1 = 2$.
2. Find the generating function for the sequence $1, 3, 3^2, 3^3, \dots$

Course Outcome 6 (CO6):

1. Prove that the group $\{ 1, -1, i, -i \}$ is cyclic with generators i and $-i$.
2. State and prove Lagrange's Theorem.





































CST 201	DATA STRUCTURES	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	3	1	0		

Preamble: This course aims at moulding the learner to understand the various data structures, their organization and operations. The course helps the learners to assess the applicability of different data structures and associated algorithms for solving real world problem which requires to compare and select appropriate data structures to solve the problem efficiently. This course introduces abstract concepts for data organization and manipulation using data structures such as stacks, queues, linked lists, binary trees, heaps and graphs for designing their own data structures to solve practical application problems in various fields of Computer Science.

Prerequisite: Topics covered under the course Programming in C (EST 102)

CO1	Design an algorithm for a computational task and calculate the time/space complexities of that algorithm (Cognitive Knowledge Level: Apply)
CO2	Identify the suitable data structure (array or linked list) to represent a data item required to be processed to solve a given computational problem and write an algorithm to find the solution of the computational problem (Cognitive Knowledge Level: Apply)
CO3	Write an algorithm to find the solution of a computational problem by selecting an appropriate data structure (binary tree/graph) to represent a data item to be processed (Cognitive Knowledge Level: Apply)
CO4	Store a given dataset using an appropriate Hash Function to enable efficient access of data in the given set (Cognitive Knowledge Level: Apply)
CO5	Select appropriate sorting algorithms to be used in specific circumstances (Cognitive Knowledge Level: Analyze)
CO6	Design and implement Data Structures for solving real world problems efficiently (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												
CO6												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40

Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

SYLLABUS

Module 1

Basic Concepts of Data Structures

System Life Cycle, Algorithms, Performance Analysis, Space Complexity, Time Complexity, Asymptotic Notation, Complexity Calculation of Simple Algorithms

Module 2

Arrays and Searching

Polynomial representation using Arrays, Sparse matrix, Stacks, Queues-Circular Queues, Priority Queues, Double Ended Queues, Evaluation of Expressions
Linear Search and Binary Search

Module 3

Linked List and Memory Management

Self Referential Structures, Dynamic Memory Allocation, Singly Linked List-Operations on Linked List. Doubly Linked List, Circular Linked List, Stacks and Queues using Linked List, Polynomial representation using Linked List
Memory allocation and de-allocation-First-fit, Best-fit and Worst-fit allocation schemes

Module 4

Trees and Graphs

Trees, Binary Trees-Tree Operations, Binary Tree Representation, Tree Traversals, Binary Search Trees- Binary Search Tree Operations
Graphs, Representation of Graphs, Depth First Search and Breadth First Search on Graphs, Applications of Graphs

Module 5

Sorting and Hashing

Sorting Techniques – Selection Sort, Insertion Sort, Quick Sort, Merge Sort and Heap Sort
Hashing- Hashing Techniques, Collision Resolution, Overflow handling, Hashing functions – Mid square, Division, Folding, Digit Analysis

Text Book

1. Ellis Horowitz, Sartaj Sahni and Susan Anderson-Freed, Universities Press, Fundamentals of Data Structures in C

Reference Books

1. Samanta D., Classic Data Structures, Prentice Hall India.
2. Richard F. Gilberg, Behrouz A. Forouzan, Data Structures: A Pseudocode Approach with C, 2/e, Cengage Learning.
3. Aho A. V., J. E. Hopcroft and J. D. Ullman, Data Structures and Algorithms, Pearson Publication.
4. Tremblay J. P. and P. G. Sorenson, Introduction to Data Structures with Applications, Tata McGraw Hill.
5. Peter Brass, Advanced Data Structures, Cambridge University Press.
6. Lipschuts S., Theory and Problems of Data Structures, Schaum's Series.
7. Wirth N., Algorithms + Data Structures = Programs, Prentice Hall.
8. Hugges J. K. and J. I. Michtm, A Structured Approach to Programming, PHI.
9. Martin Barrett, Clifford Wagner, C And Unix: Tools For Software Design, John Wiley.

Sample Course Level Assessment Questions

Course Outcome1(CO1): Write an algorithm for matrix multiplication and calculate its time complexity.

Course Outcome 2(CO2): How a linked list can be used to represent the polynomial $5x^4y^6+24x^3y^4-17x^2y^3+15xy^2+45$. Write an algorithm to add two Bivariate polynomials represented using linked list.

Course Outcome 3(CO3): Create a Binary search Tree with node representing the following sequence 14, 15, 4, 18, 9, 16, 20, 17, 3, 7, 5, 2 and perform inorder, preorder and postorder traversals on the above tree and print the output.

Course Outcome 4(CO4): The size of a hash table is 7. The index of the hash table varies from 0 to 6. Consider the keys 89, 18, 49, 58, 25 in the order. Show how the keys are stored in the hash table using Linear probing.

Course Outcome 5(CO5): In what circumstances does Quick Sort perform over Merge sort.

Course Outcome 6(CO6): Design a reservation system for railways that include waiting list. If the reservation is full “Display reservation full” and put the passenger in in waiting list and give a waiting list number. If a passenger cancels the ticket, then the seat should be automatically allocated to the first passenger in the waiting list.

CST 203	Logic System Design	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble: The objective of the course is to familiarize learners with the basic concepts of Boolean algebra and digital systems. This course covers the design of simple combinational and sequential logic circuits, representation and arithmetic algorithms for Binary, BCD (Binary Coded Decimal) and Floating point numbers which in turn are helpful in understanding organization & design of a computer system and understanding how patterns of ones and zeros can be used to store information on computers, including multimedia data.

Prerequisite: Nil

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Illustrate decimal, binary, octal, hexadecimal and BCD number systems, perform conversions among them and do the operations - complementation, addition, subtraction, multiplication and division on binary numbers (Cognitive Knowledge level: Understand)
CO2	Simplify a given Boolean Function and design a combinational circuit to implement the simplified function using Digital Logic Gates (Cognitive Knowledge level: Apply)
CO3	Design combinational circuits - Adders, Code Convertors, Decoders, Magnitude Comparators, Parity Generator/Checker and design the Programmable Logic Devices - ROM and PLA. (Cognitive Knowledge level: Apply)
CO4	Design sequential circuits - Registers, Counters and Shift Registers. (Cognitive Knowledge level: Apply)
CO5	Use algorithms to perform addition and subtraction on binary, BCD and floating point numbers (Cognitive Knowledge level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern:

Bloom's Category	Test 1 (%)	Test 2 (%)	End Semester Examination Marks (%)
Remember	20	20	20
Understand	35	35	35
Apply	45	45	45
Analyse			
Evaluate			
Create			

Mark Distribution:

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

SYLLABUS**Module I****Number systems, Operations & Codes**

Decimal, Binary, Octal and Hexadecimal Number Systems- Number Base Conversions. Addition, Subtraction, Multiplication and Division of binary numbers. Representation of negative numbers- Complements, Subtraction with complements. Addition and subtraction of BCD, Octal and Hexadecimal numbers. Binary codes- Decimal codes, Error detection codes, Reflected code, Character coding schemes – ASCII, EBCDIC.

Module II**Boolean Algebra**

Postulates of Boolean Algebra. Basic theorems and Properties of Boolean Algebra. Boolean Functions - Canonical and Standard forms. Simplification of Boolean Functions- Using Karnaugh- Map Method (upto five variables), Don't care conditions, Product of sums

simplification, Tabulation Method. Digital Logic Gates- Implementation of Boolean functions using basic and universal gates.

Module III

Combinational Logic Circuits

Design Procedure & Implementation of combinational logic circuits- Binary adders and subtractors, Binary Parallel adder, Carry look ahead adder, BCD adder, Code converter, Magnitude comparator, Decoder, Demultiplexer, Encoder, Multiplexer, Parity generator/Checker.

Module IV

Sequential logic circuits:

Flip-flops- SR, JK, T and D. Triggering of flip-flops- Master slave flip-flops, Edge-triggered flip-flops. Excitation table and characteristic equation. Registers- register with parallel load. Counter design: Asynchronous counters- Binary and BCD counters, timing sequences and state diagrams. Synchronous counters- Binary Up-down counter, BCD counter.

Module V

Shift registers

Shift registers – Serial In Serial Out, Serial In Parallel Out, Bidirectional Shift Register with Parallel load. Ring counter. Johnson counter- timing sequences and state diagrams.

Arithmetic algorithms

Algorithms for addition and subtraction of binary numbers in signed magnitude and 2's complement representations. Algorithm for addition and subtraction of BCD numbers. Representation of floating point numbers, Algorithm for addition and subtraction of floating point numbers.

Programmable Logic devices

ROM. Programmable Logic Array(PLA)- Implementation of simple circuits using PLA.

Text Books:

1. M. Morris Mano, Digital Logic & Computer Design, 4/e, Pearson Education, 2013
2. Thomas L Floyd, Digital Fundamentals, 10/e, Pearson Education, 2009.
3. M. Morris Mano, Computer System Architecture, 3/e, Pearson Education, 2007.

Reference Books:

1. M. Morris Mano, Michael D Ciletti, Digital Design With An Introduction to the Verilog HDL, 5/e, Pearson Education, 2013.
2. Donald D Givone, Digital Principles and Design, Tata McGraw Hill, 2003

Sample Course Level Assessment Questions

Course Outcome1(CO1): Perform the following number base conversions:

- a) $(250.55)_{10}$ to Hexadecimal b) $(357)_8$ to Decimal

Course Outcome 2(CO2): Given a Boolean function F and don't care conditions D, using Karnaugh map obtain the simplified expression in (i) SOP and (ii) POS:

$$F(A, B, C, D) = A'B'D' + A'CD + A'BC$$

$$D(A, B, C, D) = A'BC'D + ACD + AB'D$$

Course Outcome 3(CO3): Design a BCD to Excess-3 Code Converter.

Course Outcome 4(CO4): Design a 4- bit binary ripple counter.

Course Outcome 5(CO5): Demonstrate floating-point addition algorithm.



CST 205	OBJECT ORIENTED PROGRAMMING USING JAVA	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	3	1	0	4	2019

Preamble: The purpose of this course is to enable learners to solve problems by breaking it down to object level while designing software and to implement it using Java. This course covers Object Oriented Principles, Object Oriented Programming in Java, Inheritance, Exception handling, Event handling, multithreaded programming and working with window-based graphics. This course helps the learners to develop Desktop GUI Applications, Mobile applications, Enterprise Applications, Scientific Applications and Web based Applications.

Prerequisite: Topics covered under the course PROGRAMMING IN C (EST 102)

Course Outcomes: After the completion of the course the student will be able to

CO1	Write Java programs using the object oriented concepts - classes, objects, constructors, data hiding, inheritance and polymorphism (Cognitive Knowledge Level: Apply)
CO2	Utilise datatypes, operators, control statements, built in packages & interfaces, Input/ Output Streams and Files in Java to develop programs (Cognitive Knowledge Level: Apply)
CO3	Illustrate how robust programs can be written in Java using exception handling mechanism (Cognitive Knowledge Level: Understand)
CO4	Write application programs in Java using multithreading and database connectivity (Cognitive Knowledge Level: Apply)
CO5	Write Graphical User Interface based application programs by utilising event handling features and Swing in Java (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓						✓		✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test1 (Marks %)	Test2 (Marks %)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern: There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

SYLLABUS

Object Oriented Programming Using Java

Module 1

Introduction:

Approaches to Software Design - Functional Oriented Design, Object Oriented Design, Case Study of Automated Fire Alarm System.

Object Modeling Using Unified Modeling Language (UML) – Basic Object Oriented concepts, UML diagrams, Use case model, Class diagram, Interaction diagram, Activity diagram, State chart diagram.

Introduction to Java - Java programming Environment and Runtime Environment, Development Platforms -Standard, Enterprise. Java Virtual Machine (JVM), Java compiler, Bytecode, Java applet, Java Buzzwords, Java program structure, Comments, Garbage Collection, Lexical Issues.

Module 2

Core Java Fundamentals:

Primitive Data types - Integers, Floating Point Types, Characters, Boolean. Literals, Type Conversion and Casting, Variables, Arrays, Strings, Vector class.

Operators - Arithmetic Operators, Bitwise Operators, Relational Operators, Boolean Logical Operators, Assignment Operator, Conditional (Ternary) Operator, Operator Precedence.

Control Statements - Selection Statements, Iteration Statements and Jump Statements.

Object Oriented Programming in Java - Class Fundamentals, Declaring Objects, Object Reference, Introduction to Methods, Constructors, **this** Keyword, Method Overloading, Using Objects as Parameters, Returning Objects, Recursion, Access Control, Static Members, Final Variables, Inner Classes, Command Line Arguments, Variable Length Arguments.

Inheritance - Super Class, Sub Class, The Keyword **super**, protected Members, Calling Order of Constructors, Method Overriding, the Object class, Abstract Classes and Methods, using **final** with Inheritance.

Module 3

More features of Java:

Packages and Interfaces - Defining Package, CLASSPATH, Access Protection, Importing Packages, Interfaces.

Exception Handling - Checked Exceptions, Unchecked Exceptions, **try** Block and **catch** Clause, Multiple **catch** Clauses, Nested **try** Statements, **throw**, **throws** and **finally**.

Input/Output - I/O Basics, Reading Console Input, Writing Console Output, PrintWriter Class, Object Streams and Serialization, Working with Files.

Module 4

Advanced features of Java:

Java Library - String Handling – String Constructors, String Length, Special String Operations - Character Extraction, String Comparison, Searching Strings, Modifying Strings, using valueOf(), Comparison of StringBuffer and String.

Collections framework - Collections overview, Collections Interfaces- Collection Interface, List Interface.

Collections Class – ArrayList class. Accessing a Collection via an Iterator.

Event handling - Event Handling Mechanisms, Delegation Event Model, Event Classes, Sources of Events, Event Listener Interfaces, Using the Delegation Model.

Multithreaded Programming - The Java Thread Model, The Main Thread, Creating Thread, Creating Multiple Threads, Synchronization, Suspending, Resuming and Stopping Threads.

Module 5

Graphical User Interface and Database support of Java:

Swings fundamentals - Swing Key Features, Model View Controller (MVC), Swing Controls, Components and Containers, Swing Packages, Event Handling in Swings, Swing Layout Managers, Exploring Swings –JFrame, JLabel, The Swing Buttons, JTextField.

Java DataBase Connectivity (JDBC) - JDBC overview, Creating and Executing Queries – create table, delete, insert, select.

Text Books:

1. Herbert Schildt, Java: The Complete Reference, 8/e, Tata McGraw Hill, 2011.
2. Rajib Mall, Fundamentals of Software Engineering, 4th edition, PHI, 2014.
3. Paul Deitel, Harvey Deitel, Java How to Program, Early Objects 11th Edition, Pearson, 2018.

Reference Books:

1. Y. Daniel Liang, Introduction to Java Programming, 7/e, Pearson, 2013.
2. Nageswararao R., Core Java: An Integrated Approach, Dreamtech Press, 2008.
3. Flanagan D., Java in A Nutshell, 5/e, O'Reilly, 2005.
4. Barclay K., J. Savage, Object Oriented Design with UML and Java, Elsevier, 2004.
5. Sierra K., Head First Java, 2/e, O'Reilly, 2005.
6. Balagurusamy E., Programming JAVA a Primer, 5/e, McGraw Hill, 2014.

Sample Course Level Assessment Questions

Course Outcome1(CO1): For the following passage develop UML diagrams and then implement it as a Java program in accordance with your UML design.

Passage: College Office collects semester fee and college bus fee for each student. A clerk at the college office collects the fees from each student. The bus fee is calculated depending on the distance of the corresponding bus stop from the college. The semester fee varies depending upon the semester as well as branch of each student. Students are supposed to pay the fees in full. Economically backward students are eligible for 50% discount in semester fee. The consolidated fees receipt is issued to each student by the clerk, which contains the student name, admission number, semester and branch of student along with details of fees collected. Students can log in and view the details of fees remitted and dues if any. The system allows students and clerk level login to the system. Clerk is able to view reports of each class showing status of fees payment of each student.

Course Outcome 2(CO2): Write a Java program to evaluate a post fix expression containing two operands and a single operator using stack. Stack should be implemented as a separate entity so as to reflect OOP concepts.

Course Outcome 3(CO3): Write a program to demonstrate the start, run, sleep and join methods in Thread class.

Course Outcome 4(CO4): Write a GUI based program with separate buttons to add, delete and display student details i.e. name, student ID, current semester and branch of study based on student ID.

Course Outcome 5(CO5): Using Swing create a JFrame with a JLabel and two JButtons. Set the texts of JButtons as “Yes” and “No” respectively. Set the JLabel’s text to the text of the button currently being pressed. Initially the JLabel’s text is blank.










































CSL 201	DATA STRUCTURES LAB	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	0	0	3	2	2019

Preamble: The aim of the Course is to give hands-on experience for Learners on creating and using different Data Structures. Data Structures are used to process data and arrange data in different formats for many applications. The most commonly performed operations on data structures are traversing, searching, inserting, deleting and few special operations like merging and sorting.

Prerequisite: Topics covered under the course Programming in C (EST 102)

CO1	Write a time/space efficient program using arrays/linked lists/trees/graphs to provide necessary functionalities meeting a given set of user requirements (Cognitive Knowledge Level: Analyse)
CO2	Write a time/space efficient program to sort a list of records based on a given key in the record (Cognitive Knowledge Level: Apply)
CO3	Examine a given Data Structure to determine its space complexity and time complexities of operations on it (Cognitive Knowledge Level: Apply)
CO4	Design and implement an efficient data structure to represent given data (Cognitive Knowledge Level: Apply)
CO5	Write a time/space efficient program to convert an arithmetic expression from one notation to another (Cognitive Knowledge Level: Apply)
CO6	Write a program using linked lists to simulate Memory Allocation and Garbage Collection (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												
CO6												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Test (Internal Exam) <i>Percentage</i>	End Semester Examination <i>Percentage</i>
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 15 marks

Continuous Evaluation in Lab : 30 marks

Continuous Assessment Test : 15 marks

Viva-voce : 15 marks

Internal Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks will be converted out of 75 for End Semester Examination.

Operating System to Use in Lab : Linux

Compiler/Software to Use in Lab : gcc

Programming Language to Use in Lab : Ansi C

Fair Lab Record:

All Students attending the Data Structures Lab should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, Aim of Experiment, Data Structure used and the operations performed on them, Details of Experiment including algorithm and Result of Experiment. The left hand page should contain a print out of the code used for the experiment and sample output obtained for a set of input.

SYLLABUS

1. Implementation of Polynomials and Sparse matrices using arrays**
2. Implementation of Stack , Queues, Priority Queues, DEQUEUE and Circular Queues using arrays**
3. Application problems using stacks: Conversion of expression from one notation to another notation . **
4. Implementation of various linked list operations. **
5. Implementation of stack, queue and their applications using linked list.pression
6. Implementation of trees using linked list
7. Representation of polynomials using linked list, addition and multiplication of polynomials. **
8. Implementation of binary trees using linked lists and arrays- creations, insertion, deletion and traversal. **
9. Implementation of binary search trees – creation, insertion, deletion, search
10. Any application programs using trees
11. Implementation of sorting algorithms – bubble, insertion, selection, quick, merge sort

and heap sort.**

12. Implementation of searching algorithms – linear search, binary search.**

13. Representation of graphs and computing various parameters (in degree, out degree etc.) - adjacency list, adjacency matrix.

14. Implementation of BFS and DFS for each graph representations.**

15. Implementation of hash table using your own mapping functions and observe collisions and overflow resolving schemes.**

16. Simulation of first-fit, best-fit and worst-fit allocations.

17. Simulation of a basic memory allocator and garbage collector using doubly linked list.
** mandatory.

DATA STRUCTURES LAB - PRACTICE QUESTIONS

1. Write a program to read two polynomials and store them in an array. Calculate the sum of the two polynomials and display the first polynomial, second polynomial and the resultant polynomial.
2. C Write a program to enter two matrices in normal form . Write a function to convert two matrices to tuple form and display it. Also find the transpose of the two matrices represented in tuple form and display it. Find the sum of the two matrices in tuple form and display the sum in tuple form.
3. Write a program to enter two matrices in normal form . Write a function to convert two matrices to tuple form and display it. Also find the transpose of the two matrices represented in tuple form and display it. Find the sum of the two matrices in tuple form and display the sum in tuple form.
4. Implement a circular queue using arrays with the operations:
 - 4.1. Insert an element to the queue.
 - 4.2. Delete an elements from the queue.
 - 4.3. Display the contents of the queue after each operation.
5. Implement a Queue using arrays with the operations:

- 5.1. Insert elements to the Queue.
- 5.2. Delete elements from the Queue.
- 5.3. Display the contents of the Queue after each operation.
6. Implement a Stack using arrays with the operations:
 - 6.1. Pushing elements to the Stack.
 - 6.2. Popping elements from the Stack
 - 6.3. Display the contents of the Stack after each operation.
7. Implement a Priority Queue using arrays with the operations:
 - 7.1. Insert elements to the Priority Queue.
 - 7.2. Delete elements from the Priority Queue.
 - 7.3. Display the contents of the Priority Queue after each operation.
8. Implement a Double-Ended Queue (DEQUEUE) with the operations:
 - 8.1. Insert elements to the Front of the queue.
 - 8.2. Insert elements to the Rear of the queue
 - 8.3. Delete elements from the Front of the queue.
 - 8.4. Delete elements from the Rear of the queue.
 - 8.5. Display the queue after each operation.
9. Using stack convert an infix expression to a postfix expression and evaluate the postfix expression.
10. Write a program to convert an infix expression to a prefix expression using stacks.
11. Convert an infix expression to a postfix expression without using a stack
12. Write a menu driven program for performing the following operations on a Linked List:
 - 12.1. Display
 - 12.2. Insert at Beginning
 - 12.3. Insert at End
 - 12.4. Insert at a specified Position
 - 12.5. Delete from Beginning
 - 12.6. Delete from End
 - 12.7. Delete from a specified Position
13. Implement a stack using linked list with the operations:
 - 13.1. Push elements to the queue.
 - 13.2. Pop elements from the queue.
 - 13.3. Display the queue after each operation.
14. Implement a Queue using linked list with the operations:

- 14.1.Insert an elements to the queue.
 - 14.2.Delete an elements from the queue.
 - 14.3.Display the queue after each operation.
15. Write a program to reverse the content of queue using stack
 16. Write a program to read two polynomials and store them using linked list. Calculate the sum of the two polynomials and display the first polynomial, second polynomial and the resultant polynomial.
 17. Write a program to read two polynomials and store them using linked list. Find the product of two polynomials and store the result using linked list. Display the resultant polynomial.
 18. Write a program for addition of polynomials containing two variables using linked list.
 19. The details of students(number, name, total-mark) are to be stored in a linked list. Write functions for the following operations:
 - 19.1.Insert
 - 19.2.Delete
 - 19.3.Search
 - 19.4.Sort on the basis of number
 - 19.5.Display the resultant list after every operation
 20. Create a Doubly Linked List from a string taking each character from the string. Check if the given string is palindrome in an efficient method.
 21. Create a binary tree with the following operations
 - 21.1.Insert a new node
 - 21.2.Inorder traversal.
 - 21.3.Preorder traversal.
 - 21.4.Postorder traversal.
 - 21.5.Delete a node.
 22. Write a program to create a binary search tree and find the number of leaf nodes
 23. Create a binary search tree with the following operations:
 - 23.1.Insert a new node .
 - 23.2.Inorder traversal.
 - 23.3.Preorder traversal.
 - 23.4.Postorder traversal.
 - 23.5.Delete a node.

24. Write a program to sort a set of numbers using a binary tree.
25. Represent any given graph and
- 25.1. Perform a depth first search .
 - 25.2. Perform a breadth first search
26. Create a text file containing the name, height, weight of the students in a class. Perform Quick sort and Merge sort on this data and store the resultant data in two separate files. Also write the time taken by the two sorting methods into the respective files.

Eg.

Sony Mathew	5.5	60
Arun Sajeev	5.7	58
Rajesh Kumar	6.1	70

27. Write a program to sort a set of numbers using Heap sort and find a particular number from the sorted set using Binary Search.
28. Implement a Hash table using Chaining method. Let the size of hash table be 10 so that the index varies from 0 to 9.
29. Implement a Hash table that uses Linear Probing for collision resolution

CSL 203	OBJECT ORIENTED PROGRAMMING LAB (IN JAVA)	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	0	0	3	2	2019

Preamble: The aim of the course is to provide hands-on experience to the learners on various object oriented concepts in Java Programming. This course helps the learners to enhance the capability to design and implement various Java applications for real world problems.

Prerequisite: Topics covered under the course Programming in C (EST 102)

Course Outcomes:

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

CO1	Implement the Object Oriented concepts - constructors, inheritance, method overloading & overriding and polymorphism in Java (Cognitive Knowledge Level: Apply)
CO2	Implement programs in Java which use datatypes, operators, control statements, built in packages & interfaces, Input/Output streams and Files (Cognitive Knowledge Level: Apply)
CO3	Implement robust application programs in Java using exception handling (Cognitive Knowledge Level: Apply)
CO4	Implement application programs in Java using multithreading and database connectivity (Cognitive Knowledge Level: Apply)
CO5	Implement Graphical User Interface based application programs by utilizing event handling features and Swing in Java (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	☑	☑	☑	☑	☑			☑		☑		☑
CO2	☑	☑	☑	☑	☑			☑		☑		☑
CO3	☑	☑	☑	☑	☑			☑		☑		☑
CO4	☑	☑	☑	☑	☑			☑		☑		☑
CO5	☑	☑	☑	☑	☑			☑		☑		☑

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Test - Internal Exam (Percentage)	End Semester Examination (Percentage)
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance	: 15 marks
Continuous Evaluation in Lab	: 30 marks
Continuous Assessment Test	: 15 marks
Viva-voce	: 15 marks

Internal Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks will be converted out of 75 for End Semester Examination.

Operating System to Use in Lab : Linux

Compiler/Software to Use in Lab : gcc, javac, jdk, jre, Eclipse, NetBeans, MySQL / PostgreSQL.

Programming Language to Use in Lab : Java

Fair Lab Record:

All Students attending the Object Oriented Programming Lab (in Java) should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, Aim of Experiment, Operations Performed, Details of Experiment including algorithm and Result of Experiment. The left hand page should contain a print out of the code used for the experiment and sample output obtained for a set of input.

SYLLABUS

The syllabus contains six sessions (A, B, C, D, E, F). Each session consists of three concrete Java exercises, out of which at least two questions are mandatory.

(A) Basic programs using datatypes, operators, and control statements in Java.

- 1) Write a Java program that checks whether a given string is a palindrome or not.

Ex: MALAYALAM is palindrome.

- 2) Write a Java Program to find the frequency of a given character in a string. **
- 3) Write a Java program to multiply two given matrices. **

(B) Object Oriented Programming Concepts: Problem on the use of constructors, inheritance, method overloading & overriding, polymorphism and garbage collection:

- 4) Write a Java program which creates a class named 'Employee' having the following members: Name, Age, Phone number, Address, Salary. It also has a method named 'printSalary()' which prints the salary of the Employee. Two classes 'Officer' and 'Manager' inherits the 'Employee' class. The 'Officer' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an officer and a manager by making an object of both of these classes and print the same. (Exercise to understand inheritance). **
- 5) Write a java program to create an abstract class named Shape that contains an empty method named numberOfSides(). Provide three classes named Rectangle, Triangle and Hexagon such that each one of the classes extends the class Shape. Each one of the classes contains only the method numberOfSides() that shows the number of sides in the given geometrical structures. (Exercise to understand polymorphism). **
- 6) Write a Java program to demonstrate the use of garbage collector.

(C) Handling different types of files as well as input and output management methods:

- 7) Write a file handling program in Java with reader/writer.
- 8) Write a Java program that read from a file and write to file by handling all file related exceptions. **
- 9) Write a Java program that reads a line of integers, and then displays each integer, and the sum of all the integers (Use String Tokenizer class of java.util). **

(D) Exception handling and multi-threading applications:

- 10) Write a Java program that shows the usage of try, catch, throws and finally. **
- 11) Write a Java program that implements a multi-threaded program which has three threads. First thread generates a random integer every 1 second. If the value is even, second thread computes the square of the number and prints. If the value is odd the third thread will print the value of cube of the number.
- 12) Write a Java program that shows thread synchronization. **

(E) Graphics Programming:

- 13) Write a Java program that works as a simple calculator. Arrange Buttons for digits and the + - * % operations properly. Add a text field to display the result. Handle any possible exceptions like divide by zero. Use Java Swing. **
- 14) Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green. When a radio button is selected, the light is turned on, and only one light can be on at a time. No light is on when the program starts. **
- 15) Write a Java program to display all records from a table using Java Database Connectivity (JDBC).

(F) Standard Searching and Sorting Algorithms using data structures and algorithms learned from course Data Structures (CST 201):

- 16) Write a Java program for the following: **
 - 1) Create a doubly linked list of elements.
 - 2) Delete a given element from the above list.
 - 3) Display the contents of the list after deletion.
- 17) Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order. **
- 18) Write a Java program that implements the binary search algorithm.

**** Mandatory**

PRACTICE QUESTIONS

- 1) Write a Java program to reverse an given string.
- 2) Write a Java program to display the transpose of a given matrix.
- 3) Write a Java program to find the second smallest element in an array.
- 4) Write a Java program to check whether a given number is prime or not.
- 5) Write a Java program to calculate the area of different shapes namely circle, rectangle, and triangle using the concept of method overloading.
- 6) Write two Java classes Employee and Engineer. Engineer should inherit from Employee class. Employee class to have two methods display() and calcSalary(). Write a program to display the engineer salary and to display from Employee class using a single object instantiation (i.e., only one object creation is allowed).
 - display() only prints the name of the class and does not return any value. Ex. “ Name of class is Employee.”
 - calcSalary() in Employee displays “Salary of employee is 10000” and calcSalary() in Engineer displays “Salary of employee is 20000.”
- 7) Write a Java program to illustrate Interface inheritance.
- 8) Write a Java program that shows how to create a user-defined exception.
- 9) Write a Java program to create two threads: One for displaying all odd number between 1 and 100 and second thread for displaying all even numbers between 1 and 100.
- 10) Write a Java program that shows thread priorities.
- 11) Write a Java program that reads a file and displays the file on the screen, with a line number before each line.
- 12) Write a Java program that displays the number of characters, lines and words in a text file.
- 13) Write a Java program for handling mouse events.
- 14) Write a Java program for handling key events using Adapter classes (general).
- 15) Write a Java program that allows the user to draw lines, rectangles and ovals.
- 16) Write a Java Swing program to print a wave form on the output screen.
- 17) Write a program to accept rollno, name, CGPA of “n” students and store the data to a database using JDBC connectivity. Display the list of students having CGPA greater than 7. (Use MySQL /PostgreSQL).
- 18) Write a Java program to implement Heap sort algorithm using array.



CST 281	OBJECT ORIENTED PROGRAMMING	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		MINOR	3	1	0	4	2019

Preamble: This is the programming course for awarding B.Tech. Minor in Computer Science and Engineering with specialization in **Software Engineering**. The purpose of this course is to enable learners to solve problems by breaking it down to object level while designing software and to implement it using Java. This course covers Object Oriented Principles, Object Oriented Programming in Java, Inheritance, Exception handling, Event handling, multithreaded programming and working with window-based graphics. This course helps the learners to develop Mobile applications, Enterprise Applications, Scientific Applications and Web based Applications.

Prerequisite: Topics covered under the course PROGRAMMING IN C (EST 102)

Course Outcomes: After the completion of the course the student will be able to

CO1	Write Java programs using the object oriented concepts - classes, objects, constructors, data hiding, inheritance and polymorphism (Cognitive Knowledge Level: Apply)
CO2	Utilise datatypes, operators, control statements, built in packages & interfaces, Input/ Output Streams and Files in Java to develop programs (Cognitive Knowledge Level: Apply)
CO3	Illustrate how robust programs can be written in Java using exception handling mechanism (Cognitive Knowledge Level: Understand)
CO4	Write application programs in Java using multithreading (Cognitive Knowledge Level: Apply)
CO5	Write Graphical User Interface based application programs by utilising event handling features and Swing in Java (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcome

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓						✓		✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test1 (Marks %)	Test2 (Marks %)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern: There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

SYLLABUS

Object Oriented Programming Using Java

Module 1

Introduction:

Approaches to Software Design - Functional Oriented Design, Object Oriented Design, Case Study of Automated Fire Alarm System.

Object Modeling Using UML – Basic Object Oriented concepts, UML (Unified Modeling Language) diagrams, Use case model, Class diagram, Interaction diagram, Activity diagram, State chart diagram.

Introduction to Java - Java programming Environment and Runtime Environment, Development Platforms -Standard, Enterprise. Java Virtual Machine (JVM), Java compiler, Bytecode, Java applet, Java Buzzwords, Java program structure, Comments, Garbage Collection, Lexical Issues.

Module 2

Core Java Fundamentals:

Primitive Data types - Integers, Floating Point Types, Characters, Boolean. Literals, Type Conversion and Casting, Variables, Arrays, Strings, Vector class.

Operators - Arithmetic Operators, Bitwise Operators, Relational Operators, Boolean Logical Operators, Assignment Operator, Conditional (Ternary) Operator, Operator Precedence.

Control Statements - Selection Statements, Iteration Statements and Jump Statements.

Object Oriented Programming in Java - Class Fundamentals, Declaring Objects, Object Reference, Introduction to Methods, Constructors, *this* Keyword, Method Overloading, Using Objects as Parameters, Returning Objects, Recursion, Access Control, Static Members, Final Variables, Inner Classes, Command-Line Arguments, Variable Length Arguments.

Module 3

More features of Java:

Inheritance - Super Class, Sub Class, The Keyword super, protected Members, Calling Order of Constructors, Method Overriding, the Object class, Abstract Classes and Methods, Using final with Inheritance.

Packages and Interfaces - Defining Package, CLASSPATH, Access Protection, Importing Packages, Interfaces.

Exception Handling - Checked Exceptions, Unchecked Exceptions, *try* Block and *catch* Clause, Multiple *catch* Clauses, Nested *try* Statements, *throw*, *throws* and *finally*.

Module 4

Advanced features of Java:

Input/Output - I/O Basics, Reading Console Input, Writing Console Output, PrintWriter Class, Object Streams and Serialization, Reading and Writing Files.

Java Library - String Handling – String Constructors, String Length, Special String Operations - Character Extraction, String Comparison, Searching Strings, Modifying Strings, Using valueOf(), Comparison of StringBuffer and String.

Collections framework – Collections overview, Collections Class – ArrayList. Accessing Collections via an Iterator.

Module 5

GUI Programming, Event Handling and Multithreaded Programming:

Swing fundamentals - Swing Key Features, Model View Controller (MVC), Swing Controls, Components and Containers, Exploring Swing - JFrame, JLabel, JButton, JTextField.

Event handling - Event Handling Mechanisms, Delegation Event Model, Event Classes, Sources of Events, Event Listener Interfaces, Using the Delegation Model.

Multithreaded Programming - The Java Thread Model, The Main Thread, Creating Thread, Creating Multiple Threads, Suspending, Resuming and Stopping Threads.

Text Books:

1. Herbert Schildt, Java: The Complete Reference, 8/e, Tata McGraw Hill, 2011.
2. Rajib Mall, Fundamentals of Software Engineering, 4th edition, PHI, 2014.
3. Paul Deitel, Harvey Deitel, Java How to Program, Early Objects 11th Edition, Pearson, 2018.

Reference Books:

1. Y. Daniel Liang, Introduction to Java Programming, 7/e, Pearson, 2013.
2. Nageswararao R., Core Java: An Integrated Approach, Dreamtech Press, 2008.
3. Flanagan D., Java in A Nutshell, 5/e, O'Reilly, 2005.
4. Barclay K., J. Savage, Object Oriented Design with UML and Java, Elsevier, 2004.
5. Sierra K., Head First Java, 2/e, O'Reilly, 2005.
6. Balagurusamy E., Programming JAVA a Primer, 5/e, McGraw Hill, 2014.

Sample Course Level Assessment Questions

Course Outcome1(CO1): For the following passage develop UML diagrams and then implement it as a Java program in accordance with your UML design.

Passage: College Office collects semester fee and college bus fee for each student. A clerk at the college office collects the fees from each student. The bus fee is calculated depending on the distance of the corresponding bus stop from the college. The semester fee varies depending upon the semester as well as branch of each student. Students are supposed to pay the fees in full. Economically backward students are eligible for 50% discount in semester fee. The consolidated fees receipt is issued to each student by the clerk, which contains the student name, admission number, semester and branch of student along with details of fees collected. Students can log in and view the details of fees remitted and dues if any. The system allows students and clerk level login to the system. Clerk is able to view reports of each class showing status of fees payment of each student.

Course Outcome 2 (CO2): Write a Java program to prepare the rank list of students based on their performance in the first Semester B.Tech. Degree examination at APJ Abdul Kalam Technological University. The output should be stored in a file.

Course Outcome 3 (CO3): Write a program to demonstrate how event handling and exception handling are supported in Java..

Course Outcome 4 (CO4): Write a program to demonstrate the start, run, sleep and join methods in Thread class..

CST 283	Python for Machine Learning	Category	L	T	P	Credit	Year of Introduction
		MINOR	3	1	0	4	2019

Preamble: This is a programming course for awarding B. Tech. Minor in Computer Science and Engineering with specialization in **Machine Learning**. The objective of the course is to provide learners an insight into Python programming, and develop programming skills to manage the development of software systems. It covers programming environment, important instructions, data representations, intermediate level features, Object Oriented Programming and file data processing of Python. This course lays the foundation to develop web applications, Machine Learning, and Artificial Intelligence-based applications and tools, Data Science and Data Visualization applications.

Prerequisite: Nil

Course Outcomes: After the completion of the course the student will be able to

CO1	Write, test and debug Python programs (Cognitive Knowledge level: Apply)
CO2	Illustrate uses of conditional (if, if-else, if-elif-else and switch-case) and iterative (while and for) statements in Python programs (Cognitive Knowledge level: Apply)
CO3	Develop programs by utilizing the modules Lists, Tuples, Sets and Dictionaries in Python (Cognitive Knowledge level: Apply)
CO4	Implement Object Oriented programs with exception handling (Cognitive Knowledge level: Apply)
CO5	Write programs in Python to process data stored in files by utilizing the modules Numpy, Matplotlib, and Pandas (Cognitive Knowledge level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓		✓						✓	✓
CO2	✓	✓	✓		✓					✓		✓
CO3	✓	✓	✓		✓	✓	✓					✓
CO4	✓	✓	✓		✓		✓					✓
CO5	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation

#PO	Broad PO	#PO	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (<i>Marks in percentage</i>)	Test 2 (<i>Marks in percentage</i>)	End Semester Examination (<i>Marks in percentage</i>)
Remember	20	20	20
Understand	35	35	35
Apply	45	45	45
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks
Continuous Assessment Test : 25 marks
Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have a maximum of 2 sub-divisions and carries 14 marks.

SYLLABUS

Module I

Programming Environment and Python Basics:

Getting Started with Python Programming - Running code in the interactive shell, Editing, Saving, and Running a script. Using editors - IDLE, Jupyter. The software development process - Case Study.

Basic coding skills - Working with data types, Numeric data types and Character sets, Keywords, Variables and Assignment statement, Operators, Expressions, Working with numeric data, Type conversions, Comments in the program. Input, Processing, and Output. Formatting output. How Python works. Detecting and correcting syntax errors. Using built in functions and modules in math module.

Module II

Building Python Programs:

Control statements - Selection structure (if-else, switch-case), Iteration structure (for, while), Testing the control statements, Lazy evaluation. Functions - Hiding redundancy and complexity, Arguments and return values, Variable scopes and parameter passing, Named arguments, Main function, Working with recursion, Lambda functions. Strings and number systems - String function, Handling numbers in various formats.

Module III

Data Representation:

Lists - Basic list Operations and functions, List of lists, Slicing, Searching and sorting list, List comprehension. Work with tuples. Sets. Work with dates and times. Dictionaries - Dictionary

functions, dictionary literals, adding and removing keys, accessing and replacing values, traversing dictionaries, reverse lookup. Case Study - Data Structure Selection.

Module IV

Object Oriented Programming:

Design with classes - Objects and Classes, Methods, Instance Variables, Constructor, Accessors and Mutators. Structuring classes with Inheritance and Polymorphism. Abstract Classes. Exceptions - Handle a single exception, handle multiple exceptions.

Module V

Data Processing:

The *os* and *sys* modules. Introduction to file I/O - Reading and writing text files, Manipulating binary files. NumPy - Basics, Creating arrays, Arithmetic, Slicing, Matrix Operations, Random numbers. Plotting and visualization. Matplotlib - Basic plot, Ticks, Labels, and Legends. Working with CSV files. – Pandas - Reading, Manipulating, and Processing Data.

Text Books:

1. Kenneth A Lambert., Fundamentals of Python : First Programs, 2/e, Cengage Publishing, 2016
2. Wes McKinney, Python for Data Analysis, 2/e, Shroff / O'Reilly Publishers, 2017

Reference Books:

1. Allen B. Downey, Think Python: How to Think Like a Computer Scientist, 2/e, Schroff, 2016
2. Michael Urban and Joel Murach, Python Programming, Shroff/Murach, 2016
3. David M.Baezly, Python Essential Reference. Addison-Wesley Professional; 4/e, 2009.
4. Charles Severance. Python for Informatics: Exploring Information,
5. <http://swcarpentry.github.io/python-novice-gapminder/>

Sample Course Level Assessment Questions

Course Outcome1(CO1): What is type conversion? How is it done in Python?

Course Outcome 2(CO2): Write a Python program which takes a positive integer *n* as input and finds the sum of cubes all positive even numbers less than or equal to the number.

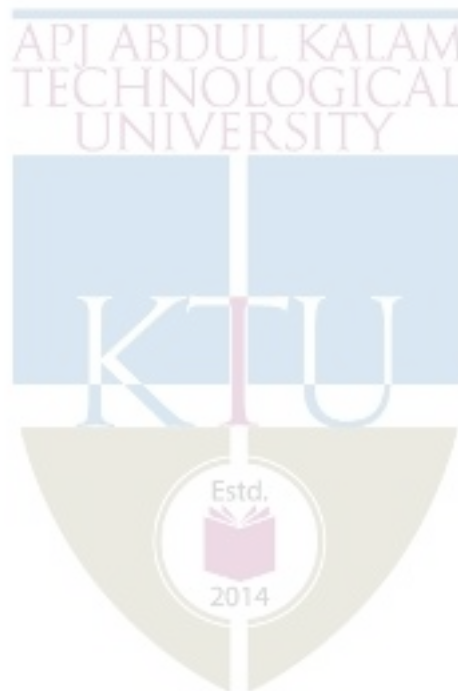
Course Outcome 3(CO3): Given is a list of words, *wordlist*, and a string, *name*. Write a Python function which takes *wordlist* and *name* as input and returns a tuple. The first element of

the output tuple is the number of words in the *wordlist* which have *name* as a substring in it. The second element of the tuple is a list showing the index at which the *name* occurs in each of the words of the *wordlist* and a 0 if it doesn't occur.

Course Outcome 4(CO4): Write a Python program to implement the addition, subtraction, and multiplication of complex numbers using classes. Use constructors to create objects. The input to the program consist of real and imaginary parts of the complex numbers.

Course Outcome 5(CO5): Given a file “auto.csv” of automobile data with the fields *index*, *company*, *body-style*, *wheel-base*, *length*, *engine-type*, *num-of-cylinders*, *horsepower*, *average-mileage*, and *price*, write python code to

- 1) Clean and Update the CSV file
- 2) Print total cars of all companies
- 3) Find the average mileage of all companies
- 4) Find the highest priced car of all companies.



CST 285	DATA COMMUNICATION	Category	L	T	P	Credit	Year of Introduction
		MINOR	3	1	0	4	2019

Preamble: This is a basic course in communication for awarding B. Tech. Minor in Computer Science and Engineering with specialization in *Networking*. The purpose of this course is to prepare learners to understand the communication entities and the associated issues in the field of Computer Science. This course covers fundamental concepts of data transmission & media, digital & analog transmissions, multiplexing & spread spectrum, error detection & correction and switching. Concepts in data communication help the learner to understand the concepts in networking and mobile communication.

Prerequisite: NIL

Course Outcomes: After the completion of the course the student will be able to

CO1	Describe the characteristics of signals used for Analog and Digital transmissions (Cognitive knowledge: Understand)
CO2	Discuss the features and issues in data transmission (Cognitive knowledge: Understand)
CO3	Select transmission media based on characteristics and propagation modes (Cognitive knowledge: Apply)
CO4	Use appropriate signal encoding techniques for a given scenario (Cognitive knowledge: Apply)
CO5	Illustrate multiplexing and spread spectrum technologies (Cognitive knowledge: Understand)
CO6	Explain error detection & correction techniques and switching techniques used in data communication (Cognitive knowledge: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓								✓		✓
CO2	✓	✓								✓		✓
CO3	✓											✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓						✓		✓
CO6	✓	✓	✓	✓						✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (Marks in percentage)	Test 2 (Marks in percentage)	End Semester Examination (Marks in percentage)
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module 1****Data Transmission Basics**

Communication model - Simplex, Half duplex, Full duplex transmission. Periodic Analog signals - Sine wave, Amplitude, Phase, Wavelength, Time and frequency domain, Bandwidth. Analog & digital data and signals. Transmission impairments - Attenuation, Delay distortion, Noise. Data rate limits - Noiseless channel, Nyquist bandwidth, Noisy channel, Shannon's capacity formula.

Module 2**Transmission Media**

Guided Transmission Media - Twisted pair, Coaxial cable, Optical fiber. Unguided media - Radio waves, Terrestrial microwave, Satellite microwave, Infrared. Wireless Propagation - Ground wave propagation, Sky Wave propagation, Line-of-Sight (LoS) Propagation.

Module 3**Digital Transmission and Analog Transmission**

Digital data to Digital signal – Non-Return-to-Zero (NRZ), Return-to-Zero (RZ), Multilevel

binary, Biphase. Analog data to Digital signal - Sampling theorem, Pulse Code Modulation (PCM), Delta Modulation (DM). Digital data to Analog signal: Amplitude Shift Keying (ASK), Frequency Shift Keying (FSK), Phase Shift Keying (PSK). Analog data to Analog signal: Amplitude Modulation (AM), Frequency Modulation (FM), Phase Modulation (PM).

Module 4

Multiplexing and Spread Spectrum

Multiplexing - Frequency Division Multiplexing (FDM), Wave length Division Multiplexing (WDM), Time Division Multiplexing (TDM), Characteristics, Synchronous TDM, Statistical TDM. Spread Spectrum Techniques - Direct Sequence Spread Spectrum (DSSS), Frequency Hopping Spread Spectrum (FHSS), Code Division Multiplexing, Code Division Multiple Access (CDMA).

Module 5

Error Detection, Correction and Switching

Digital data communication techniques - Asynchronous transmission, Synchronous transmission. Detecting and correcting errors - Types of Errors, Parity check, Checksum, Cyclic Redundancy Check (CRC), Forward Error Correction (FEC), Hamming Distance, Hamming Code. Basic principles of Switching - Circuit Switching, Packet Switching, Message Switching.

Text Books

1. Forouzan B. A., Data Communications and Networking, 5/e, McGraw Hill, 2013.
2. William Stallings, Data and Computer Communication 9/e, Pearson Education, Inc.

Reference Books

1. Schiller J., Mobile Communications, 2/e, Pearson Education, 2009.
2. Curt M. White, Fundamentals of Networking and Communication 7/e, Cengage learning.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1): What is a periodic analog signal? List the main properties of a periodic analog signal.

Course Outcome 2 (CO2): What is attenuation? How can it be handled?

Course Outcome 3 (CO3): How can interference be reduced using optical fiber?

Course Outcome 4 (CO4): Encode the data sequence 101011100 using Multilevel binary and Biphase schemes.

Course Outcome 5 (CO5): Explain direct sequence spread spectrum with a neat diagram.

Course Outcome 6 (CO6): Using Cyclic Redundancy Check (CRC), given the data-word 11110000 and the divisor 10011, show the generation of the codeword at the sender and the checking of the codeword at the receiver.



SEMESTER -4

CODE	COURSE NAME	CATEGORY	L	T	P	CREDIT
MAT 206	GRAPH THEORY	BSC	3	1	0	4

Preamble: This course introduces fundamental concepts in Graph Theory, including properties and characterisation of graph/trees and graph theoretic algorithms, which are widely used in Mathematical modelling and has got applications across Computer Science and other branches in Engineering.

Prerequisite: The topics covered under the course Discrete Mathematical Structures (MAT 203)

Course Outcomes: After the completion of the course the student will be able to

CO 1	Explain vertices and their properties, types of paths, classification of graphs and trees & their properties. (Cognitive Knowledge Level: Understand)
CO 2	Demonstrate the fundamental theorems on Eulerian and Hamiltonian graphs. (Cognitive Knowledge Level: Understand)
CO 3	Illustrate the working of Prim's and Kruskal's algorithms for finding minimum cost spanning tree and Dijkstra's and Floyd-Warshall algorithms for finding shortest paths. (Cognitive Knowledge Level: Apply)
CO 4	Explain planar graphs, their properties and an application for planar graphs. (Cognitive Knowledge Level: Apply)
CO 5	Illustrate how one can represent a graph in a computer. (Cognitive Knowledge Level: Apply)
CO 6	Explain the Vertex Color problem in graphs and illustrate an example application for vertex coloring. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO 1	✓	✓	✓							✓		✓
CO 2	✓	✓	✓	✓						✓		✓
CO 3	✓	✓	✓	✓						✓		✓
CO 4	✓	✓	✓	✓						✓		✓
CO 5	✓	✓	✓							✓		✓
CO 6	✓	✓	✓			✓				✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests (%)		End Semester Examination (%)
	1	2	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern: There will be two parts; Part A and Part B. Part A contain 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which student should answer anyone. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module 1

Introduction to Graphs : Introduction- Basic definition – Application of graphs – finite, infinite and bipartite graphs – Incidence and Degree – Isolated vertex, pendant vertex and Null graph. Paths and circuits – Isomorphism, sub graphs, walks, paths and circuits, connected graphs, disconnected graphs and components.

Module 2

Eulerian and Hamiltonian graphs : Euler graphs, Operations on graphs, Hamiltonian paths and circuits, Travelling salesman problem. Directed graphs – types of digraphs, Digraphs and binary relation, Directed paths, Fleury's algorithm.

Module 3

Trees and Graph Algorithms : Trees – properties, pendant vertex, Distance and centres in a tree - Rooted and binary trees, counting trees, spanning trees, Prim's algorithm and Kruskal's algorithm, Dijkstra's shortest path algorithm, Floyd-Warshall shortest path algorithm.

Module 4

Connectivity and Planar Graphs : Vertex Connectivity, Edge Connectivity, Cut set and Cut Vertices, Fundamental circuits, Planar graphs, Kuratowski's theorem (proof not required), Different representations of planar graphs, Euler's theorem, Geometric dual.

Module 5

Graph Representations and Vertex Colouring : Matrix representation of graphs-Adjacency matrix, Incidence Matrix, Circuit Matrix, Path Matrix. Coloring- Chromatic number, Chromatic polynomial, Matchings, Coverings, Four color problem and Five color problem. Greedy colouring algorithm.

Text book:

1. Narsingh Deo, Graph theory, PHI, 1979

Reference Books:

1. R. Diestel, *Graph Theory*, free online edition, 2016: diestel-graph-theory.com/basic.html.
2. Douglas B. West, *Introduction to Graph Theory*, Prentice Hall India Ltd., 2001
3. Robin J. Wilson, *Introduction to Graph Theory*, Longman Group Ltd., 2010
4. J.A. Bondy and U.S.R. Murty. *Graph theory with Applications*

Sample Course Level Assessment Questions.

Course Outcome 1 (CO1):

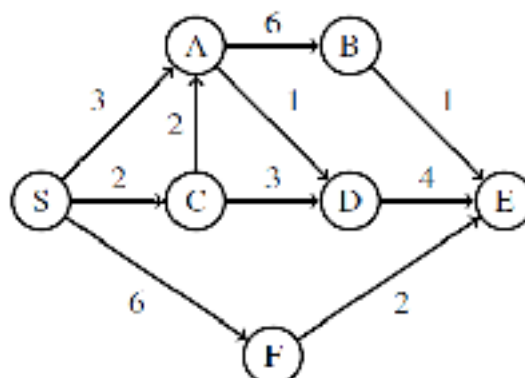
1. Differentiate a walk, path and circuit in a graph.
2. Is it possible to construct a graph with 12 vertices such that two of the vertices have degree 3 and the remaining vertices have degree 4? Justify
3. Prove that a simple graph with n vertices must be connected, if it has more than $\frac{(n-1)(n-2)}{2}$ edges.
4. Prove the statement: If a graph (connected or disconnected) has exactly two odd degree, then there must be a path joining these two vertices.

Course Outcome 2 (CO2):

1. Define Hamiltonian circuit and Euler graph. Give one example for each.
2. Define directed graphs. Differentiate between symmetric digraphs and asymmetric digraphs.
3. Prove that a connected graph G is an Euler graph if all vertices of G are of even degree.
4. Prove that a graph G of n vertices always has a Hamiltonian path if the sum of the degrees of every pair of vertices V_i, V_j in G satisfies the condition $d(V_i) + d(V_j) = n - 1$

Course Outcome 3 (CO3):

1. Discuss the centre of a tree with suitable example.
2. Define binary tree. Then prove that number of pendant vertices in a binary tree is $\frac{(n+1)}{2}$
3. Prove that a tree with n vertices has $n - 1$ edges.
4. Explain Floyd Warshall algorithm.
5. Run Dijkstra's algorithm on the following directed graph, starting at vertex S .



al (G^*) of the graph given below, and substantiate your answer clearly.

incidence matrix of a connected graph

matrix of a connected graph G with

- al (G^*) of the graph given below, and substantiate your answer clearly.
-
- incidence matrix of a connected graph
- matrix of a connected graph G with

incidence matrix of a connected graph

matrix of a connected graph G with

- incidence matrix of a connected graph
- matrix of a connected graph G with

graph is a tree iff its chromatic polynomial is $(x-1)^{n-1}x$

covering \mathcal{g} of a graph is minimal iff \mathcal{g} is a tree

chromatic polynomial of the graph

- graph is a tree iff its chromatic polynomial is $(x-1)^{n-1}x$
- covering \mathcal{g} of a graph is minimal iff \mathcal{g} is a tree
- chromatic polynomial of the graph



CST 202	Computer Organization and Architecture	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	3	1	0	4	2019

Preamble:

The course is prepared with the view of enabling the learners capable of understanding the fundamental architecture of a digital computer. Study of Computer Organization and Architecture is essential to understand the hardware behind the code and its execution at physical level by interacting with existing memory and I/O structure. It helps the learners to understand the fundamentals about computer system design so that they can extend the features of computer organization to detect and solve problems occurring in computer architecture.

Prerequisite : Topics covered under the course Logic System Design (CST 203)

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Recognize and express the relevance of basic components, I/O organization and pipelining schemes in a digital computer (Cognitive knowledge: Understand)
CO2	Explain the types of memory systems and mapping functions used in memory systems (Cognitive Knowledge Level: Understand)
CO3	Demonstrate the control signals required for the execution of a given instruction (Cognitive Knowledge Level: Apply))
CO4	Illustrate the design of Arithmetic Logic Unit and explain the usage of registers in it (Cognitive Knowledge Level: Apply)
CO5	Explain the implementation aspects of arithmetic algorithms in a digital computer (Cognitive Knowledge Level: Apply)
CO6	Develop the control logic for a given arithmetic problem (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓						✓		✓
CO3	✓	✓	✓	✓						✓		✓
CO4	✓	✓	✓	✓						✓		✓
CO5	✓	✓	✓							✓		✓
CO6	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test1 (%)	Test2 (%)	
Remember	20	20	30
Understand	40	40	30
Apply	40	40	40
Analyze			

Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance	: 10 marks
Continuous Assessment Tests	: 25 marks
Continuous Assessment Assignment	: 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module 1

Basic Structure of computers – functional units - basic operational concepts - bus structures.

Memory locations and addresses - memory operations, Instructions and instruction sequencing , addressing modes.

Basic processing unit – fundamental concepts – instruction cycle – execution of a complete instruction - single bus and multiple bus organization

Module 2

Register transfer logic: inter register transfer – arithmetic, logic and shift micro operations.

Processor logic design: - processor organization – Arithmetic logic unit - design of arithmetic circuit - design of logic circuit - Design of arithmetic logic unit - status register – design of shifter - processor unit – design of accumulator.

Module 3

Arithmetic algorithms: Algorithms for multiplication and division (restoring method) of binary numbers. Array multiplier , Booth's multiplication algorithm.

Pipelining: Basic principles, classification of pipeline processors, instruction and arithmetic pipelines (Design examples not required), hazard detection and resolution.

Module 4

Control Logic Design: Control organization – Hard_wired control-microprogram control – control of processor unit - Microprogram sequencer, micro programmed CPU organization - horizontal and vertical micro instructions.

Module 5

I/O organization: accessing of I/O devices – interrupts, interrupt hardware -Direct memory access.

Memory system: basic concepts – semiconductor RAMs. memory system considerations – ROMs, Content addressable memory, cache memories - mapping functions.

Text Books

1. Hamacher C., Z. Vranesic and S. Zaky, Computer Organization ,5/e, McGraw Hill, 2011
2. Mano M. M., Digital Logic & Computer Design, PHI, 2004
3. KaiHwang, Faye Alys Briggs, Computer architecture and parallel processing McGraw-Hill, 1984

Reference Books

1. Mano M. M., Digital Logic & Computer Design, 3/e, Pearson Education, 2013.
2. Patterson D.A. and J. L. Hennessy, Computer Organization and Design, 5/e, Morgan Kaufmann Publishers, 2013.
3. William Stallings, Computer Organization and Architecture: Designing for Performance, Pearson, 9/e, 2013.
4. Chaudhuri P., Computer Organization and Design, 2/e, Prentice Hall, 2008.
5. Rajaraman V. and T. Radhakrishnan, Computer Organization and Architecture, Prentice Hall, 2011

Sample Course Level Assessment Questions

Course Outcome1(CO1): Which are the registers involved in a memory access operation and how are they involved in it?

Course Outcome 2(CO2): Explain the steps taken by the system to handle a write miss condition inside the cache memory.

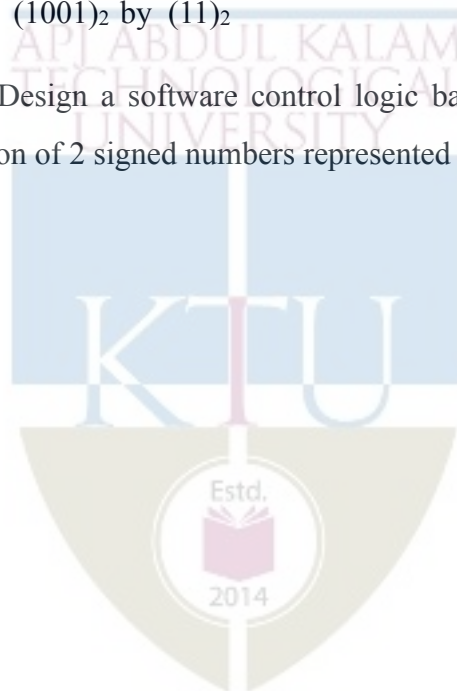
Course Outcome 3(CO3): Generate the sequence of control signals required for the execution of the instruction MOV [R1],R2 in a threebus organization.

Course Outcome 4(CO4): Design a 4-bit combinational logic shifter with 2 control signals H0 and H1 that perform the following operations :

H1	H0	Operation
0	0	Transfer 1's to all output line
0	1	No shift operation
1	0	Shift left
1	1	Shift right

Course Outcome 5(CO5): Explain the restoring algorithm for binary division. Also trace the algorithm to divide $(1001)_2$ by $(11)_2$

Course Outcome 6(CO6): Design a software control logic based on microprogramed control to perform the addition of 2 signed numbers represented in sign magnitude form.



CST 204	Database Management Systems	CATEGORY	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PCC	3	1	0	4	2019

Preamble: This course provides a clear understanding of fundamental principles of Database Management Systems (DBMS) with special focus on relational databases to the learners. The topics covered in this course are basic concepts of DBMS, Entity Relationship (ER) model, Relational Database principles, Relational Algebra, Structured Query Language (SQL), Physical Data Organization, Normalization and Transaction Processing Concepts. The course also gives a glimpse of the alternative data management model, NoSQL. This course helps the learners to manage data efficiently by identifying suitable structures to maintain data assets of organizations and to develop applications that utilize database technologies.

Prerequisite: Topics covered under the course Data Structures (CST 201), Exposure to a High Level Language like C/python.

Course Outcomes: After the completion of the course the student will be able to

CO1	Summarize and exemplify fundamental nature and characteristics of database systems (Cognitive Knowledge Level: Understand)
CO2	Model real word scenarios given as informal descriptions, using Entity Relationship diagrams. (Cognitive Knowledge Level: Apply)
CO3	Model and design solutions for efficiently representing and querying data using relational model (Cognitive Knowledge Level: Analyze)
CO4	Demonstrate the features of indexing and hashing in database applications (Cognitive Knowledge Level: Apply)
CO5	Discuss and compare the aspects of Concurrency Control and Recovery in Database systems (Cognitive Knowledge Level: Apply)
CO6	Explain various types of NoSQL databases (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓									✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓							✓		✓
CO5	✓	✓	✓							✓		✓
CO6	✓	✓	✓		✓					✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test1 (%)	Test2 (%)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30

Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module 1: Introduction & Entity Relationship (ER) Model

Concept & Overview of Database Management Systems (DBMS) - Characteristics of Database system, Database Users, structured, semi-structured and unstructured data. Data Models and Schema - Three Schema architecture. Database Languages, Database architectures and classification.

ER model - Basic concepts, entity set & attributes, notations, Relationships and constraints, cardinality, participation, notations, weak entities, relationships of degree 3.

Module 2: Relational Model

Structure of Relational Databases - Integrity Constraints, Synthesizing ER diagram to relational schema

Introduction to Relational Algebra - select, project, cartesian product operations, join - Equi-join, natural join. query examples, introduction to Structured Query Language (SQL), Data Definition Language (DDL), Table definitions and operations – CREATE, DROP, ALTER, INSERT, DELETE, UPDATE.

Module 3: SQL DML (Data Manipulation Language), Physical Data Organization

SQL DML (Data Manipulation Language) - SQL queries on single and multiple tables, Nested queries (correlated and non-correlated), Aggregation and grouping, Views, assertions, Triggers, SQL data types.

Physical Data Organization - Review of terms: physical and logical records, blocking factor, pinned and unpinned organization. Heap files, Indexing, Single level indices, numerical examples, Multi-level-indices, numerical examples, B-Trees & B+-Trees (structure only, algorithms not required), Extendible Hashing, Indexing on multiple keys – grid files.

Module 4: Normalization

Different anomalies in designing a database, The idea of normalization, Functional dependency, Armstrong's Axioms (proofs not required), Closures and their computation, Equivalence of Functional Dependencies (FD), Minimal Cover (proofs not required). First Normal Form (1NF), Second Normal Form (2NF), Third Normal Form (3NF), Boyce Codd Normal Form (BCNF), Lossless join and dependency preserving decomposition, Algorithms for checking Lossless Join (LJ) and Dependency Preserving (DP) properties.

Module 5: Transactions, Concurrency and Recovery, Recent Topics

Transaction Processing Concepts - overview of concurrency control, Transaction Model, Significance of concurrency Control & Recovery, Transaction States, System Log, Desirable Properties of transactions.

Serial schedules, Concurrent and Serializable Schedules, Conflict equivalence and conflict serializability, Recoverable and cascade-less schedules, Locking, Two-phase locking and its variations. Log-based recovery, Deferred database modification, check-pointing.

Introduction to NoSQL Databases, Main characteristics of Key-value DB (examples from: Redis), Document DB (examples from: MongoDB)

Main characteristics of Column - Family DB (examples from: Cassandra) and Graph DB (examples from : ArangoDB)

Text Books

1. Elmasri R. and S. Navathe, Database Systems: Models, Languages, Design and Application Programming, Pearson Education, 2013.
2. Sliberschatz A., H. F. Korth and S. Sudarshan, Database System Concepts, 6/e, McGraw Hill, 2011.

Reference Books:

1. Adam Fowler, NoSQL for Dummies, John Wiley & Sons, 2015
2. NoSQL Data Models: Trends and Challenges (Computer Engineering: Databases and Big Data), Wiley, 2018
3. Web Resource: <https://www.w3resource.com/redis/>
4. web Resource: <https://www.w3schools.in/category/mongodb/>
5. Web Resource: https://www.tutorialspoint.com/cassandra/cassandra_introduction.htm
6. Web Resource : <https://www.tutorialspoint.com/arangodb/index.htm>

Sample Course Level Assessment Questions

Course Outcome1 (CO1):

1. List out any three salient features of database systems, which distinguish it from a file system.
2. Give one example each for logical and physical data independence.

Course Outcome 2(CO2):

1. What facts about the relationships between entities EMPLOYEE and PROJECT are conveyed by the following ER diagram?



1. Design an ER diagram for the following scenario:
There is a set of teams, each team has an ID (unique identifier), name, main stadium, and to which city this team belongs. Each team has many players, and each player belongs to one team. Each player has a number (unique identifier), name, DoB, start year, and shirt number that he uses. Teams play matches, in each match there is a host team and a guest team.

Course Outcome 3(CO3):

1. For the SQL query, `SELECT A, B FROM R WHERE B = 'apple' AND C = 'orange'` on the table `R(A, B, C, D)`, where A is a key, write any three equivalent relational algebra expressions.
2. Given the FDs $P \rightarrow Q$, $P \rightarrow R$, $QR \rightarrow S$, $Q \rightarrow T$, $QR \rightarrow U$, $PR \rightarrow U$, write the sequence of *Armstrong's Axioms* needed to arrive at the following FDs: (a) $P \rightarrow T$ (b) $PR \rightarrow S$ (c) $QR \rightarrow SU$
3. Consider a relation `PLAYER` (`PLAYER-NO`, `PLAYER-NAME`, `PLAYER-POSN`, `TEAM`, `TEAM-COLOR`, `COACH-NO`, `COACH-NAME`, `TEAM-CAPTAIN`). Assume that `PLAYER-NO` is the *only* key of the relation and that the following dependencies hold:
 $TEAM \rightarrow \{TEAM-COLOR, COACH-NO, TEAM-CAPTAIN\}$
 $COACH-NO \rightarrow COACH-NAME$
 - i. Is the relation in 2NF? If not, decompose to 2NF.
 - ii. Is the relation in 3NF? If not, decompose to 3NF.

4. In the following tables foreign keys have the same name as primary keys except DIRECTED-BY, which refers to the primary key ARTIST-ID. Consider only *single-director* movies.

MOVIES(MOVIE-ID, MNAME, GENRE, LENGTH, DIRECTED-BY)

ARTIST(ARTIST-ID, ANAME)

ACTING(ARTIST-ID, MOVIE-ID)

Write SQL expressions for the following queries:

- (a) Name(s) and director name(s) of movie(s) acted by 'Jenny'.
- (b) Names of actors who have never acted with 'Rony'
- (c) Count of movies genre-wise.
- (d) Name(s) of movies with maximum length.

Course Outcome 4(CO4):

1. Consider an EMPLOYEE file with 10000 records where each record is of size 80 bytes. The file is sorted on employee number (15 bytes long), which is the primary key. Assuming un-spanned organization, block size of 512 bytes and block pointer size of 5 bytes. Compute the number of block accesses needed for retrieving an employee record based on employee number if (i) No index is used (ii) Multi-level primary index is used.

Course Outcome 5(CO5):

1. Determine if the following schedule is *recoverable*. Is the schedule *cascade-less*? Justify your answer. $r1(X), r2(Z), r1(Z), r3(X), r3(Y), w1(X), c1, w3(Y), c3, r2(Y), w2(Z), w2(Y), c2$. (Note: $ri(X)/wi(X)$ means transaction T_i issues read/write on item X; ci means transaction T_i commits.)
2. Two-phase locking protocol ensures serializability. Justify.

Course Outcome 6(CO6):

1. List out any three salient features of NoSQL databases. Give example of a document in MongoDB.

CST 206	OPERATING SYSTEMS	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble: Study of operating system is an essential to understand the overall working of computer system, tradeoffs between performance and functionality and the division of jobs between hardware and software. This course introduces the concepts of memory management, device management, process management, file management and security & protection mechanisms available in an operating system. The course helps the learner to understand the fundamentals about any operating system design so that they can extend the features of operating system to detect and solve many problems occurring in operating system and to manage the computer resources appropriately.

Prerequisite: Topics covered in the courses are **Data Structures (CST 201)** and **Programming in C (EST 102)**

Course Outcomes: After the completion of the course the student will be able to

CO1	Explain the relevance, structure and functions of Operating Systems in computing devices. (Cognitive knowledge: Understand)
CO2	Illustrate the concepts of process management and process scheduling mechanisms employed in Operating Systems. (Cognitive knowledge: Understand)
CO3	Explain process synchronization in Operating Systems and illustrate process synchronization mechanisms using Mutex Locks, Semaphores and Monitors (Cognitive knowledge: Understand)
CO4	Explain any one method for detection, prevention, avoidance and recovery for managing deadlocks in Operating Systems. (Cognitive knowledge: Understand)
CO5	Explain the memory management algorithms in Operating Systems. (Cognitive knowledge: Understand)
CO6	Explain the security aspects and algorithms for file and storage management in Operating Systems. (Cognitive knowledge: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓							✓		✓
CO2	✓	✓	✓	✓						✓		✓
CO3	✓	✓	✓	✓						✓		✓
CO4	✓	✓	✓	✓						✓		✓
CO5	✓	✓	✓	✓						✓		✓
CO6	✓	✓	✓	✓						✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (Marks in percentage)	Test 2 (Marks in percentage)	End Semester Examination (Marks in percentage)
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module I

Introduction: Operating system overview – Operations, Functions, Service – System calls, Types – Operating System structure - Simple structure, Layered approach, Microkernel, Modules – System boot process.

Module II

Processes - Process states, Process control block, threads, scheduling, Operations on processes - process creation and termination – Inter-process communication - shared memory systems, Message passing systems.

Process Scheduling – Basic concepts- Scheduling criteria -scheduling algorithms- First come First Served, Shortest Job First, Priority scheduling, Round robin scheduling

Module III

Process synchronization- Race conditions – Critical section problem – Peterson's solution, Synchronization hardware, Mutex Locks, Semaphores, Monitors – Synchronization problems - Producer Consumer, Dining Philosophers and Readers-Writers.

Deadlocks: Necessary conditions, Resource allocation graphs, Deadlock prevention, Deadlock avoidance – Banker's algorithms, Deadlock detection, Recovery from deadlock.

Module IV

Memory Management: Concept of address spaces, Swapping, Contiguous memory allocation, fixed and variable partitions, Segmentation, Paging. Virtual memory, Demand paging, Page replacement algorithms.

Module V

File System: File concept - Attributes, Operations, types, structure – Access methods, Protection. File-system implementation, Directory implementation. Allocation methods.

Storage Management: Magnetic disks, Solid-state disks, Disk Structure, Disk scheduling, Disk formatting.

Text Book

Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, ' Operating System Concepts' 9th Edition, Wiley India 2015.

Reference Books:

1. Andrew S Tanenbaum, "Modern Operating Systems", 4th Edition, Prentice Hall, 2015.
2. William Stallings, "Operating systems", 6th Edition, Pearson, Global Edition, 2015.
3. Garry Nutt, Nabendu Chaki, Sarmistha Neogy, "Operating Systems", 3rd Edition, Pearson Education.
4. D.M.Dhamdhere, "Operating Systems", 2nd Edition, Tata McGraw Hill, 2011.
5. Sibsankar Haldar, Alex A Aravind, "Operating Systems", Pearson Education.

Sample Course Level Assessment Questions

Course Outcome1 (CO1): What is the main advantage of the micro kernel approach to system design? How do user program and system program interact in a microkernel architecture?

Course Outcome 2 (CO2): Define process. With the help of a neat diagram explain different states of process.

Course Outcome 3 (CO3): What do you mean by binary semaphore and counting semaphore? With C, explain implementation of wait () and signal().

Course Outcome 4 (CO4): Describe resource allocation graph for the following. a) with a deadlock b) with a cycle but no deadlock.

Course Outcome 5 (CO5): Consider the following page reference string 1, 2, 3, 4, 2, 1, 5, 6, 2, 1, 2, 3, 7, 6, 3, 2, 1, 2, 3, 6. Find out the number of page faults if there are 4 page frames, using the following page replacement algorithms. i) LRU ii) FIFO iii) Optimal

Course Outcome 6 (CO6): Explain the different file allocation methods with advantages and disadvantages.

CSL 202	DIGITAL LAB	CATEGORY	L	T	P	CREDIT
		PCC	0	0	3	2

Preamble: This course helps the learners to get familiarized with (i) Digital Logic Design through the implementation of Logic Circuits using ICs of basic logic gates & flip-flops and (ii) Hardware Description Language based Digital Design. This course helps the learners to design and implement hardware systems in areas such as games, music, digital filters, wireless communications and graphical displays.

Prerequisite: Topics covered under the course Logic System Design (CST 203)

Course Outcomes: After the completion of the course the student will be able to

CO 1	Design and implement combinational logic circuits using Logic Gates (Cognitive Knowledge Level: Apply)
CO 2	Design and implement sequential logic circuits using Integrated Circuits (Cognitive Knowledge Level: Apply)
CO 3	Simulate functioning of digital circuits using programs written in a Hardware Description Language (Cognitive Knowledge Level: Apply)
CO 4	Function effectively as an individual and in a team to accomplish a given task of designing and implementing digital circuits (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO11	PO12
CO 1	✓	✓	✓	✓				✓				✓
CO 2	✓	✓	✓	✓				✓				✓
CO 3	✓	✓	✓	✓	✓			✓				✓
CO 4	✓	✓	✓	✓				✓	✓			✓

Assessment Pattern

Bloom's Category	Continuous Assessment Test (Internal Exam) (Percentage)	End Semester Examination (Percentage)
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 15 marks

Continuous Evaluation in Lab : 30 marks

Continuous Assessment Test : 15 marks

Viva-voce : 15 marks

Internal Examination Pattern: The marks will be distributed as Design/Algorithm 30 marks, Implementation/Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The marks will be distributed as Design/Algorithm 30 marks, Implementation/Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks will be converted out of 75 for End Semester Examination.

Fair Lab Record:

All Students attending the Digital Lab should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record, the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, and Aim of Experiment. The left hand page should contain components used, circuit design or a print out of the code used for the experiment and sample output obtained.

SYLLABUS

Conduct a minimum of **8** experiments from **Part A** and a minimum of **4** experiments from **Part B**. The starred experiments in Part A are mandatory. The lab work should be conducted in groups (maximum group size being 4). The performance of a student in the group should be assessed based on teamwork, integrity and cooperation.

Part A (Any 8 Experiments)

- A 2 hour session should be spent to make the students comfortable with the use of trainer kit/breadboard and ICs.
 - The following experiments can be conducted on breadboard or trainer kits.
 - Out of the 15 experiments listed below, a minimum of 8 experiments should be completed by a student, including the mandatory experiments (5).
1. Realization of functions using basic and universal gates (SOP and POS forms).
 2. Design and realization of half adder, full adder, half subtractor and full subtractor using:
a) basic gates (b) universal gates. *
 3. Code converters: Design and implement BCD to Excess 3 and Binary to Gray code converters.
 4. Design and implement 4 bit adder/subtractor circuit and BCD adder using IC7483.
 5. Implementation of Flip Flops: SR, D, T, JK and Master Slave JK Flip Flops using basic gates.*
 6. Asynchronous Counter: Design and implement 3 bit up/down counter.
 7. Asynchronous Counter: Realization of Mod N counters (At least one up counter and one down counter to be implemented). *
 8. Synchronous Counter: Realization of 4-bit up/down counter.
 9. Synchronous Counter: Realization of Mod-N counters and sequence generators. (At least one mod N counter and one sequence generator to be implemented) *
 10. Realization of Shift Register (Serial input left/right shift register), Ring counter and Johnson Counter using flipflops. *
 11. Realization of counters using IC's (7490, 7492, 7493).
 12. Design and implement BCD to Seven Segment Decoder.
 13. Realization of Multiplexers and De-multiplexers using gates.
 14. Realization of combinational circuits using MUX & DEMUX ICs (74150, 74154).
 15. To design and set up a 2-bit magnitude comparator using basic gates.

PART B (Any 4 Experiments)

- The following experiments aim at training the students in digital circuit design with *Verilog*. The experiments will lay a foundation for digital design with Hardware Description Languages.
- A 3 hour introductory session shall be spent to make the students aware of the fundamentals of development using Verilog
- Out of the 8 experiments listed below, a minimum of 4 experiments should be completed by a student

Experiment 1. Realization of Logic Gates and Familiarization of Verilog

- (a) Familiarization of the basic syntax of Verilog
- (b) Development of Verilog modules for basic gates and to verify truth tables.
- (c) Design and simulate the HDL code to realize three and four variable Boolean functions

Experiment 2: Half adder and full adder

- (a) Development of Verilog modules for half adder in 3 modeling styles (dataflow/structural/behavioural).
- (b) Development of Verilog modules for full adder in structural modeling using half adder.

Experiment 3: Design of code converters

Design and simulate the HDL code for

- (a) 4- bit binary to gray code converter
- (b) 4- bit gray to binary code converter

Experiment 4: Mux and Demux in Verilog

- (a) Development of Verilog modules for a 4x1 MUX.
- (b) Development of Verilog modules for a 1x4 DEMUX.

Experiment 5: Adder/Subtractor

- (a) Write the Verilog modules for a 4-bit adder/subtractor
- (b) Development of Verilog modules for a BCD adder

Experiment 6: Magnitude Comparator

Development of Verilog modules for a 4 bit magnitude comparator

Experiment 7: Flipflops and shiftregisters

- (a) Development of Verilog modules for SR, JK, T and D flip flops.
- (b) Development of Verilog modules for a Johnson/Ring counter

Experiment 8: Counters

- (a) Development of Verilog modules for an asynchronous decade counter.
- (b) Development of Verilog modules for a 3 bit synchronous up-down counter.

Practice Questions

PART A

1. Design a two bit parallel adder using gates and implement it using ICs of basic gates
2. A combinatorial circuit has 4 inputs and one output. The output is equal to 1 when (a) all inputs are 1, (b) none of the inputs are 1, (c) an odd number of inputs are equal to 1. Obtain the truth table and output function for this circuit and implement the same.
3. Design and implement a parallel subtractor.
4. Design and implement a digital circuit that converts Gray code to Binary.
5. Design a combinational logic circuit that will output the 1's complement of a 4-bit input number.
6. Implement and test the logic function $f(A, B, C) = \sum m(0,1,3,6)$ using an 8:1 MUX IC
7. Design a circuit that will work as a ring counter or a Johnson counter based on a mode bit, M.
8. Design a 4-bit synchronous down counter.
9. Design a Counter to generate the binary sequence 0,1,3,7,6,4
10. Design an asynchronous mod 10 down counter
11. Design and implement a synchronous counter using JK flip flop ICs to generate the sequence: 0 - 1 - 3 - 5 - 7 - 0.

PART B

1. Develop Verilog modules for a full subtractor in structural modeling using half subtractors.
2. Design a 4 bit parallel adder using Verilog.
3. Develop Verilog modules for a 4 bit synchronous down counter.
4. Write Verilog code for implementing a 8:1 multiplexer.
5. Develop Verilog modules for a circuit that converts Excess 3 code to binary.
6. Write the Verilog code for a JK Flip flop, and its test-bench. Use all possible combinations of inputs to test its working
7. Write the hardware description in Verilog of a 8-bit register with shift left and shift right modes of operations and test its functioning.
8. Write the hardware description in Verilog of a mod-N ($N > 9$) counter and test it.

CST 206	OPERATING SYSTEMS LAB	CATEGORY	L	T	P	CREDIT	YEAR OF
							INTRODUCTION
		PCC	0	0	3	2	2019

Preamble: The course aims to offer students a hands-on experience on Operating System concepts using a constructivist approach and problem-oriented learning. Operating systems are the fundamental part of every computing device to run any type of software.

Prerequisite: Topics covered in the courses are **Data Structures (CST 201)** and **Programming in C (EST 102)**

Course Outcomes:

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

CO1	Illustrate the use of systems calls in Operating Systems. (Cognitive knowledge: Understand)
CO2	Implement Process Creation and Inter Process Communication in Operating Systems. (Cognitive knowledge: Apply)
CO3	Implement First Come First Served, Shortest Job First, Round Robin and Priority-based CPU Scheduling Algorithms. (Cognitive knowledge: Apply)
CO4	Illustrate the performance of First In First Out, Least Recently Used and Least Frequently Used Page Replacement Algorithms. (Cognitive knowledge: Apply)
CO5	Implement modules for Deadlock Detection and Deadlock Avoidance in Operating Systems. (Cognitive knowledge: Apply)
CO6	Implement modules for Storage Management and Disk Scheduling in Operating Systems. (Cognitive knowledge: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓					✓		✓		✓
CO2	✓	✓	✓					✓		✓		✓
CO3	✓	✓	✓	✓				✓		✓		✓
CO4	✓	✓	✓	✓				✓		✓		✓
CO5	✓	✓	✓	✓				✓		✓		✓
CO6	✓	✓	✓	✓				✓		✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern:

Bloom's Category	Continuous Assessment Test (Internal Exam) Marks in percentage	End Semester Examination Marks in percentage
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 15 marks

Continuous Evaluation in Lab : 30 marks

Continuous Assessment Test : 15 marks

Viva Voce : 15 marks

Internal Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The percentage of marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 75 marks.

Operating System to Use in Lab : Linux

Compiler/Software to Use in Lab : gcc

Programming Language to Use in Lab : Ansi C

Fair Lab Record:

All Students attending the Operating System Lab should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record, the right hand page should contain Experiment Heading, Experiment Number, Date of experiment, Aim of the Experiment and the operations performed on them, Details of experiment including algorithm and result of Experiment. The left hand page should contain a print out of the code used for experiment and sample output obtained for a set of input.

SYLLABUS

OPERATING SYSTEMS LAB

* mandatory

1. Basic Linux commands
2. Shell programming
 - Command syntax
 - Write simple functions with basic tests, loops, patterns
3. System calls of Linux operating system: *
 - fork, exec, getpid, exit, wait, close, stat, opendir, readdir
4. Write programs using the I/O system calls of Linux operating system (open, read, write)
5. Implement programs for Inter Process Communication using Shared Memory *
6. Implement Semaphores*
7. Implementation of CPU scheduling algorithms. a) Round Robin b) SJF c) FCFS d) Priority *
8. Implementation of the Memory Allocation Methods for fixed partition*
 - a) First Fit b) Worst Fit c) Best Fit
9. Implement page replacement algorithms a) FIFO b) LRU c) LFU*
10. Implement the banker's algorithm for deadlock avoidance. *
11. Implementation of Deadlock detection algorithm
12. Simulate file allocation strategies.
 - b) Sequential b) Indexed c) Linked
13. Simulate disk scheduling algorithms. *
 - c) FCFS b)SCAN c) C-SCAN

OPERATING SYSTEMS LAB - PRACTICE QUESTIONS

1. Write a program to create a process in linux.
2. Write programs using the following system calls of Linux operating system:
 - fork, exec, getpid, exit, wait, close, stat, opendir, readdir
3. Write programs using the I/O system calls of Linux operating system (open, read, write)

4. Given the list of processes, their CPU burst times and arrival times, display/print the Gantt chart for FCFS and SJF. For each of the scheduling policies, compute and print the average waiting time and average turnaround time
5. Write a C program to simulate following non-preemptive CPU scheduling algorithms to find turnaround time and waiting time.
a)FCFS b) SJF c) Round Robin (pre-emptive) d) Priority
6. Write a C program to simulate following contiguous memory allocation techniques
a) Worst-fit b) Best-fit c) First-fit
7. Write a C program to simulate paging technique of memory management.
8. Write a C program to simulate Bankers algorithm for the purpose of deadlock avoidance.
9. Write a C program to simulate disk scheduling algorithms a) FCFS b) SCAN c) C-SCAN
10. Write a C program to simulate page replacement algorithms a) FIFO b) LRU c) LFU
11. Write a C program to simulate producer-consumer problem using semaphores.
12. Write a program for file manipulation for display a file and directory in memory.
13. Write a program to simulate algorithm for deadlock prevention.
14. Write a C program to simulate following file allocation strategies.
a)Sequential b) Indexed c) Linked





CST 282	Programming Methodologies	Category	L	T	P	CREDIT	YEAR OF INTRODUCTION
		MINOR	3	1	0	4	2019

Preamble: This is the second course for awarding B.Tech Minor in Computer Science and Engineering with specialization in *Software Engineering*. The course provides the learners a clear understanding of the main constructs of contemporary programming languages and the various systems of ideas that have been used to guide the design of programming languages. This course covers the concepts of Names, Bindings & Scope, Statement-Level Control Structures, Sub Programs, support for Object Oriented Programming, Exception Handling, Event Handling, Concurrency Control, Functional Programming and Logic Programming. This course helps the learners to equip with the knowledge necessary for the critical evaluation of existing and upcoming programming languages. It also enables the learner to choose the most appropriate language for a given programming task, apply that language's approach to structure or organize the code and classify programming languages based on their features.

Prerequisite:

1. Topics covered under the course Programming in C (EST 102)
2. Object Oriented Programming (CST 251)

Course Outcomes: After the completion of the course the student will be able to

CO1	Explain the criteria for evaluating programming languages and compare Imperative, Functional and Logic programming languages (Cognitive Knowledge Level: Understand)
CO2	Explain the characteristics of data types and variables (Cognitive Knowledge Level: Understand)
CO3	Illustrate how control flow structures and subprograms help in developing the structure of a program to solve a computational problem (Cognitive Knowledge Level: Apply)
CO4	Explain the characteristics of Object Oriented Programming Languages (Cognitive Knowledge Level: Understand)
CO5	Compare concurrency constructs in different programming languages (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓							✓		✓
CO2	✓	✓								✓		✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓								✓		✓
CO5	✓	✓	✓									✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination (Marks%)
	Test 1 (Marks%)	Test 2 (Marks%)	
Remember	30	30	30
Understand	50	50	50
Apply	20	20	20
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

SYLLABUS

Module 1

Introduction – Role of Programming Languages, Programming Domains, Language Evaluation Criteria, Influence on Language Design, Language Design Trade-offs, Implementation Methods. **Names, Bindings & Scope** – Names, Variables, Concept of Binding, Scope and Lifetime, Referencing Environments.

Module 2

Data Types – Primitive Data Types, Character String Types, User-Defined Ordinal Types, Array Types, Record Types, List Types, Pointer & Reference Types, Type Checking, Strong Typing, Type Equivalence. **Expressions** – Arithmetic Expressions, Overloaded Operators, Type Conversions, Relational and Boolean Expressions, Short-Circuit Evaluation. **Assignment** - Assignment Statements, Mixed-mode Assignment.

Module 3

Statement-Level Control Structures – Selection Statements, Iterative Statements, Unconditional Branching, Guarded Commands. **Subprograms** – Design Issues of Subprograms, Local Referencing Environments, Parameter Passing Methods, Subprograms as Parameters, Overloaded Subprograms, Closures, Co-routines.

Module 4

Support for Object Oriented Programming – Inheritance, Dynamic Binding, Design Issues for Object Oriented Languages, Support for Object Oriented Programming in C++, Implementation of Object-Oriented Constructs. **Exception Handling** – Basic Concepts, Design Issues. **Event Handling** - Introduction to Event Handling.

Module 5

Concurrency – Subprogram Level Concurrency, Semaphores, Monitors, Message Passing. **Functional Programming Languages** – Introduction to LISP and Scheme, Comparison of Functional and Imperative Languages. **Logic Programming Languages** – Basic Elements of Prolog, Applications of Logic Programming.

Text Books

1. Robert W. Sebesta, Concepts of Programming Languages, 10th Edition, Pearson.
2. Scott M. L., Programming Language Pragmatics, 3rd Edn., Morgan Kaufmann Publishers.

Reference Books:

1. Kenneth C. Loudon, Programming Languages: Principles and Practice, 2nd Edn., Cengage Learning.
2. Tucker A. B. and R. E. Noonan, Programming Languages: Principles and Paradigms, 2nd Edn. –TMH.
3. Ravi Sethi, Programming Languages: Concepts & Constructs, 2nd Edn., Pearson Education.
4. David A. Watt, Programming Language Design Concepts, Wiley Dreamtech

Sample Course Level Assessment Questions

Course Outcome 1 (CO1): Compare any three programming languages based on the language evaluation criteria. Prepare a list of characteristics that affect the language evaluation criteria. Identify the advantages and disadvantages of imperative, functional and logic programming languages.

Course Outcome 2 (CO2): Two most important design issues that are specific to character string types are (1) whether a string is simply a special kind of character array or a primitive type (2) whether strings have static or dynamic length. Justify your answer.

Course Outcome 3 (CO3):

1. Describe three situations where a combined counting and logical looping statement is needed.
2. Describe the ways that aliases can occur with pass-by-reference parameters.
3. Identify the two fundamental design considerations for parameter-passing methods.

Course Outcome 4 (CO4):

1. Describe the role of a virtual method table in implementing dynamic method binding.
2. Identify one disadvantage of inheritance.

Course Outcome 5 (CO5): Evaluate the use of semaphores and monitors for providing competition synchronization and cooperation synchronization.

CODE CST 284	Mathematics for Machine Learning	CATEGORY	L	T	P	CREDIT
		MINOR	3	1	0	

Preamble: This is a foundational course for awarding B. Tech. Minor in Computer Science and Engineering with specialization in **Machine Learning**. The purpose of this course is to introduce mathematical foundations of basic Machine Learning concepts among learners, on which Machine Learning systems are built. This course covers Linear Algebra, Vector Calculus, Probability and Distributions, Optimization and Machine Learning problems. Concepts in this course help the learners to understand the mathematical principles in Machine Learning and aid in the creation of new Machine Learning solutions, understand & debug existing ones, and learn about the inherent assumptions & limitations of the current methodologies.

Prerequisite:

1. A sound background in higher secondary school Mathematics.
2. Python for Machine Learning (CST 253)

Course Outcomes: After the completion of the course the student will be able to

CO 1	Make use of the concepts, rules and results about linear equations, matrix algebra, vector spaces, eigenvalues & eigenvectors and orthogonality & diagonalization to solve computational problems (Cognitive Knowledge Level: Apply)
CO 2	Perform calculus operations on functions of several variables and matrices, including partial derivatives and gradients (Cognitive Knowledge Level: Apply)
CO 3	Utilize the concepts, rules and results about probability, random variables, additive & multiplicative rules, conditional probability, probability distributions and Bayes' theorem to find solutions of computational problems (Cognitive Knowledge Level: Apply)
CO 4	Train Machine Learning Models using unconstrained and constrained optimization methods (Cognitive Knowledge Level: Apply)
CO 5	Illustrate how the mathematical objects - linear algebra, probability, and calculus can be used to design machine learning algorithms (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO 1	√	√	√	√								√
CO 2	√	√	√									√
CO 3	√	√	√	√								√
CO 4	√	√	√	√		√						√
CO 5	√	√	√	√	√	√				√		√

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination
	1	2	
Remember	20%	20%	20%
Understand	40%	40%	40%
Apply	40%	40%	40%
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

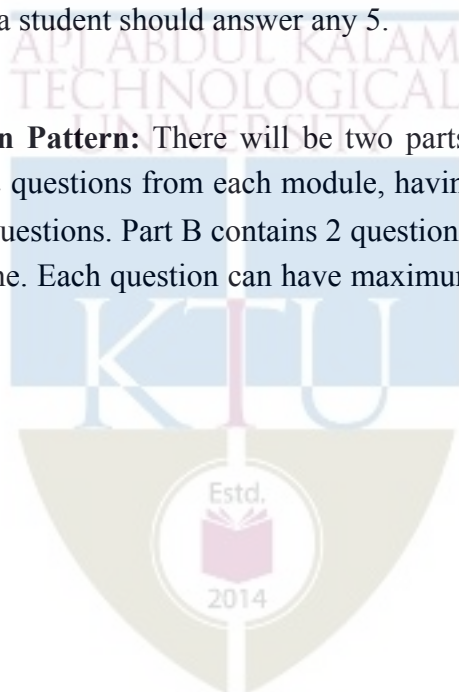
Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern: There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which student should answer anyone. Each question can have maximum 2 sub-divisions and carries 14 marks.



Syllabus

Module 1

LINEAR ALGEBRA : Systems of Linear Equations – Matrices, Solving Systems of Linear Equations. Vector Spaces - Linear Independence, Basis and Rank, Linear Mappings, Norms, - Inner Products - Lengths and Distances - Angles and Orthogonality - Orthonormal Basis - Orthogonal Complement - Orthogonal Projections. Matrix Decompositions - Determinant and Trace, Eigenvalues and Eigenvectors, Cholesky Decomposition, Eigen decomposition and Diagonalization, Singular Value Decomposition, Matrix Approximation.

Module 2

VECTOR CALCULUS : Differentiation of Univariate Functions - Partial Differentiation and Gradients, Gradients of Vector Valued Functions, Gradients of Matrices, Useful Identities for Computing Gradients. Back propagation and Automatic Differentiation - Higher Order Derivatives- Linearization and Multivariate Taylor Series.

Module 3

Probability and Distributions : Construction of a Probability Space - Discrete and Continuous Probabilities, Sum Rule, Product Rule, and Bayes' Theorem. Summary Statistics and Independence – Important Probability distributions - Conjugacy and the Exponential Family - Change of Variables/Inverse Transform.

Module 4

Optimization : Optimization Using Gradient Descent - Gradient Descent With Momentum, Stochastic Gradient Descent. Constrained Optimization and Lagrange Multipliers - Convex Optimization - Linear Programming - Quadratic Programming.

Module 5

CENTRAL MACHINE LEARNING PROBLEMS : Data and Learning Model- Empirical Risk Minimization - Parameter Estimation - Directed Graphical Models.

Linear Regression - Bayesian Linear Regression - Maximum Likelihood as Orthogonal Projection.

Dimensionality Reduction with Principal Component Analysis - Maximum Variance Perspective, Projection Perspective. Eigenvector Computation and Low Rank Approximations.

Density Estimation with Gaussian Mixture Models - Gaussian Mixture Model, Parameter Learning via Maximum Likelihood, EM Algorithm.

Classification with Support Vector Machines - Separating Hyperplanes, Primal Support Vector Machine, Dual Support Vector Machine, Kernels.

Text book:

1. Mathematics for Machine Learning by Marc Peter Deisenroth, A. Aldo Faisal, and Cheng Soon Ong published by Cambridge University Press (freely available at <https://mml-book.github.io>)

Reference books:

1. Linear Algebra and Its Applications, 4th Edition by Gilbert Strang
2. Linear Algebra Done Right by Axler, Sheldon, 2015 published by Springer
3. Introduction to Applied Linear Algebra by Stephen Boyd and Lieven Vandenberghe, 2018 published by Cambridge University Press
4. Convex Optimization by Stephen Boyd and Lieven Vandenberghe, 2004 published by Cambridge University Press
5. Pattern Recognition and Machine Learning by Christopher M Bishop, 2006, published by Springer
6. Learning with Kernels – Support Vector Machines, Regularization, Optimization, and Beyond by Bernhard Scholkopf and Smola, Alexander J Smola, 2002, published by MIT Press
7. Information Theory, Inference, and Learning Algorithms by David J. C MacKay, 2003 published by Cambridge University Press
8. Machine Learning: A Probabilistic Perspective by Kevin P Murphy, 2012 published by MIT Press.
9. The Nature of Statistical Learning Theory by Vladimir N Vapnik, 2000, published by Springer

Sample Course Level Assessment Questions.

Course Outcome 1 (CO1):

1. Find the set \mathcal{S} of all solutions in \mathbf{x} of the following inhomogeneous linear systems $\mathbf{Ax} = \mathbf{b}$, where \mathbf{A} and \mathbf{b} are defined as follows:

$$\mathbf{A} = \begin{bmatrix} 1 & -1 & 0 & 0 & 1 \\ 1 & 1 & 0 & -3 & 0 \\ 2 & -1 & 0 & 1 & -1 \\ -1 & 2 & 0 & -2 & -1 \end{bmatrix}, \quad \mathbf{b} = \begin{bmatrix} 3 \\ 6 \\ 5 \\ -1 \end{bmatrix}$$

2. Determine the inverses of the following matrix if possible

$$\mathbf{A} = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{bmatrix}$$

3. Are the following sets of vectors linearly independent?

$$\mathbf{x}_1 = \begin{bmatrix} 2 \\ -1 \\ 3 \end{bmatrix}, \quad \mathbf{x}_2 = \begin{bmatrix} 1 \\ 1 \\ -2 \end{bmatrix}, \quad \mathbf{x}_3 = \begin{bmatrix} 3 \\ -3 \\ 8 \end{bmatrix}$$

4. A set of n linearly independent vectors in \mathbf{R}^n forms a basis. Does the set of vectors $(2, 4, -3)$, $(0, 1, 1)$, $(0, 1, -1)$ form a basis for \mathbf{R}^3 ? Explain your reasons.
5. Consider the transformation $T(\mathbf{x}, \mathbf{y}) = (\mathbf{x} + \mathbf{y}, \mathbf{x} + 2\mathbf{y}, 2\mathbf{x} + 3\mathbf{y})$. Obtain $\ker T$ and use this to calculate the nullity. Also find the transformation matrix for T .
6. Find the characteristic equation, eigenvalues, and eigenspaces corresponding to each eigenvalue of the following matrix

$$\begin{bmatrix} 2 & 0 & 4 \\ 0 & 3 & 0 \\ 0 & 1 & 2 \end{bmatrix}$$

7. Diagonalize the following matrix, if possible

$$\begin{bmatrix} 3 & 0 & 0 & 0 \\ 0 & 2 & 0 & 0 \\ 0 & 0 & 2 & 0 \\ 1 & 0 & 0 & 3 \end{bmatrix}$$

8. Find the singular value decomposition (SVD) of the following matrix

$$\begin{bmatrix} 0 & 1 & 1 \\ \sqrt{2} & 2 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

Course Outcome 2 (CO2):

1. For a scalar function $f(x, y, z) = x^2 + 3y^2 + 2z^2$, find the gradient and its magnitude at the point $(1, 2, -1)$.
2. Find the maximum and minimum values of the function $f(x, y) = 4x + 4y - x^2 - y^2$ subject to the condition $x^2 + y^2 \leq 2$.
3. Suppose you were trying to minimize $f(x, y) = x^2 + 2y + 2y^2$. Along what vector should you travel from $(5, 12)$?
4. Find the second order Taylor series expansion for $f(x, y) = (x + y)^2$ about $(0, 0)$.
5. Find the critical points of $f(x, y) = x^2 - 3xy + 5x - 2y + 6y^2 + 8$.
6. Compute the gradient of the Rectified Linear Unit (ReLU) function $ReLU(z) = \max(0, z)$.
7. Let $L = \|Ax - b\|_2^2$, where A is a matrix and x and b are vectors. Derive dL in terms of dx .

Course Outcome 3 (CO3):

1. Let J and T be independent events, where $P(J)=0.4$ and $P(T)=0.7$.
 - i. Find $P(J \cap T)$
 - ii. Find $P(J \cup T)$
 - iii. Find $P(J \cap T')$
2. Let A and B be events such that $P(A)=0.45$, $P(B)=0.35$ and $P(A \cup B)=0.5$. Find $P(A|B)$.
3. A random variable R has the probability distribution as shown in the following table:

r	1	2	3	4	5
$P(R=r)$	0.2	a	b	0.25	0.15

- i. Given that $E(R)=2.85$, find a and b .
 - ii. Find $P(R>2)$.
4. A biased coin (with probability of obtaining a head equal to $p > 0$) is tossed repeatedly and independently until the first head is observed. Compute the probability that the first head appears at an even numbered toss.
5. Two players A and B are competing at a trivia quiz game involving a series of questions. On any individual question, the probabilities that A and B give the correct answer are p and q respectively, for all questions, with outcomes for different questions being independent. The game finishes when a player wins by answering a question correctly. Compute the probability that A wins if
 - i. A answers the first question,
 - ii. B answers the first question.
6. A coin for which $P(\text{heads}) = p$ is tossed until two successive tails are obtained. Find the probability that the experiment is completed on the n^{th} toss.
7. You roll a fair dice twice. Let the random variable X be the product of the outcomes of the two rolls. What is the probability mass function of X ? What are the expected value and the standard deviation of X ?

8. While watching a game of Cricket, you observe someone who is clearly supporting Mumbai Indians. What is the probability that they were actually born within 25KM of Mumbai? Assume that:
- the probability that a randomly selected person is born within 25KM of Mumbai is $1/20$;
 - the chance that a person born within 25KMs of Mumbai actually supports MI is $7/10$;
 - the probability that a person not born within 25KM of Mumbai supports MI with probability $1/10$.
9. What is an exponential family? Why are exponential families useful?
10. Let Z_1 and Z_2 be independent random variables each having the standard normal distribution. Define the random variables X and Y by $X = Z_1 + 3Z_2$ and $Y = Z_1 + Z_2$. Argue that the joint distribution of (X, Y) is a bivariate normal distribution. What are the parameters of this distribution?
11. Given a continuous random variable x , with cumulative distribution function $F_x(x)$, show that the random variable $y = F_x(x)$ is uniformly distributed.
12. Explain Normal distribution, Binomial distribution and Poisson distribution in the exponential family form.

Course Outcome 4(CO4):

1. Find the extrema of $f(x, y) = x$ subject to $g(x, y) = x^2 + 2y^2 = 3$.
2. Maximize the function $f(x, y, z) = xy + yz + xz$ on the unit sphere $g(x, y, z) = x^2 + y^2 + z^2 = 1$.
3. Provide necessary and sufficient conditions under which a quadratic optimization problem be written as a linear least squares problem.
4. Consider the univariate function $f(x) = x^3 + 6x^2 - 3x - 5$. Find its stationary points and indicate whether they are maximum, minimum, or saddle points.
5. Consider the update equation for stochastic gradient descent. Write down the update when we use a mini-batch size of one.

6. Consider the function

$$f(x) = (x_1 - x_2)^2 + \frac{1}{1 + x_1^2 + x_2^2}.$$

- i. Is $f(x)$ a convex function? Justify your answer.
 - ii. Is $(1, -1)$ a local/global minimum? Justify your answer.
7. Is the function $f(x, y) = 2x^2 + y^2 + 6xy - x + 3y - 7$ convex, concave, or neither? Justify your answer.
8. Consider the following convex optimization problem

$$\text{minimize } \frac{x^2}{2} + x + 4y^2 - 2y$$

Subject to the constraint $x + y \geq 4, x, y \geq 1$.

Derive an explicit form of the Lagrangian dual problem.

9. Solve the following LP problem with the simplex method.

$$\text{max } 5x_1 + 6x_2 + 9x_3 + 8x_4$$

subject to the constraints

$$\begin{array}{rclcl} x_1 & + & 2x_2 & + & 3x_3 & + & x_4 & \leq & 5 \\ x_1 & + & x_2 & + & 2x_3 & + & 3x_4 & \leq & 3 \\ & & & & x_1, x_2, x_3, x_4 & \geq & 0 \end{array}$$

Course Outcome 5 (CO5):

1. What is a loss function? Give examples.
2. What are training/validation/test sets? What is cross-validation? Name one or two examples of cross-validation methods.
3. Explain generalization, overfitting, model selection, kernel trick, Bayesian learning

4. Distinguish between Maximum Likelihood Estimation (MLE) and Maximum A Posteriori Estimation (MAP)?
5. What is the link between structural risk minimization and regularization?
6. What is a kernel? What is a dot product? Give examples of kernels that are valid dot products.
7. What is ridge regression? How can one train a ridge regression linear model?
8. What is Principal Component Analysis (PCA)? Which eigen value indicates the direction of largest variance? In what sense is the representation obtained from a projection onto the eigen directions corresponding to the largest eigen values optimal for data reconstruction?
9. Suppose that you have a linear support vector machine (SVM) binary classifier. Consider a point that is currently classified correctly, and is far away from the decision boundary. If you remove the point from the training set, and re-train the classifier, will the decision boundary change or stay the same? Explain your answer in one sentence.
10. Suppose you have n independent and identically distributed (i.i.d) sample data points $\mathbf{x}_1, \dots, \mathbf{x}_n$. These data points come from a distribution where the probability of a given datapoint \mathbf{x} is

$$P(\mathbf{x}) = \frac{1}{\theta} e^{-\frac{1}{\theta} \mathbf{x}}.$$

Prove that the MLE estimate of parameter θ is the sample mean.

11. Suppose the data set y_1, \dots, y_n is drawn from a random sample consisting of i.i.d. discrete uniform distributions with range 1 to N . Find the maximum likelihood estimate of N .
12. Ram has two coins: one fair coin and one biased coin which lands heads with probability $3/4$. He picks one coin at random (50-50) and flips it repeatedly until he gets a tails. Given that he observes 3 heads before the first tails, find the posterior probability that he picked each coin.
 - i. What are the prior and posterior odds for the fair coin?
 - ii. What are the prior and posterior predictive probabilities of heads on the next flip? Here prior predictive means prior to considering the data of the first four flips.

CST 286	INTRODUCTION TO COMPUTER NETWORKS	Category	L	T	P	Credit	Year of Introduction
		MINOR	3	1	0	4	2019

Preamble: This is the second course for awarding B. Tech. Minor in Computer Science and Engineering with specialization in *Networking*. Study of this course provides the learners a clear understanding of how computer networks from local area networks to the massive and global Internet are built and how they allow the usage of computers to share information and communicate with one another. This course covers the layers of OSI Reference models and inter-networking. This course helps the learners to compare and analyze the existing network technologies and to choose a suitable network design for a given system.

Prerequisite: Data Communication (CST 255)

Course Outcomes: After the completion of the course the student will be able to

CO 1	Explain the features of computer networks, protocols and network design models (Cognitive Knowledge : Understand)
CO 2	Discuss the design issues of data link layer, data link layer protocols, bridges and switches (Cognitive Knowledge : Understand)
CO 3	Illustrate wired LAN protocols (IEEE 802.3/4/5) and wireless LAN protocols (IEEE 802.11a/b/g/n, 802.15) (Cognitive Knowledge : Understand)
CO 4	Select appropriate routing algorithms, congestion control techniques and Quality of Service requirements for a network (Cognitive Knowledge : Apply)
CO 5	Illustrate the functions and protocols of network layer, transport layer and application layer in inter-networking (Cognitive Knowledge : Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓								✓		✓
CO2	✓	✓	✓							✓		✓
CO3	✓	✓	✓							✓		✓
CO4	✓	✓	✓									✓
CO5	✓	✓	✓			✓				✓		✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (Marks in percentage)	Test 2 (Marks in percentage)	End Semester Examination (Marks in percentage)
Remember	40	30	30
Understand	60	50	50
Apply		20	20
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module 1**

Introduction – Uses of Computer Networks, Network Hardware, Network Software, Reference Models – The OSI Reference Model, The TCP/IP Reference Model, Comparison of OSI and TCP/IP Reference models.

Module 2

The Data Link Layer - Data Link layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols, HDLC (High-Level Data Link Control) Protocol. The Medium Access Control (MAC) Sub layer – The Channel Allocation Problem, Multiple Access Protocols, Ethernet, Wireless LANs - 802.11 a/b/g/n, Bridges & Switches.

Module 3

Network Layer Design Issues. Routing Algorithms - The Optimality Principle, Shortest path routing, Flooding, Distance Vector Routing, Link State Routing, Multicast Routing, Routing for Mobile Hosts. Congestion Control Algorithms, Quality of Service (QoS) - Requirements, Techniques for Achieving Good QoS.

Module 4

Network Layer in Internet – The IP Protocol, IP Addresses, Internet Control Message Protocol (ICMP), Address Resolution Protocol (ARP), Reverse Address Resolution Protocol (**RARP**), Bootstrap Protocol (**BOOTP**), Dynamic Host Configuration Protocol (DHCP). Open Shortest Path First (**OSPF**) Protocol, Border Gateway Protocol (**BGP**), Internet Multicasting, IPv6, ICMPv6.

Module 5

Transport Layer – The Transport Service – Services Provided to the Upper Layers, Transport Service Primitives. The User Datagram Protocol (UDP), Transmission Control Protocol (TCP) – Overview of TCP, TCP Segment Header, Connection Establishment & Release, Connection Management Modeling, TCP Retransmission Policy, TCP Congestion Control.

Application Layer – File Transfer Protocol (FTP), Domain Name System (DNS), Electronic mail, MIME, Simple Network Management Protocol (SNMP), World Wide Web – Architectural Overview.

Text Book

Andrew S. Tanenbaum, Computer Networks, 4/e, PHI (Prentice Hall India).

Reference Books

1. Behrouz A Forouzan, Data Communication and Networking, 4/e, Tata McGraw Hill
2. Larry L Peterson and Bruce S Dave, Computer Networks – A Systems Approach, 5/e, Morgan Kaufmann.
3. Fred Halsall, Computer Networking and the Internet, 5/e.
4. James F. Kurose, Keith W. Ross, Computer Networking: A Top-Down Approach, 6/e.
5. Keshav, An Engineering Approach to Computer Networks, Addison Wesley, 1998.
6. W. Richard Stevens. TCP/IP Illustrated volume 1, Addison-Wesley, 2005.
7. William Stallings, Computer Networking with Internet Protocols, Prentice-Hall, 2004.
8. Request for Comments (RFC) Pages - IETF -<https://www.ietf.org/rfc.html>

Sample Course Level Assessment Questions

CourseOutcome1 (CO1): Compare TCP/IP Reference model and OSI Reference model.

CourseOutcome2 (CO2): Distinguish between switches and bridges.

CourseOutcome3 (CO3): Draw and explain the frame format for Ethernet.

CourseOutcome5 (CO4): Discuss remedies for count to infinity problem in routing.

CourseOutcome4 (CO5): Subnet the Class C IP Address 206.16.2.0 so that you have 30 subnets. What is the subnet mask for the maximum number of hosts? How many hosts can each subnet have?



SEMESTER -4

HONOURS

CODE	COURSE NAME	CATEGORY	L	T	P	CREDIT	Year of Introduction
CST 292	Number Theory	Honours	4	0	0	4	2019

Preamble: This is the foundational course for awarding B. Tech. Honours in Computer Science and Engineering with specialization in *Security in Computing*. The purpose of this course is to create awareness among learners about the important areas of number theory used in computer science. This course covers Divisibility & Modular Arithmetic, Primes & Congruences, Euler's Function, Quadratic Residues and Arithmetic Functions, Sum of Squares and Continued fractions. Concepts in Number Theory help the learner to apply them eventually in practical applications in Computer organization & Security, Coding & Cryptography, Random number generation, Hash functions and Graphics.

Prerequisite: A sound background in Higher Secondary School Mathematics

Course Outcomes: After the completion of the course the student will be able to

CO1	Illustrate modular arithmetic operations, methods and techniques (Cognitive Knowledge Level: Understand)
CO2	Use the methods - Induction, Contraposition or Contradiction to verify the correctness of mathematical assertions (Cognitive Knowledge Level: Apply)
CO3	Utilize theorems and results about prime numbers, congruences, quadratic residues and integer factorization for ensuring security in computing systems (Cognitive Knowledge Level: Analyse)
CO4	Illustrate uses of Chinese Remainder Theorem & Euclidean algorithm in Cryptography and Security (Cognitive Knowledge Level: Apply)
CO5	Explain applications of arithmetic functions in Computer Science (Cognitive Knowledge Level: Understand)
CO6	Implement Number Theoretic Algorithms using a programming language (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓						✓		✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓		✓						✓
CO4	✓	✓	✓	✓		✓						✓
CO5	✓	✓	✓	✓						✓		✓
CO6	✓	✓	✓	✓	✓			✓				✓

Abstract POs defined by National Board of Accreditation

PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (Percentage)
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

SYLLABUS

Module 1

Divisibility and Modular Arithmetic:

Finite Fields – Groups, Rings and Fields.

Divisibility - Divisibility and Division Algorithms, Well ordering Principle, Bezout's Identity.

Modular Arithmetic- Properties, Euclid's algorithm for the greatest common divisor, Extended Euclid's Algorithm, Least Common multiple, Solving Linear Diophantine Equations, Modular Division.

Module 2

Primes and Congruences:

Prime Numbers-Prime Numbers and prime-power factorization, Fermat and Mersenne primes., Primality testing and factorization.

Congruences-Linear congruences, Simultaneous linear congruences, Chinese Remainder Theorem, Fermat's little theorem, Wilson's theorem.

Module 3

Congruences with a Prime-Power Modulus&Euler's Function:

Congruences with a Prime-Power Modulus-Arithmetic modulo p , Pseudoprimes and Carmichael numbers, Solving congruences modulo prime powers.

Euler's Function-Euler's Totient function, Applications of Euler's Totient function, Traditional Cryptosystem, Limitations.

The Group of units- The group U_n , Primitive roots, Existence of primitive roots, Applications of primitive roots.

Module 4

Quadratic Residues & Arithmetic Functions :

Quadratic Residues- Quadratic Congruences, The group of Quadratic residues, Legendre symbol, Jacobi Symbol, Quadratic reciprocity.

Arithmetic Functions- Definition and examples, Perfect numbers, Mobius function and its properties, Mobius inversion formula, The Dirichlet Products.

Module 5

Sum of Squares and Continued Fractions:

Sum of Squares- Sum of two squares, The Gaussian Integers, Sum of three squares, Sum of four squares.

Continued Fractions -Finite continued fractions, Infinite continued fractions, Pell's Equation, Solution of Pell's equation by continued fractions.

Text Books

1. G.A. Jones & J.M. Jones, Elementary Number Theory, Springer UTM, 2007.
2. Joseph Silverman, A Friendly introduction to Number Theory, Pearson Ed. 2009.

Reference Books

1. William Stallings, Cryptography and Network Security Principles and Practice, Pearson Ed.
2. Tom M. Apostol, 'Introduction to Analytic Number Theory', Narosa Publishing House Pvt. Ltd, New Delhi, (1996).
3. Neal Koblitz, A course in Number Theory and Cryptography, 2nd Edition, Springer ,2004.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1): Describe the properties of modular arithmetic and modulo operator.

Course Outcome 2 (CO2): Prove that the equation $y^2 = x^3 - 2$ has only the integer solution $(3, \pm 5)$.

Course Outcome 3 (CO3): State the law of reciprocity for Jacobi symbols and use it to determine whether 888 is a quadratic residue or non residue of the prime 1999.

Course Outcome 4 (CO4): Using Chinese remainder theorem, solve the system of congruence $x \equiv 2 \pmod{3}$, $x \equiv 3 \pmod{5}$, $x \equiv 2 \pmod{7}$

Course Outcome 5 (CO5): State and prove Dirichlet product.

Course Outcome 6 (CO6): Use extended Euclid's algorithm to solve Diophantine equations efficiently. Given three numbers $a > 0$, $b > 0$, and c , the algorithm should return some x and y such that $ax + by = c$.

CODE CST 294	Computational Fundamentals for Machine Learning	CATEGORY	L	T	P	CREDIT
		HONOURS	3	1	0	4

Preamble: This is the foundational course for awarding B. Tech. Honours in Computer Science and Engineering with specialization in **Machine Learning**. The purpose of this course is to introduce mathematical foundations of basic Machine Learning concepts among learners, on which Machine Learning systems are built. This course covers Linear Algebra, Vector Calculus, Probability and Distributions, Optimization and Machine Learning problems. Concepts in this course help the learners to understand the mathematical principles in Machine Learning and aid in the creation of new Machine Learning solutions, understand & debug existing ones, and learn about the inherent assumptions & limitations of the current methodologies.

Prerequisite: A sound background in higher secondary school Mathematics.

Course Outcomes: After the completion of the course the student will be able to

CO 1	Make use of the concepts, rules and results about linear equations, matrix algebra, vector spaces, eigenvalues & eigenvectors and orthogonality & diagonalization to solve computational problems (Cognitive Knowledge Level: Apply)
CO 2	Perform calculus operations on functions of several variables and matrices, including partial derivatives and gradients (Cognitive Knowledge Level: Apply)
CO 3	Utilize the concepts, rules and results about probability, random variables, additive & multiplicative rules, conditional probability, probability distributions and Bayes' theorem to find solutions of computational problems (Cognitive Knowledge Level: Apply)
CO 4	Train Machine Learning Models using unconstrained and constrained optimization methods (Cognitive Knowledge Level: Apply)
CO 5	Illustrate how the mathematical objects - linear algebra, probability, and calculus can be used to design machine learning algorithms (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO 1	√	√	√	√								√
CO 2	√	√	√									√
CO 3	√	√	√	√								√
CO 4	√	√	√	√		√						√
CO 5	√	√	√	√	√	√				√		√

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination
	1	2	
Remember	20%	20%	20%
Understand	40%	40%	40%
Apply	40%	40%	40%
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

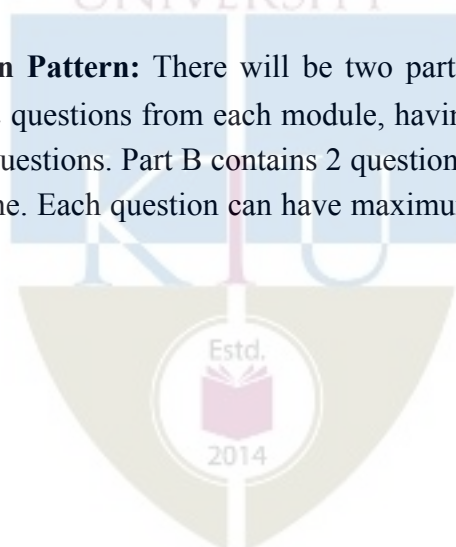
Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern: There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which student should answer anyone. Each question can have maximum 2 sub-divisions and carries 14 marks.



Syllabus

Module 1

LINEAR ALGEBRA : Systems of Linear Equations – Matrices, Solving Systems of Linear Equations. Vector Spaces - Linear Independence, Basis and Rank, Linear Mappings, Norms, - Inner Products - Lengths and Distances - Angles and Orthogonality - Orthonormal Basis - Orthogonal Complement - Orthogonal Projections. Matrix Decompositions - Determinant and Trace, Eigenvalues and Eigenvectors, Cholesky Decomposition, Eigen decomposition and Diagonalization, Singular Value Decomposition, Matrix Approximation.

Module 2

VECTOR CALCULUS : Differentiation of Univariate Functions - Partial Differentiation and Gradients, Gradients of Vector Valued Functions, Gradients of Matrices, Useful Identities for Computing Gradients. Back propagation and Automatic Differentiation - Higher Order Derivatives- Linearization and Multivariate Taylor Series.

Module 3

Probability and Distributions : Construction of a Probability Space - Discrete and Continuous Probabilities, Sum Rule, Product Rule, and Bayes' Theorem. Summary Statistics and Independence – Important Probability distributions - Conjugacy and the Exponential Family - Change of Variables/Inverse Transform.

Module 4

Optimization : Optimization Using Gradient Descent - Gradient Descent With Momentum, Stochastic Gradient Descent. Constrained Optimization and Lagrange Multipliers - Convex Optimization - Linear Programming - Quadratic Programming.

Module 5

CENTRAL MACHINE LEARNING PROBLEMS : Data and Learning Model- Empirical Risk Minimization - Parameter Estimation - Directed Graphical Models.

Linear Regression - Bayesian Linear Regression - Maximum Likelihood as Orthogonal Projection.

Dimensionality Reduction with Principal Component Analysis - Maximum Variance Perspective, Projection Perspective. Eigenvector Computation and Low Rank Approximations.

Density Estimation with Gaussian Mixture Models - Gaussian Mixture Model, Parameter Learning via Maximum Likelihood, EM Algorithm.

Classification with Support Vector Machines - Separating Hyperplanes, Primal Support Vector Machine, Dual Support Vector Machine, Kernels.

Text book:

1. Mathematics for Machine Learning by Marc Peter Deisenroth, A. Aldo Faisal, and Cheng Soon Ong published by Cambridge University Press (freely available at <https://mml-book.github.io>)

Reference books:

1. Linear Algebra and Its Applications, 4th Edition by Gilbert Strang
2. Linear Algebra Done Right by Axler, Sheldon, 2015 published by Springer
3. Introduction to Applied Linear Algebra by Stephen Boyd and Lieven Vandenberghe, 2018 published by Cambridge University Press
4. Convex Optimization by Stephen Boyd and Lieven Vandenberghe, 2004 published by Cambridge University Press
5. Pattern Recognition and Machine Learning by Christopher M Bishop, 2006, published by Springer
6. Learning with Kernels – Support Vector Machines, Regularization, Optimization, and Beyond by Bernhard Scholkopf and Smola, Alexander J Smola, 2002, published by MIT Press
7. Information Theory, Inference, and Learning Algorithms by David J. C MacKay, 2003 published by Cambridge University Press
8. Machine Learning: A Probabilistic Perspective by Kevin P Murphy, 2012 published by MIT Press.
9. The Nature of Statistical Learning Theory by Vladimir N Vapnik, 2000, published by Springer

CST 296	Principles of Program Analysis and Verification	Category	L	T	P	CREDIT	YEAR OF INTRODUCTION
		HONOURS	3	1	0	4	2019

Preamble: This is the foundational course for awarding B. Tech. Honours in Computer Science and Engineering with specialization in *Formal Methods*. Program Analysis and Program Verification are two important areas of study, discussing Methods, Technologies and Tools to ensure reliability and correctness of software systems. The syllabus for this course is prepared with the view of introducing the Foundational Concepts, Methods and Tools in Program Analysis and Program Verification.

Prerequisite: Topics covered in the course Discrete Mathematical Structures (MAT 203).

Course Outcomes: After the completion of the course the student will be able to

CO1	Explain the concepts and results about Lattices, Chains, Fixed Points, Galois Connections, Monotone and Distributive Frameworks, Hoare Triples, Weakest Preconditions, Loop Invariants and Verification Conditions to perform Analysis and Verification of programs (Cognitive knowledge level: Understand)
CO2	Illustrate methods for doing intraprocedural/interprocedural Data flow Analysis for a given Program Analysis problem (Cognitive knowledge level: Analyse)
CO3	Formulate an Abstract Interpretation framework for a given Data flow Analysis problem and perform the analysis using the tool WALA (Cognitive knowledge level: Analyse)
CO4	Use Kildall's Algorithm to perform Abstract Interpretation of Programs and compare the results obtained by the Algorithm on Monotone and Distributive Frameworks (Cognitive knowledge level: Apply)
CO5	Explain the concept of Loop Invariants and use them in Hoare Triple based Weakest Precondition analysis to verify the total correctness of a code segment (Cognitive knowledge level: Apply)
CO6	Use the tool VCC to specify and verify the correctness of a C Program with respect to a given set of properties (Cognitive knowledge level: Analyse)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓		✓				✓		✓
CO2	✓	✓	✓	✓		✓				✓		✓
CO3	✓	✓	✓	✓	✓	✓						✓
CO4	✓	✓	✓	✓		✓						✓
CO5	✓	✓	✓	✓		✓				✓		✓
CO6	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern:

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Percentage)	Test 2 (Percentage)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 Marks

Continuous Assessment Tests : 25 Marks

Assignment : 15 Marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions from Part A. Part B contains 2 questions from each module of which a student should answer any one, each question carries 14 marks. Each question in part B can have a maximum 2 sub-divisions.

SYLLABUS

Module 1

Mathematical Foundations – Partially Ordered Set, Complete Lattice, Construction of Complete Lattices, Chains, Fixed Points, Knaster-Tarski Fixed Point Theorem.

Module 2

Introduction to Program Analysis – The WHILE language, Reaching Definition Analysis, Data Flow Analysis, Abstract Interpretation, Algorithm to find the least solutions for the Data Flow Analysis problem.

Module 3

Intraprocedural DataFlow Analysis – Available Expressions Analysis, Reaching Definitions Analysis, Very Busy Expressions Analysis, Live Variable Analysis, Derived Data Flow Information, Monotone and Distributive Frameworks, Equation Solving - Maximal Fixed Point (MFP) and Meet Over all Paths (MOP) solutions.

Interprocedural Data Flow Analysis - Structural Operational Semantics, Intraprocedural versus Interprocedural Analysis, Making Context Explicit, Call Strings as Context, Flow Sensitivity versus Flow Insensitivity, Implementing Interprocedural Data-flow Analysis using the Tool WALA.

Module 4

Abstract Interpretation - A Mundane Approach to Correctness, Approximations of Fixed Points, Galois Connections, Systematic Design of Galois Connections, Induced Operations, Kildall's Algorithm for Abstract Interpretation.

Module 5

Program Verification - Why should we Specify and Verify Code, A framework for software verification - A core programming Language, Hoare Triples, Partial and Total Correctness, Program Variables and Logical Variables, Proof Calculus for Partial Correctness, Loop Invariants, Verifying code using the tool VCC (Verifier for Concurrent C).

Text Books

1. Flemming Nielson, Henne Nielson and Chris Kankin, Principles of Program Analysis, Springer (1998).
2. Michael Hutch and Mark Ryan, Logic in Computer Science - Modeling and Reasoning about Systems, Cambridge University Press, Second Edition.

References

1. Julian Dolby and Manu Sridharan, Core WALA Tutorial (PLDI 2010), available online at http://wala.sourceforge.net/files/PLDI_WALA_Tutorial.pdf
2. Ernie & Hillebrand, Mark & Tobies, Stephan (2012), Verifying C Programs: A VCC Tutorial.

Sample Course Level Assessment Questions

Course Outcome1 (CO1):

1. Find a lattice to represent the data states of a given program and propose a sound abstract interpretation framework to do a given analysis on the program.
2. When is an abstract interpretation framework said to be sound? Illustrate with an example.
3. When is an abstract interpretation framework said to be precise? Illustrate with an example.

Course Outcome2 (CO2):

1. Illustrate how one can do Intraprocedural Available Expression Analysis on a program.
2. Illustrate how one can do Intraprocedural Reaching Definition Analysis on a program.
3. Illustrate how one can do Intraprocedural Live Variable Analysis on a program.

Course Outcome3 (CO3):

1. Illustrate how one can do Interprocedural Data Flow Analysis using the tool WALA.

Course Outcome4 (CO4):

1. Illustrate the working of Kildall's algorithm to do Intraprocedural Available Expression Analysis on a program.
2. Compare the results obtained by applying Kildall's algorithms for Abstract Interpretation in Monotone and Distributive Frameworks.

Course Outcome5 (CO5):

1. Illustrate the process of obtaining verification conditions (VCs) using weakest precondition analysis.
2. Explain the concepts of partials and total correctness of programs.
3. Explain the necessity of obtaining loop invariants in verifying the total correctness of a program.

Course Outcome6 (CO6):

1. Using the tool VCC prove that a given code segment satisfies a given property.

Sl. No	Course Code	Course	L-T-P	Category	Page No
1	CST 302	COMPILER DESIGN	3-1-0	PCC	147
2	CST 304	COMPUTER GRAPHICS AND IMAGE PROCESSING	3-1-0	PCC	158
3	CST 306	ALGORITHM ANALYSIS AND DESIGN	3-1-0	PCC	170
4	CST 308	COMPREHENSIVE COURSE WORK	1-0-0	PCC	184
5	CSL 332	NETWORKING LAB	0-0-3	PCC	197
6	CSD 334	MINI PROJECT	0-0-3	PCC	203
7	CST 312	FOUNDATIONS OF MACHINE LEARNING	2-1-0	PEC	209
8	CST 322	DATA ANALYTICS	2-1-0	PEC	225
9	CST 332	FOUNDATIONS OF SECURITY IN COMPUTING	2-1-0	PEC	238
10	CST 342	AUTOMATED VERIFICATION	2-1-0	PEC	248
11	CSL 362	PROGRAMMING IN PYTHON	2-1-0	PEC	258
12	CST 372	DATA AND COMPUTER COMMUNICATION	2-1-0	PEC	270
13	CST 382	INTRODUCTION TO SOFTWARE TESTING	3-1-0	Minor	184
14	CST 384	CONCEPTS IN DEEP LEARNING	3-1-0	Minor	295
15	CST 386	WIRELESS NETWORKS AND IOT APPLICATIONS	3-1-0	Minor	309
16	CST 394	NETWORK SECURITY	3-1-0	Honours	321
17	CST 396	ADVANCED TOPICS IN MACHINE LEARNING	3-1-0	Honours	333
18	CST 398	THEORY OF COMPUTABILITY AND COMPLEXITY	3-1-0	Honours	349

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CST 301	FORMAL LANGUAGES AND AUTOMATA THEORY	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble: This is a core course in theoretical computer science. It covers automata and grammar representations for languages in Chomsky Hierarchy. For regular languages, it also covers representations using regular expression and Myhill-Nerode Relation. The topics covered in this course have applications in various domains including compiler design, decidability and complexity theory, software testing, formal modelling and verification of hardware and software.

Prerequisite: Basic knowledge about the following topic is assumed: sets, relations - equivalence relations, functions, proof by Principle of Mathematical Induction.

Course Outcomes: After the completion of the course the student will be able to

CO1	Classify a given formal language into Regular, Context-Free, Context Sensitive, Recursive or Recursively Enumerable. [Cognitive knowledge level: Understand]
CO2	Explain a formal representation of a given regular language as a finite state automaton, regular grammar, regular expression and Myhill-Nerode relation. [Cognitive knowledge level: Understand]
CO3	Design a Pushdown Automaton and a Context-Free Grammar for a given context-free language. [Cognitive knowledge level : Apply]
CO4	Design Turing machines as language acceptors or transducers. [Cognitive knowledge level: Apply]
CO5	Explain the notion of decidability. [Cognitive knowledge level: Understand]

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												

CO2												
CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Marks)	Test 2 (Marks)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment - Test : **25 marks**

Continuous Assessment - Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

CST 301 Formal Languages and Automata Theory

Module - 1 (Introduction to Formal Language Theory and Regular Languages)

Introduction to formal language theory– Alphabets, Strings, Concatenation of strings, Languages.

Regular Languages - Deterministic Finite State Automata (DFA) (Proof of correctness of construction not required), Nondeterministic Finite State Automata (NFA), Equivalence of DFA and NFA, Regular Grammar (RG), Equivalence of RGs and DFA.

Module - 2 (More on Regular Languages)

Regular Expression (RE), Equivalence of REs and DFA, Homomorphisms, Necessary conditions for regular languages, Closure Properties of Regular Languages, DFA state minimization (No proof required).

Module - 3 (Myhill-Nerode Relations and Context Free Grammars)

Myhill-Nerode Relations (MNR)- MNR for regular languages, Myhill-Nerode Theorem (MNT) (No proof required), Applications of MNT.

Context Free Grammar (CFG)- CFG representation of Context Free Languages (proof of correctness is required), derivation trees and ambiguity, Normal forms for CFGs.

Module - 4 (More on Context-Free Languages)

Nondeterministic Pushdown Automata (PDA), Deterministic Pushdown Automata (DPDA), Equivalence of PDAs and CFGs (Proof not required), Pumping Lemma for Context-Free Languages (Proof not required), Closure Properties of Context Free Languages.

Module - 5 (Context Sensitive Languages, Turing Machines)

Context Sensitive Languages - Context Sensitive Grammar (CSG), Linear Bounded Automata.

Turing Machines - Standard Turing Machine, Robustness of Turing Machine, Universal Turing Machine, Halting Problem, Recursive and Recursively Enumerable Languages.

Chomsky classification of formal languages.

Text Book

1. Dexter C. Kozen, Automata and Computability, Springer (1999)

Reference Materials

1. John E Hopcroft, Rajeev Motwani and Jeffrey D Ullman, Introduction to Automata Theory, Languages, and Computation, 3/e, Pearson Education, 2007
2. Michael Sipser, Introduction To Theory of Computation, Cengage Publishers, 2013.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1): Identify the class of the following languages in Chomsky Hierarchy:

- $L_1 = \{a^p \mid p \text{ is a prime number}\}$
- $L_2 =$

$\{x \in \{0,1\}^* \mid x \text{ is the binary representation of a decimal number which is a multiple of 5}\}$

- $L_3 = \{a^n b^n c^n \mid n \geq 0\}$
- $L_4 = \{a^m b^n c^{m+n} \mid m > 0, n \geq 0\}$
- $L_5 = \{M \# x \mid M \text{ halts on } x\}$. Here, M is a binary encoding of a Turing Machine and x is a binary input to the Turing Machine.

Course Outcome 2 (CO2):

- (i) Design a DFA for the language $L = \{axb \mid x \in \{a,b\}^*\}$
- (ii) Write a Regular Expression for the language: $L = \{x \in \{a,b\}^* \mid \text{third last symbol in } x \text{ is } b\}$
- (iii) Write a Regular Grammar for the language: $L = \{x \in \{0,1\}^* \mid \text{there are no consecutive zeros in } x\}$
- (iv) Show the equivalence classes of the canonical Myhill-Nerode relation induced by the language: $L = \{x \in \{a,b\}^* \mid x \text{ contains even number of } a\text{'s and odd number of } b\text{'s}\}$.

Course Outcome 3 (CO3):

- (i) Design a PDA for the language $L = \{ww^R \mid w \in \{a,b\}^*\}$. Here, the notation w^R represents the reverse of the string w .
- (ii) Write a Context-Free Grammar for the language $L = \{a^n b^{2n} \mid n \geq 0\}$.

Course Outcome 4 (CO4):

- (i) Design a Turing Machine for the language $L = \{a^n b^n c^n \mid n \geq 0\}$
- (ii) Design a Turing Machine to compute the square of a natural number. Assume that the input is provided in unary representation.

Course Outcome 5 (CO5): Argue that it is undecidable to check whether a Turing Machine enters a given state during the computation of a given input x .

CST 303	COMPUTER NETWORKS	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble: Study of this course provides the learners a clear understanding of how computer networks from local area networks to the massive and global Internet are built, how they allow computers to share information and communicate with one another. This course covers the physical aspects of computer networks, layers of OSI Reference model, and inter-networking. The course helps the learners to compare and analyze the existing network technologies and choose a suitable network design for a given system.

Prerequisite: Nil

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

CO#	Course Outcomes
CO1	Explain the features of computer networks, protocols, and network design models (Cognitive Knowledge: Understand)
CO2	Describe the fundamental characteristics of the physical layer and identify the usage in network communication (Cognitive Knowledge: Apply)
CO3	Explain the design issues of data link layer, link layer protocols, bridges and switches (Cognitive Knowledge: Understand)
CO4	Illustrate wired LAN protocols (IEEE 802.3) and wireless LAN protocols (IEEE 802.11) (Cognitive Knowledge: Understand)
CO5	Select appropriate routing algorithms, congestion control techniques, and Quality of Service requirements for a network (Cognitive Knowledge: Apply)
CO6	Illustrate the functions and protocols of the network layer, transport layer, and application layer in inter-networking (Cognitive Knowledge: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓										✓
CO2	✓	✓	✓									✓
CO3	✓	✓	✓									✓
CO4	✓	✓	✓									✓
CO5	✓	✓	✓	✓								✓
CO6	✓	✓	✓			✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and teamwork
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Test 1 (Marks in percentage)	Test 2 (Marks in percentage)	End Semester Examination (Marks in percentage)
Remember	40	30	30

Understand	50	50	50
Apply	10	20	20
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus. The second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer anyone. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module - 1 (Introduction and Physical Layer)

Introduction – Uses of computer networks, Network hardware, Network software. Reference models – The OSI reference model, The TCP/IP reference model, Comparison of OSI and TCP/IP reference models.

Physical Layer – Modes of communication, Physical topologies, Signal encoding, Repeaters and hub, Transmission media overview. Performance indicators – Bandwidth, Throughput, Latency, Queuing time, Bandwidth–Delay product.

Module - 2 (Data Link Layer)

Data link layer - Data link layer design issues, Error detection and correction, Sliding window protocols, High-Level Data Link Control(HDLC)protocol. Medium Access Control (MAC) sublayer –Channel allocation problem, Multiple access protocols, Ethernet, Wireless LANs - 802.11, Bridges & switches - Bridges from 802.x to 802.y, Repeaters, Hubs, Bridges, Switches, Routers and Gateways.

Module - 3 (Network Layer)

Network layer design issues. Routing algorithms - The Optimality Principle, Shortest path routing, Flooding, Distance Vector Routing, Link State Routing, Multicast routing, Routing for mobile hosts. Congestion control algorithms. Quality of Service (QoS) - requirements, Techniques for achieving good QoS.

Module - 4 (Network Layer in the Internet)

IP protocol, IP addresses, Internet Control Message Protocol (ICMP), Address Resolution Protocol (ARP), Reverse Address Resolution Protocol (RARP), Bootstrap Protocol (BOOTP), Dynamic Host Configuration Protocol (DHCP). Open Shortest Path First(OSPF) Protocol, Border Gateway Protocol (BGP), Internet multicasting, IPv6, ICMPv6.

Module – 5 (Transport Layer and Application Layer)

Transport service – Services provided to the upper layers, Transport service primitives. User Datagram Protocol (UDP). Transmission Control Protocol (TCP) – Overview of TCP, TCP segment header, Connection establishment &release, Connection management modeling, TCP retransmission policy, TCP congestion control.

Application Layer –File Transfer Protocol (FTP), Domain Name System (DNS), Electronic mail, Multipurpose Internet Mail Extension (MIME), Simple Network Management Protocol

(SNMP), World Wide Web(WWW) – Architectural overview.

Text Books

1. Andrew S. Tanenbaum, Computer Networks, 4/e, PHI (Prentice Hall India).
2. Behrouz A Forouzan, Data Communication and Networking, 4/e, Tata McGraw Hill

Reference Books

1. Larry L Peterson and Bruce S Dave, Computer Networks – A Systems Approach, 5/e, Morgan Kaufmann.
2. Fred Halsall, Computer Networking and the Internet, 5/e.
3. James F. Kurose, Keith W. Ross, Computer Networking: A Top-Down Approach, 6/e.
4. Keshav, An Engineering Approach to Computer Networks, Addison Wesley, 1998.
5. W. Richard Stevens. TCP/IP Illustrated Volume 1, Addison-Wesley, 2005.
6. William Stallings, Computer Networking with Internet Protocols, Prentice-Hall, 2004.
7. Request for Comments (RFC) Pages - IETF -<https://www.ietf.org/rfc.html>

Course Level Assessment Questions

Course Outcome1 (CO1)

1. Compare TCP/IP and OSI reference model.
2. The purpose of physical layer is to transport a raw bit stream from one machine to another. Justify.

Course Outcome2 (CO2)

1. Write the physical and transmission characteristics of Optical Fibre Cable guided transmission media.
2. The distance between the sender and receiver systems is about 200 KM. The speed of transmission is 2GB/s. Find out the propagation time?

Course Outcome3 (CO3)

1. Ethernet frames must be at least 64 bytes long to ensure that the transmitter is still going in the event of a collision at the far end of the cable. Fast Ethernet has the same 64-byte minimum frame size but can get the bits out ten times faster. How is it possible to maintain the same minimum frame size?
2. What do you mean by bit stuffing?

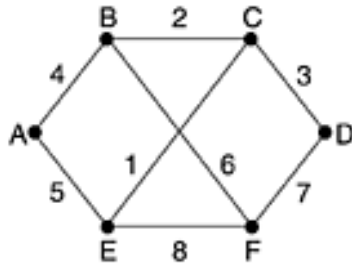
Course Outcome4 (CO4)

1. Draw and explain the frame format for Ethernet.
2. Give the differences between CSMA/CD and CSMA/CA protocol.

Course Outcome5 (CO5)

1. Consider the given subnet in which distance vector routing is used, and the vectors just come in to router C as follows: from B: (5, 0, 8, 12, 6, 2); from D: (16, 12, 6, 0, 9, 10);

and from E: (7, 6, 3, 9, 0, 4). The measured delays from C to B, D, and E, are 6, 3, and 5, respectively. What is C's new routing table? Give both the outgoing line to use and the expected delay.



2. Illustrate the leaky bucket congestion control technique.

Course Outcome 6 (CO6)

1. How do you subnet the Class C IP Address 206.16.2.0 so as to have 30 subnets. What is the subnet mask for the maximum number of hosts? How many hosts can each subnet have?

CST 305	SYSTEM SOFTWARE	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble:

The purpose of this course is to create awareness about the low-level codes which are very close to the hardware and about the environment where programs can be developed and executed. This course helps the learner to understand the machine dependent and machine independent system software features and to design/implement system software like assembler, loader, linker, macroprocessor and device drivers. Study of system software develops ability to design interfaces between software applications and computer hardware.

Prerequisite: A sound knowledge in Data Structures, and Computer Organization

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Distinguish softwares into system and application software categories. (Cognitive Knowledge Level: Understand)
CO2	Identify standard and extended architectural features of machines. (Cognitive Knowledge Level: Apply)
CO3	Identify machine dependent features of system software (Cognitive Knowledge Level: Apply)
CO4	Identify machine independent features of system software. (Cognitive Knowledge Level: Understand)
CO5	Design algorithms for system softwares and analyze the effect of data structures. (Cognitive Knowledge Level: Apply)
CO6	Understand the features of device drivers and editing & debugging tools.(Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓			✓							✓
CO2	✓	✓	✓									✓
CO3	✓	✓	✓									✓
CO4	✓	✓										✓
CO5	✓	✓	✓	✓								✓
CO6	✓	✓			✓							✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks(%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	: 10 marks
Continuous Assessment Test (Average of series Tests 1&2)	: 25 marks
Continuous Assessment Assignment	: 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

Syllabus**Module-1 (Introduction)**

System Software vs Application Software, Different System Software– Assembler, Linker, Loader, Macro Processor, Text Editor, Debugger, Device Driver, Compiler, Interpreter, Operating System (Basic Concepts only). SIC & SIC/XE Architecture, Addressing modes, SIC & SIC/XE Instruction set , Assembler Directives.

Module-2 (Assembly language programming and Assemblers)

SIC/XE Programming, Basic Functions of Assembler, Assembler Output Format – Header, Text and End Records. Assembler Data Structures, Two Pass Assembler Algorithm, Hand Assembly of SIC/XE Programs.

Module-3 (Assembler Features and Design Options)

Machine Dependent Assembler Features-Instruction Format and Addressing Modes, Program Relocation. Machine Independent Assembler Features –Literals, Symbol Defining Statements, Expressions, Program Blocks, Control Sections and Program Linking. Assembler Design Options- One Pass Assembler, Multi Pass Assembler. Implementation Example-MASM Assembler.

Module-4 (Loader and Linker)

Basic Loader Functions - Design of Absolute Loader, Simple Bootstrap Loader. Machine Dependent Loader Features- Relocation, Program Linking, Algorithm and Data Structures of Two Pass Linking Loader. Machine Independent Loader Features -Automatic Library Search, Loader Options. Loader Design Options.

Module-5 (Macro Preprocessor ,Device driver, Text Editor and Debuggers)

Macro Preprocessor - Macro Instruction Definition and Expansion, One pass Macro processor Algorithm and data structures, Machine Independent Macro Processor Features, Macro processor design options. Device drivers - Anatomy of a device driver, Character and block device drivers, General design of device drivers. Text Editors- Overview of Editing, User Interface, Editor

Structure. Debuggers - Debugging Functions and Capabilities, Relationship with other parts of the system, Debugging Methods- By Induction, Deduction and Backtracking.

Text book

1. Leland L. Beck, System Software: An Introduction to Systems Programming, 3/E, Pearson Education Asia

References

1. D.M. Dhamdhare, Systems Programming and Operating Systems, Second Revised Edition, Tata McGraw Hill.
2. John J. Donovan, Systems Programming, Tata McGraw Hill Edition 1991.
3. George Pajari, Writing UNIX Device Drivers, Addison Wesley Publications (Ebook : <http://tocs.ulb.tu-darmstadt.de/197262074.pdf>).
4. Peter Abel, IBM PC Assembly Language and Programming, Third Edition, Prentice Hall of India.
5. Jonathan Corbet, Alessandro Rubini, Greg Kroah-Hartman, Linux Device Drivers, Third Edition, O.Reilly Books
6. M. Beck, H. Bohme, M. Dziadzka, et al., Linux Kernel Internals, Second Edition, Addison Wesley Publications,
7. J Nithyashri, System Software, Second Edition, Tata McGraw Hill.
8. The C Preprocessor http://gcc.gnu.org/onlinedocs/gcc-2.95.3/cpp_1.html -

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. List out two system software and two application software.

Course Outcome 2 (CO2):

1. How is upward compatibility between SIC and SIC/XE machines maintained?
2. Write a sequence of instructions for SIC/XE to divide BETA by GAMMA, setting ALPHA to the integer portion of the quotient and DELTA to the remainder. Use register-to-register instructions to make the calculation as efficient as possible.

Course Outcome 3 (CO3):

1. How do control sections and program blocks differ?
2. Can an assembler incorporating program blocks function using the same data structures as that of a normal two pass assembler? Justify your answer

Course Outcome 4 (CO4):

1. What are literals used for? Does the use of literals change the design of an assembler?

Course Outcome 5 (CO5):

1. Design an assembler that can assemble a source program with different control sections.

Course Outcome 6 (CO6):

1. Describe any one commonly used debugging method.

CST 307	MICROPROCESSORS AND MICROCONTROLLERS	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble: The course enables the learners capable of understanding the fundamental architecture of microprocessors and micro controllers. This course focuses on the architecture, assembly language programming, interrupts, interfacing of microprocessors with peripheral devices and microcontrollers and its programming. It helps the learners to extend the study of latest processors and develop hardware based solutions.

Prerequisite : Sound knowledge in Logic System Design and Computer organization & architecture.

CO#	Course Outcomes
CO1	Illustrate the architecture , modes of operation and addressing modes of microprocessors (Cognitive knowledge: Understand)
CO2	Develop 8086 assembly language programs. (Cognitive Knowledge Level: Apply)
CO3	Demonstrate interrupts, its handling and programming in 8086. (Cognitive Knowledge Level: Apply)
CO4	Illustrate how different peripherals (8255,8254,8257) and memory are interfaced with microprocessors. (Cognitive Knowledge Level: Understand)
CO5	Outline features of microcontrollers and develop low level programs. (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓									✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test1 (%)	Test2 (%)	
Remember	20	20	20
Understand	40	40	40
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module-1(Evolution of microprocessors):**

8085 microprocessor (-Basic Architecture only). 8086 microprocessor – Architecture and signals, Physical Memory organization, Minimum and maximum mode of 8086 system and timings. Comparison of 8086 and 8088. Machine language Instruction format.

Module-2 (Addressing modes and instructions):

Addressing Modes of 8086. Instruction set – data copy /transfer instructions, arithmetic instructions, logical instructions, string manipulation instructions, branch instructions, unconditional and conditional branch instruction, flag manipulation and processor control instructions. Assembler Directives and operators. Assembly Language Programming with 8086.

Module- 3 (Stack and interrupts):

Stack structure of 8086, programming using stack- Interrupts - Types of Interrupts and Interrupt Service Routine- Handling Interrupts in 8086- Interrupt programming. -

Programmable Interrupt Controller - 8259, Architecture (Just mention the control word, no need to memorize the control word)- Interfacing Memory with 8086.

Module- 4 (Interfacing chips):

Programmable Peripheral Input/output port 8255 - Architecture and modes of operation- Programmable interval timer 8254-Architecture and modes of operation- DMA controller 8257 Architecture (Just mention the control word, no need to memorize the control word of 8254 and 8257)

Module- 5 (Microcontrollers):

8051 Architecture- Register Organization- Memory and I/O addressing- Interrupts and Stack- 8051 Addressing Modes- Instruction Set- data transfer instructions, arithmetic instructions, logical instructions, Boolean instructions, control transfer instructions- Simple programs.

Text Books

1. Bhurchandi and Ray, Advanced Microprocessors and Peripherals, Third Edition McGraw Hill.
2. Raj Kamal, Microcontrollers: Architecture, Programming, Interfacing and System Design, Pearson Education.
3. Ramesh Gaonkar, Microprocessor Architecture, Programming, and Applications with the 8085, Penram International Publishing Pvt. Ltd.

Reference Books

1. Barry B. Brey, The Intel Microprocessors – Architecture, Programming and Interfacing, Eighth Edition, Pearson Education.
2. A. NagoorKani, Microprocessors and Microcontrollers, Second Edition, Tata McGraw Hill
3. Douglas V. Hall, SSSP Rao, Microprocessors and Interfacing, Third Edition, McGrawHill Education.

Sample Course Level Assessment Questions

Course Outcome1 (CO1):

- 1) Describe how pipelining is implemented in 8086 microprocessor
- 2) Illustrate maximum mode signals in 8086.

Course Outcome 2(CO2):

- 1) Write an 8086 assembly language program for sorting a sequence of N, 8 bit numbers. Describe the modifications that can be done on the above program so that it will sort N, 16 bit numbers. Rewrite the program with those modifications also.

Course Outcome 3 (CO3):

- 1) Design an interface between 8086 CPU and two chips of 16 x 8 EPROM and two chips of 32K x 8 RAM. Select the starting address of EPROM suitably. The RAM address must start at 00000H.
- 2) Give the sequence of instructions for setting the IVT for interrupt type 23H. Assume the Interrupt Service Routine, is present in the code segment named CODE.
- 3) Describe the role of Interrupt Request register and In service register in 8259.

Course Outcome 4(CO4):

- 1) Show how to interface an 8255 with 8086 to work as an I/O port with the following specifications. Initialize port A as output, port B as input and port C as output. Port A address should be 05A0H. Write a program to sense switch positions SW 0 -SW 7 connected to port B. The sensed pattern is to be displayed on port A, to which 8 LED's are attached, while port C lower displays *number of off switches* out of total 8 switches.
- 2) Specify the importance of the DMA address register and Terminal count register in 8257.

Course Outcome 5(CO5):

- 1) Write an 8051 assembly language program to count the number of 1's and 0's in a given 8 bit number
- 2) Write an 8051 assembly language program for computing the square root of an 8 bit number.

CST 309	MANAGEMENT OF SOFTWARE SYSTEMS	Category	L	T	P	Credit	Year of Introduction
		PCC	3	0	0	3	2019

Preamble: This course provides fundamental knowledge in the Software Development Process. It covers Software Development, Quality Assurance, Project Management concepts and technology trends. This course enables the learners to apply state of the art industry practices in Software development.

Prerequisite: Basic understanding of Object Oriented Design and Development.

Course Outcomes: After the completion of the course the student will be able to

CO1	Demonstrate Traditional and Agile Software Development approaches (Cognitive Knowledge Level: Apply)
CO2	Prepare Software Requirement Specification and Software Design for a given problem. (Cognitive Knowledge Level: Apply)
CO3	Justify the significance of design patterns and licensing terms in software development, prepare testing, maintenance and DevOps strategies for a project. (Cognitive Knowledge Level: Apply)
CO4	Make use of software project management concepts while planning, estimation, scheduling, tracking and change management of a project, with a traditional/agile framework. (Cognitive Knowledge Level: Apply)
CO5	Utilize SQA practices, Process Improvement techniques and Technology advancements in cloud based software models and containers & microservices. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓		✓						✓
CO2	✓	✓	✓	✓		✓				✓	✓	✓
CO3	✓	✓	✓	✓				✓		✓	✓	✓
CO4	✓	✓	✓	✓		✓			✓	✓	✓	✓
CO5	✓	✓	✓	✓		✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	40	40	50
Apply	30	30	20
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks (Each student shall identify a software development problem and prepare Requirements Specification, Design Document, Project Plan and Test case documents for the identified problem as the assignment.)

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks.

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing the remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have a maximum of 2 subdivisions and carries 14 marks.

Syllabus

Module 1 : Introduction to Software Engineering (7 hours)

Introduction to Software Engineering - Professional software development, Software engineering ethics. Software process models - The waterfall model, Incremental development. Process activities - Software specification, Software design and implementation, Software validation, Software evolution. Coping with change - Prototyping, Incremental delivery, Boehm's Spiral Model. Agile software development - Agile methods, agile manifesto - values and principles. Agile development techniques, Agile Project Management. Case studies : An insulin pump control system. Mentcare - a patient information system for mental health care.

Module 2 : Requirement Analysis and Design (8 hours)

Functional and non-functional requirements, Requirements engineering processes. Requirements elicitation, Requirements validation, Requirements change, Traceability Matrix. Developing use cases, Software Requirements Specification Template, Personas, Scenarios, User stories, Feature identification. Design concepts - Design within the context of software engineering, Design Process, Design concepts, Design Model. Architectural Design - Software Architecture, Architectural Styles, Architectural considerations, Architectural Design Component level design - What is a component?, Designing Class-Based Components, Conducting Component level design, Component level design for web-apps. Template of a Design Document as per "IEEE Std 1016-2009 IEEE Standard for Information Technology Systems Design Software Design Descriptions". Case study: The Ariane 5 launcher failure.

Module 3 : Implementation and Testing (9 hours)

Object-oriented design using the UML, Design patterns, Implementation issues, Open-source development - Open-source licensing - GPL, LGPL, BSD. Review Techniques - Cost impact of Software Defects, Code review and statistical analysis. Informal Review, Formal Technical Reviews, Post-mortem evaluations. Software testing strategies - Unit Testing, Integration Testing, Validation testing, System testing, Debugging, White box testing, Path testing, Control Structure testing, Black box testing, Testing Documentation and Help facilities. Test automation, Test-driven development, Security testing. Overview of DevOps and Code Management - Code management, DevOps automation, Continuous Integration, Delivery, and Deployment (CI/CD/CD). Software Evolution - Evolution processes, Software maintenance.

Module 4 : Software Project Management (6 hours)

Software Project Management - Risk management, Managing people, Teamwork. Project Planning, Software pricing, Plan-driven development, Project scheduling, Agile planning. Estimation techniques, COCOMO cost modeling. Configuration management, Version management, System building, Change management, Release management, Agile software management - SCRUM framework. Kanban methodology and lean approaches.

Module 5 : Software Quality, Process Improvement and Technology trends (6 hours)

Software Quality, Software Quality Dilemma, Achieving Software Quality Elements of Software Quality Assurance, SQA Tasks, Software measurement and metrics. Software Process Improvement(SPI), SPI Process CMMI process improvement framework, ISO 9001:2000 for Software. Cloud-based Software - Virtualisation and containers, Everything as a service(IaaS, PaaS), Software as a service. Microservices Architecture - Microservices, Microservices architecture, Microservice deployment.

Text Books

1. Book 1 - Ian Sommerville, Software Engineering, Pearson Education, Tenth edition, 2015.
2. Book 2 - Roger S. Pressman, Software Engineering : A practitioner's approach, McGraw Hill publication, Eighth edition, 2014
3. Book 3 - Ian Sommerville, Engineering Software Products: An Introduction to Modern Software Engineering, Pearson Education, First Edition, 2020.

References

1. IEEE Std 830-1998 - IEEE Recommended Practice for Software Requirements Specifications
2. IEEE Std 1016-2009 IEEE Standard for Information Technology—Systems Design—Software Design Descriptions

3. David J. Anderson, Kanban, Blue Hole Press 2010
4. David J. Anderson, Agile Management for Software Engineering, Pearson, 2003
5. Walker Royce, Software Project Management : A unified framework, Pearson Education, 1998
6. Steve. Denning, The age of agile, how smart companies are transforming the way work gets done. New York, Amacom, 2018.
7. Satya Nadella, Hit Refresh: The Quest to Rediscover Microsoft's Soul and Imagine a Better Future for Everyone, Harper Business, 2017
8. Henrico Dolfing, Project Failure Case Studies: Lessons learned from other people's mistakes, Kindle edition
9. Mary Poppendieck, Implementing Lean Software Development: From Concept to Cash, Addison-Wesley Signature Series, 2006
10. StarUML documentation - <https://docs.staruml.io/>
11. OpenProject documentation - <https://docs.openproject.org/>
12. BugZilla documentation - <https://www.bugzilla.org/docs/>
13. GitHub documentation - <https://guides.github.com/>
14. Jira documentation - <https://www.atlassian.com/software/jira>

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. What are the advantages of an incremental development model over a waterfall model?
2. Illustrate how the process differs in agile software development and traditional software development with a socially relevant case study. (Assignment question)

Course Outcome 2 (CO2):

1. How to prepare a software requirement specification?
2. Differentiate between Architectural design and Component level design.
3. How does agile approaches help software developers to capture and define the user requirements effectively?
4. What is the relevance of the SRS specification in software development?
5. Prepare a use case diagram for a library management system.

Course Outcome 3 (CO3):

1. Differentiate between the different types of software testing strategies.
2. Justify the need for DevOps practices?
3. How do design patterns help software architects communicate the design of a complex system effectively?

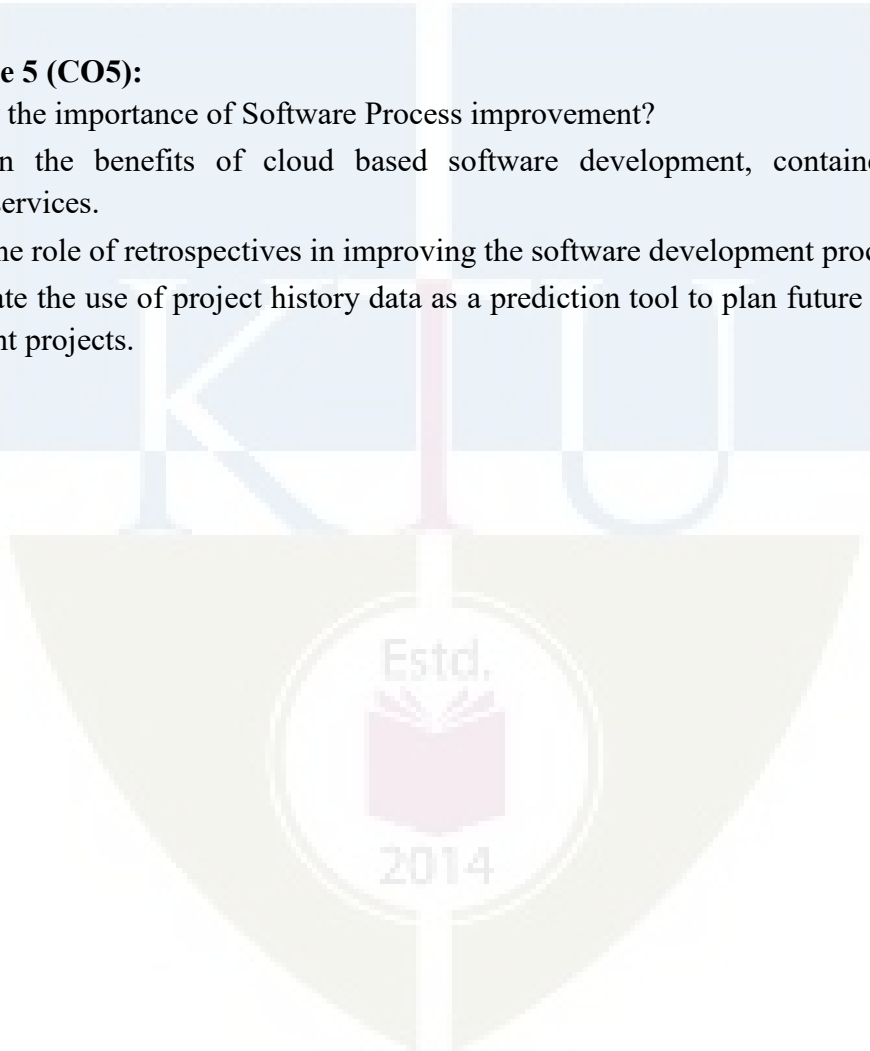
4. What are the proactive approaches one can take to optimise efforts in the testing phase?

Course Outcome 4 (CO4):

1. Illustrate the activities involved in software project management for a socially relevant problem?
2. How do SCRUM, Kanban and Lean methodologies help software project management?
3. Is rolling level planning in software project management beneficial? Justify your answer.
4. How would you assess the risks in your software development project? Explain how you can manage identified risks?

Course Outcome 5 (CO5):

1. Justify the importance of Software Process improvement?
2. Explain the benefits of cloud based software development, containers and microservices.
3. Give the role of retrospectives in improving the software development process.
4. Illustrate the use of project history data as a prediction tool to plan future socially relevant projects.



CSL 331	SYSTEM SOFTWARE AND MICROPROCESSORS LAB	Category	L	T	P	Credit	Year of Introduction
		PCC	0	0	4	2	2019

Preamble: The aim of this course is to give hands-on experience in how microcontrollers, and microprocessors can be programmed. The course also aims to enable students to design and implement system software. The student should get familiar with assembly level programming of microprocessors and microcontrollers, interfacing of devices to microcontrollers, resource allocation algorithms in operating systems and design and implementation of system software.

Prerequisite: Sound knowledge in Operating systems

CO1	Develop 8086 programs and execute it using a microprocessor kit. (Cognitive Knowledge Level: Apply) .
CO2	Develop 8086 programs and, debug and execute it using MASM assemblers (Cognitive Knowledge Level: Apply)
CO3	Develop and execute programs to interface stepper motor, 8255, 8279 and digital to analog converters with 8086 trainer kit (Cognitive Knowledge Level: Apply)
CO4	Implement and execute different scheduling and paging algorithms in OS (Cognitive Knowledge Level: Apply)
CO5	Design and implement assemblers, Loaders and macroprocessors. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO 5	PO 6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	☑	☑	☑	☑				☑		☑		☑
CO2	☑	☑	☑	☑				☑		☑		☑
CO3	☑	☑	☑	☑				☑		☑		☑
CO4	☑	☑	☑	☑				☑		☑		☑
CO5	☑	☑	☑	☑				☑		☑		☑

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Test (Internal Exam) Percentage	End Semester Examination Percentage
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 15 marks
Continuous Evaluation in Lab : 30 marks
Continuous Assessment Test : 15 marks
Viva-voce : 15 marks

Internal Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern: The marks will be distributed as Algorithm 30 marks, Program 20 marks, Output 20 marks and Viva 30 marks. Total 100 marks will be converted out of 75 for End Semester Examination.

Operating System to Use in Lab : Linux

Compiler/Software to Use in Lab : gcc

Programming Language to Use in Lab : Ansi C

Any compatible assembler can be used for implementation of 8086 programs

Fair Lab Record:

All Students attending the System Software and Microprocessors Lab should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, Aim of Experiment, Details of Experiment including algorithm and Result of Experiment. The left hand page should contain a print out of the code used for the experiment and sample output obtained for a set of input.

Syllabus

MICROPROCESSOR LAB

- I. Assembly Language Programming Exercises/Experiments using 8086 Trainer kit
- II. Exercises/Experiments using MASM (PC required)
- III. Interfacing Exercises/Experiments with 8086 trainer kit through Assembly Language programming
- IV. Exercises/Experiments using 8051 trainer kit

SYSTEM SOFTWARE LAB:

- I. Experiments related to the operating system.
- II. Exercises/Experiments related to the assemblers, loaders and macroprocessors

Text Books

1. Bhurchandi and Ray, Advanced Microprocessors and Peripherals, Third Edition McGraw Hill.
2. Andrew S Tanenbaum, "Modern Operating Systems" , 4th Edition, Prentice Hall, 2015.
3. Leland L. Beck, System Software: An Introduction to Systems Programming, 3/E, Pearson Education Asia, 1997.

Reference Books

1. A. NagoorKani, Microprocessors and Microcontrollers, Second Edition, Tata McGraw Hill
2. Douglas V. Hall, SSSP Rao, Microprocessors and Interfacing, Third Edition, McGrawHill Education.
3. William Stallings, "Operating systems", 6th Edition, Pearson, Global Edition, 2015.
4. Garry Nutt, Nabendu Chaki, Sarmistha Neogy, "Operating Systems", 3rd Edition, Pearson Education.
5. D.M. Dhamdhare, Systems Programming and Operating Systems, Second Revised Edition, Tata McGraw Hill.

Practice Questions

MICROPROCESSORS LAB : List of Exercises/ Experiments

(Minimum 10 Exercises (at least 2 questions from each part I, II, III & IV)) : 2 Hrs/week

I. Assembly Language Programming Exercises/Experiments using 8086 Trainer kit

1. Implementation of simple decimal arithmetic and bit manipulation operations.
2. Implementation of code conversion between BCD, Binary, Hexadecimal and ASCII.
3. Implementation of searching and sorting of 16-bit numbers.

II. Exercises/Experiments using MASM (PC Required)

4. Study of Assembler and Debugging commands.
5. Implementation of decimal arithmetic (16 and 32 bit) operations.
6. Implementation of String manipulations.
7. Implementation of searching and sorting of 16-bit numbers.

III. Interfacing Exercises/Experiments with 8086 trainer kit through Assembly Language Programming

8. Interfacing with stepper motor - Rotate through any given sequence.
9. Interfacing with 8255 (mode0 and mode1 only).
10. Interfacing with 8279 (Rolling message, 2 key lockout and N-key rollover implementation).

11. Interfacing with Digital-to-Analog Converter.

IV. Exercises/Experiments using 8051 trainer kit

12. Familiarization of 8051 trainer kit by executing simple Assembly Language programs such as decimal arithmetic and bit manipulation.
13. Implementation of Timer programming (in mode1).

SYSTEM SOFTWARE LAB: List of Exercises/ Experiments

(Minimum 8 Exercises (at least 3 and 5 questions from each part V and VI)) : 2

Hrs/week

V. Exercises/Experiments from operating system

1. Simulate the following non-preemptive CPU scheduling algorithms to find turnaround time and waiting time.
 - a) FCFS b) SJF c) Round Robin (pre-emptive) d) Priority
2. Simulate the following file allocation strategies.
 - a) Sequential b) Indexed c) Linked
3. Implement the different paging techniques of memory management.
4. Simulate the following file organization techniques
 - a) Single level directory b) Two level directory c) Hierarchical
5. Implement the banker's algorithm for deadlock avoidance.
6. Simulate the following disk scheduling algorithms.
 - a) FCFS b) SCAN c) C-SCAN
7. Simulate the following page replacement algorithms:
 - a) FIFO b) LRU c) LFU

VI. Exercises/Experiments from assemblers, loaders and macroprocessor

1. Implement pass one of a two pass assembler.
2. Implement pass two of a two pass assembler.
3. Implement a single pass assembler.
4. Implement a two pass macro processor
5. Implement a single pass macro processor.
6. Implement an absolute loader.
7. Implement a relocating loader

CSL 333	DATABASE MANAGEMENT SYSTEMS LAB	Category	L	T	P	Credits	Year of introduction
		PCC	0	0	4	2	2019

Preamble:

The Database Management Systems course is intended to impart the elementary concepts of a database management system to students and equip them to design and implement a database application based on those concepts. This course helps the learners to get practical exposure on database creation, SQL queries creation, transaction processing and NoSQL & MongoDB based operations. The course enables the students to create, manage and administer the databases, develop necessary tools for the design and development of the databases, and to understand emerging technologies to handle Big Data.

Prerequisite: A sound knowledge of the basics of relational DBMS.

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Design database schema for a given real world problem-domain using standard design and modeling approaches. (Cognitive Knowledge Level: Apply)
CO2	Construct queries using SQL for database creation, interaction, modification, and updation. (Cognitive Knowledge Level: Apply)
CO3	Design and implement triggers and cursors. (Cognitive Knowledge Level: Apply)
CO4	Implement procedures, functions, and control structures using PL/SQL. (Cognitive Knowledge Level: Apply)
CO5	Perform CRUD operations in NoSQL Databases. (Cognitive Knowledge Level: Apply)
CO6	Develop database applications using front-end tools and back-end DBMS. (Cognitive Knowledge Level: Create)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓		✓			✓		✓		✓
CO2	✓	✓	✓		✓			✓		✓		✓
CO3	✓	✓	✓	✓	✓			✓		✓		✓
CO4	✓	✓	✓	✓	✓			✓		✓		✓
CO5	✓	✓	✓		✓			✓		✓		✓
CO6	✓	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern:

Bloom's Category	Continuous Assessment Test (Internal Exam) Percentage	End Semester Examination Percentage
Remember	20	20
Understand	20	20
Apply	60	60
Analyse		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance	: 15 marks
Continuous Evaluation in Lab	: 30 marks
Continuous Assessment Test	: 15 marks
Viva-voce	: 15 marks

Internal Examination Pattern : The marks will be distributed as Schema/Logic: 30 marks, Program/Queries: 20 marks, Output: 20 marks, and Viva: 30 marks. Total 100 marks which will be converted out of 15 while calculating Internal Evaluation marks.

End Semester Examination Pattern:

The marks will be distributed as Schema/Logic: 30 marks, Program/Queries: 20 marks, Output: 20 marks, and Viva: 30 marks. Total 100 marks will be converted out of 75 for the End Semester Examination.

DBMS software: Oracle, MySQL, SQL Server, PostgreSQL, MongoDB.

Front end Tool: Java

Fair Lab Record:

All Students attending the DBMS Lab should have a Fair Record. The fair record should be produced in the University Lab Examination. Every experiment conducted in the lab should be noted in the fair record. For every experiment in the fair record, the right hand page should contain Experiment Heading, Experiment Number, Date of Experiment, Aim of Experiment, Schemas/Menu & Form Design, and Query questions. The left hand page should contain Queries and sample output(relations created, Form, and Menu Output) obtained for a set of input.

Syllabus

1. Design a database schema for an application with ER diagram from a problem description **.
2. Creation, modification, configuration, and deletion of databases using UI and SQL Commands **.
3. Creation of database schema - DDL (create tables, set constraints, enforce relationships, create indices, delete and modify tables). Export ER diagram from the database and verify relationships** (with the ER diagram designed in step 1).

4. Database initialization - Data insert, Data import to a database (bulk import using UI and SQL Commands)**.
5. Practice SQL commands for DML (insertion, updating, altering, deletion of data, and viewing/querying records based on condition in databases)**.
6. Implementation of built-in functions in RDBMS**.
7. Implementation of various aggregate functions in SQL**.
8. Implementation of Order By, Group By & Having clause **.
9. Implementation of set operators nested queries, and join queries **.
10. Implementation of queries using temp tables.
11. Practice of SQL TCL commands like Rollback, Commit, Savepoint **.
12. Practice of SQL DCL commands for granting and revoking user privileges **.
13. Practice of SQL commands for creation of views and assertions **.
14. Implementation of various control structures like IF-THEN, IF-THEN-ELSE, IF-THEN-ELSIF, CASE, WHILE using PL/SQL **.
15. Creation of Procedures, Triggers and Functions**.
16. Creation of Packages **.
17. Creation of Cursors **.
18. Creation of PL/SQL blocks for exception handling **.
19. Database backup and restore using commands.
20. Query analysis using Query Plan/Show Plan.
21. Familiarization of NoSQL Databases and CRUD operations**.
22. Design a database application using any front end tool for any problem selected. The application constructed should have five or more tables**.

** mandatory

Text Books

1. Elmasri R. and S. Navathe, Database Systems: Models, Languages, Design and Application Programming, Pearson Education, 2013.
2. Sliberschatz A., H. F. Korth and S. Sudarshan, Database System Concepts, 6/e, McGraw Hill, 2011.

References

1. Adam Fowler, NoSQL for Dummies, John Wiley & Sons, 2015
2. NoSQL Data Models: Trends and Challenges (Computer Engineering: Databases and Big Data), Wiley, 2018

Practice Questions

Design a normalized database schema for the following requirement.

The requirement: A library wants to maintain the record of books, members, book issue, book return, and fines collected for late returns, in a database. The database can be loaded with book information. Students can register with the library to be a member. Books can be issued to students with a valid library membership. A student can keep an issued book with him/her for a maximum period of two weeks from the date of issue, beyond which a fine will be charged. Fine is calculated based on the delay in days of return. For 0-7 days: Rs 10, For 7 – 30 days: Rs 100, and for days above 30 days: Rs 10 will be charged per day.

Sample Database Design

BOOK (Book_Id, Title, Language_Id, MRP, Publisher_Id, Published_Date, Volume, Status) // Language_Id, Publisher_Id are FK (Foreign Key)

AUTHOR(Author_Id, Name, Email, Phone_Number, Status)

BOOK_AUTHOR(Book_Id, Author_Id) // many-to-many relationship, both columns are PKFK (Primary Key and Foreign Key)

PUBLISHER(Publisher_id, Name, Address)

MEMBER(Member_Id, Name, Branch_Code, Roll_Number, Phone_Number, Email_Id, Date_of_Join, Status)

BOOK_ISSUE(Issue_Id, Date_Of_Issue, Book_Id, Member_Id, Expected_Date_Of_Return, Status) // Book+Id and Member_Id are FKs

BOOK_RETURN(Issue_Id, Actual_Date_Of_Return, LateDays, LateFee) // Issue_Id is PK and FK

LANGUAGE(Language_id, Name) //Static Table for storing permanent data

LATE_FEE_RULE(FromDays, ToDays, Amount) // Composite Key

EXERCISES

1. Create a normalized database design with proper tables, columns, column types, and constraints
2. Create an ER diagram for the above database design.
3. Write SQL commands to
 - a. Create a database by name *Library*. Drop the database and re-create it.
 - b. Create DDL statements and create the tables and constraints (from the design) in the database created in step-a (*Library*)

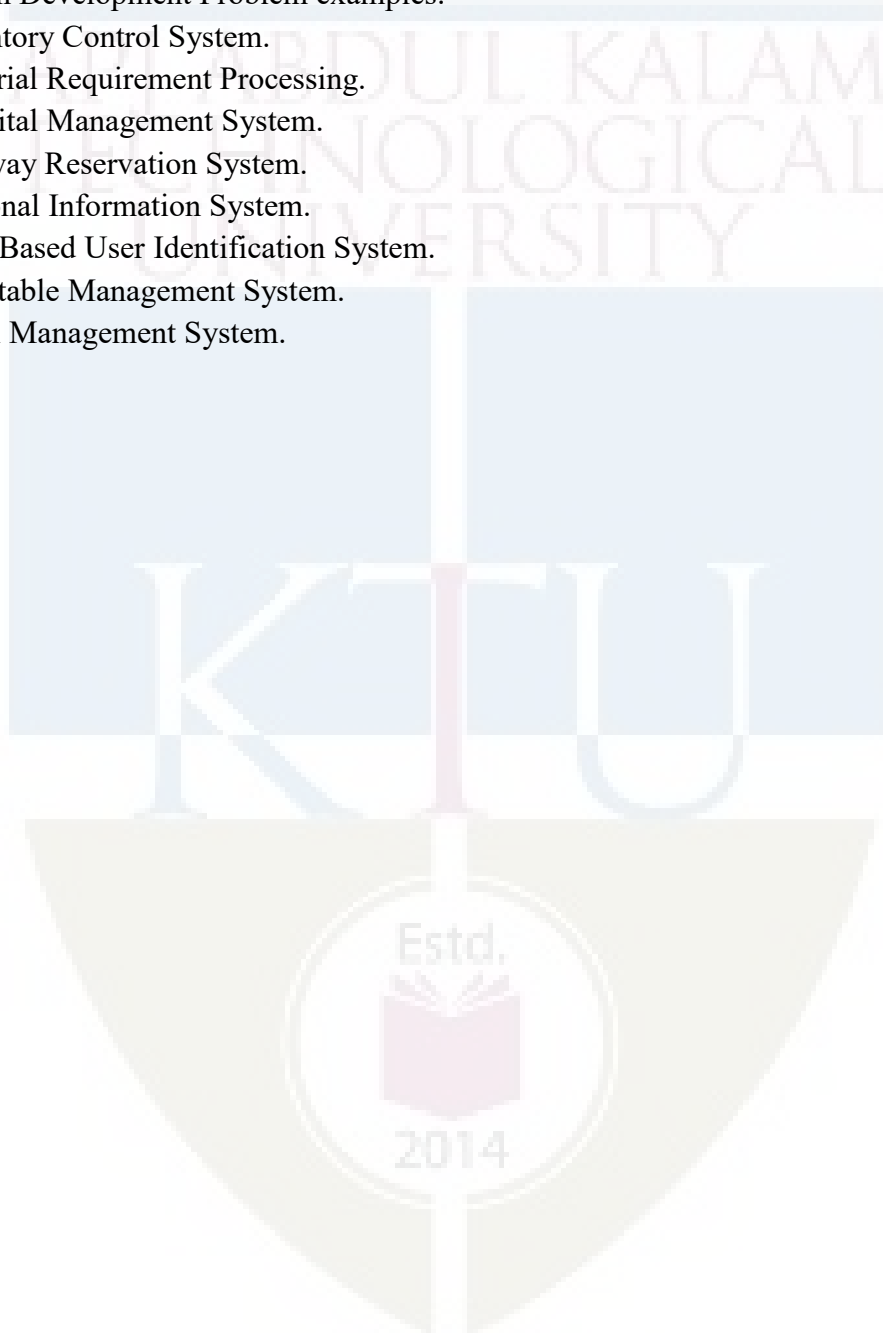
Notes: [Create a script file and execute it. Create the script file in such a way that,,if the table exists, drop the tables and recreate)]

- c. Create and execute DROP TABLE command in tables with and without FOREIGN KEY constraints.
 - d. Create and execute ALTER TABLE command in tables with data and without data.
 - e. Create and execute SQL commands to build indices on Member_Id and Book_Id on table Book_Issue.
 - f. Create and execute GRANT/REVOKE commands on tables.
 - g. Create and execute SQL commands to insert data into each of the tables designed
 - h. Learn and execute bulk import of data to tables from CSV files (insert 1000 records of books into the BOOK table from a CSV file).
 - i. Create and execute UPDATE/DELETE commands on tables. Try to update/delete rows with Primary and Foreign Keys. Try bulk updates or deletes using SQL UPDATE statement
4. Write SQLQuery to retrieve the following information
 - a. Get the number of books written by a given author
 - b. Get the list of publishers and the number of books published by each publisher
 - c. Get the names of authors who jointly wrote more than one book.
 - d. Get the list of books that are issued but not returned
 - e. Get the list of students who reads only 'Malayalam' books
 - f. Get the total fine collected for the current month and current quarter
 - g. Get the list of students who have overdue (not returned the books even on due date)
 - h. Calculate the fine (as of today) to be collected from each overdue book.
 - i. Members who joined after Jan 1 2021 but has not taken any books
 5. Book return should insert an entry into the Book_Return table and also update the status in Book_Issue table as 'Returned'. Create a database *TRANSACTION* to do this operation (stored procedure).
 6. Create a database view 'Available_Books', which will list out books that are currently available in the library
 7. Create a database procedure to add, update and delete a book to the Library database (use parameters).
 8. Use cursors and create a procedure to print Books Issue Register (page wise – 20 rows in a page)
 9. Create a history table (you may use the same structure without any keys) for the MEMBER table and copy the original values of the row being updated to the history table using a TRIGGER.
 10. NoSQL Exercise
 - a. Practice Mongo DB CRUD operations. Refer:
<https://docs.mongodb.com/manual/crud/>

- b. You may use a MongoDB local installation or cloud MongoDB services like MongoDB Atlas for this exercise
- c. For documentation: Refer: <https://docs.mongodb.com/manual/introduction/>

11. Application Development Problem examples:

- 1) Inventory Control System.
- 2) Material Requirement Processing.
- 3) Hospital Management System.
- 4) Railway Reservation System.
- 5) Personal Information System.
- 6) Web Based User Identification System.
- 7) Timetable Management System.
- 8) Hotel Management System.



APJ ABDUL KALAM
TECHNOLOGICAL
UNIVERSITY

SEMESTER V

MINOR



CST 381	CONCEPTS IN SOFTWARE ENGINEERING	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble: This course provides fundamental knowledge in the Software Development Process. It covers Software Development, Quality Assurance and Project Management concepts. This course enables the learners to apply state of the art industry practices in Software development.

Prerequisite: Basic understanding of Object Oriented Design and Development.

Course Outcomes: After the completion of the course the student will be able to

CO1	Differentiate Traditional and Agile Software Development approaches (Cognitive Knowledge Level: Understand)
CO2	Prepare Software Requirement Specification and Software Design for a given problem. (Cognitive Knowledge Level: Apply)
CO3	Justify the significance of design patterns and licensing terms in software development, prepare testing, maintenance and DevOps strategies for a project. (Cognitive Knowledge Level: Apply)
CO4	Make use of software project management concepts while planning, estimation, scheduling, tracking and change management of a project, with proper application of SCRUM, Kanban and Lean frameworks. (Cognitive Knowledge Level: Apply)
CO5	Utilize SQA practices, Process Improvement techniques and Technology improvements namely cloud based software model and containers & microservices in a Software Development Process. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓		✓						✓
CO2	✓	✓	✓	✓		✓				✓	✓	✓

CO3	✓	✓	✓	✓				✓		✓	✓	✓
CO4	✓	✓	✓	✓		✓			✓	✓	✓	✓
CO5	✓	✓	✓	✓		✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	30	30	30

Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks (Each student shall identify a software development problem and prepare Requirements Specification, Design Document, Project Plan and Test case documents for the identified problem as the assignment.)

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks.

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing the remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have a maximum of 2 subdivisions and carries 14 marks.

Syllabus**Module 1 : Introduction to Software Engineering (8 hours)**

Introduction to Software Engineering - Professional software development, Software engineering ethics. Software process models - The waterfall model, Incremental development. Process activities - Software specification, Software design and implementation, Software validation, Software evolution. Coping with change - Prototyping, Incremental delivery, Boehm's Spiral Model. Agile software development - Agile methods, agile manifesto - values and principles. Agile development techniques, Agile Project Management. Case studies : An insulin pump control system. Mentcare - a patient information system for mental health care.

Module 2 : Requirement Analysis and Design (10 hours)

Functional and non-functional requirements, Requirements engineering processes. Requirements elicitation, Requirements validation, Requirements change, Traceability Matrix. Developing use cases, Software Requirements Specification Template, Personas, Scenarios, User stories, Feature identification. Design concepts - Design within the context of software engineering, Design Process, Design concepts, Design Model. Architectural Design - Software Architecture, Architectural Styles, Architectural considerations, Architectural Design Component level design - What is a component?, Designing Class-Based Components, Conducting Component level design, Component level design for web-apps. Template of a Design Document as per "IEEE Std 1016-2009 IEEE Standard for Information Technology Systems Design Software Design Descriptions". Case study: The Ariane 5 launcher failure.

Module 3 : Implementation and Testing (12 hours)

Object-oriented design using the UML, Design patterns, Implementation issues, Open-source development - Open-source licensing - GPL, LGPL, BSD. Review Techniques - Cost impact of Software Defects, Code review and statistical analysis. Informal Review, Formal Technical Reviews, Post-mortem evaluations. Software testing strategies - Unit Testing, Integration Testing, Validation testing, System testing, Debugging, White box testing, Path testing, Control Structure testing, Black box testing, Testing Documentation and Help facilities. Test automation, Test-driven development, Security testing. Overview of DevOps and Code Management - Code management, DevOps automation, CI/CD/CD. Software Evolution - Evolution processes, Software maintenance.

Module 4 : Software Project Management (8 hours)

Software Project Management - Risk management, Managing people, Teamwork. Project Planning, Software pricing, Plan-driven development, Project scheduling, Agile planning. Estimation techniques, COCOMO cost modeling. Configuration management, Version management, System building, Change management, Release management, Agile software management - SCRUM framework. Kanban methodology and lean approaches.

Module 5 : Software Quality and Process Improvement (6 hours)

Software Quality, Software Quality Dilemma, Achieving Software Quality Elements of Software Quality Assurance, SQA Tasks , Software measurement and metrics. Software Process Improvement(SPI), SPI Process CMMI process improvement framework, ISO 9001:2000 for Software.

Text Books

1. Book 1 - Ian Sommerville, Software Engineering, Pearson Education, Tenth edition, 2015.
2. Book 2 - Roger S. Pressman, Software Engineering : A practitioner's approach, McGraw Hill publication, Eighth edition, 2014
3. Book 3 - Ian Sommerville, Engineering Software Products: An Introduction to Modern Software Engineering, Pearson Education, First Edition, 2020.

References

1. IEEE Std 830-1998 - IEEE Recommended Practice for Software Requirements Specifications
2. IEEE Std 1016-2009 IEEE Standard for Information Technology—Systems Design—Software Design Descriptions
3. David J. Anderson, Kanban, Blue Hole Press 2010
4. David J. Anderson, Agile Management for Software Engineering, Pearson, 2003
5. Walker Royce, Software Project Management : A unified framework, Pearson Education, 1998
6. Steve. Denning, The age of agile, how smart companies are transforming the way work gets done. New York, Amacom, 2018.
7. Satya Nadella, Hit Refresh: The Quest to Rediscover Microsoft's Soul and Imagine a Better Future for Everyone, Harper Business, 2017
8. Henrico Dolfing, Project Failure Case Studies: Lessons learned from other people's mistakes, Kindle edition
9. Mary Poppendieck, Implementing Lean Software Development: From Concept to Cash, Addison-Wesley Signature Series, 2006
10. StarUML documentation - <https://docs.staruml.io/>
11. OpenProject documentation - <https://docs.openproject.org/>

12. BugZilla documentation - <https://www.bugzilla.org/docs/>
13. GitHub documentation - <https://guides.github.com/>
14. Jira documentation - <https://www.atlassian.com/software/jira>

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. What are the advantages of an incremental development model over a waterfall model?
2. Compare agile software development with traditional software development?

Course Outcome 2 (CO2):

1. How to prepare a software requirement specification?
2. Differentiate between Architectural design and Component level design.
3. How do agile approaches help software developers to capture and define the user requirements effectively?
4. What is the relevance of the SRS specification in software development?
5. Prepare a use case diagram for a library management system.

Course Outcome 3 (CO3):

1. Differentiate between the different types of software testing strategies.
2. What are the benefits of DevOps?
3. How do design patterns help software architects communicate the design of a complex system effectively?
4. What are the proactive approaches one can take to optimise efforts in the testing phase?

Course Outcome 4 (CO4):

1. What are the activities involved in software project management?
2. What is the need for SCRUM, Kanban and Lean methodologies?
3. What are the benefits of rolling level planning in software project management and how would you implement it?
4. How would you assess the risks in your software development project? How would you plan for risk mitigation and contingency?

Course Outcome 5 (CO5):

1. What is the importance of Software Process improvement?
2. How will retrospectives help in improving the software development process?
3. What are the important skills required for the SQA role?
4. How would you use project history data as a prediction tool to plan future projects?

CST 383	CONCEPTS IN MACHINE LEARNING	Category	L	T	P	Credit	Year of introduction
		VAC	3	1	0	4	2019

Preamble: This course enables the learners to understand the fundamental concepts and algorithms in machine learning. The course covers the standard and most popular supervised learning algorithms such as linear regression, logistic regression, decision trees, Bayesian learning & the naive Bayes algorithm, support vector machines & kernels, basic clustering algorithms and dimensionality reduction methods. This course helps the students to provide machine learning based solutions to real world problems.

Prerequisite: Familiarity with basics in linear algebra, probability and Python programming.

	Course Outcomes
CO1	Illustrate Machine Learning concepts and basic parameter estimation methods. (Cognitive Knowledge Level: Apply)
CO2	Demonstrate supervised learning concepts (regression, linear classification). (Cognitive Knowledge Level: Apply)
CO3	Illustrate the concepts of Multilayer neural network and Support Vector Machine (Cognitive Knowledge Level: Apply)
CO4	Describe unsupervised learning concepts and dimensionality reduction techniques. (Cognitive Knowledge Level: Apply)
CO5	Solve real life problems using appropriate machine learning models and evaluate the performance measures (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓	✓							✓
CO2	✓	✓	✓	✓	✓							✓
CO3	✓	✓	✓	✓	✓							✓

CO4	✓	✓	✓	✓	✓							✓
CO5	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks
 Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

Syllabus

Module-1 (Overview of machine learning)

Machine learning paradigms-supervised, semi-supervised, unsupervised, reinforcement learning. Basics of parameter estimation - maximum likelihood estimation(MLE) and maximum a posteriori estimation(MAP). Introduction to Bayesian formulation.

Module-2 (Supervised Learning)

Regression - Linear regression with one variable, Linear regression with multiple variables, solution using gradient descent algorithm and matrix method, basic idea of overfitting in regression. Linear Methods for Classification- Logistic regression, Perceptron, Naive Bayes, Decision tree algorithm ID3.

Module-3 (Neural Networks (NN) and Support Vector Machines (SVM))

NN - Multilayer feed forward network, Activation functions (Sigmoid, ReLU, Tanh), Backpropagation algorithm.

SVM - Introduction, Maximum Margin Classification, Mathematics behind Maximum Margin Classification, Maximum Margin linear separators, soft margin SVM classifier, non-linear SVM, Kernels for learning non-linear functions, polynomial kernel, Radial Basis Function(RBF).

Module-4 (Unsupervised Learning)

Clustering - Similarity measures, Hierarchical Agglomerative Clustering, K-means partitioned clustering, Expectation maximization (EM) for soft clustering. Dimensionality reduction – Principal Component Analysis, factor Analysis, Multidimensional scaling, Linear Discriminant Analysis.

Module-5 (Classification Assessment)

Classification Performance measures - Precision, Recall, Accuracy, F-Measure, Receiver Operating Characteristic Curve(ROC), Area Under Curve(AUC. Bootstrapping, Cross Validation, Ensemble methods, Bias-Variance decomposition. Case Study: Develop a classifier for face detection.

Text Book

1. Ethem Alpaydin, Introduction to Machine Learning, 2nd edition, MIT Press 2010.
2. Mohammed J. Zaki and Wagner Meira, Data Mining and Analysis: Fundamental Concepts and Algorithms, Cambridge University Press, First South Asia edition, 2016.
3. Jake VanderPlas, Python Data Science Handbook, O'Reilly Media, 2016
4. Tom Mitchell, Machine Learning, McGraw-Hill, 1997.

Reference Books

1. Christopher Bishop. Neural Networks for Pattern Recognition, Oxford University Press, 1995.
2. Kevin P. Murphy. Machine Learning: A Probabilistic Perspective, MIT Press 2012.
3. Trevor Hastie, Robert Tibshirani, Jerome Friedman, The Elements Of Statistical Learning, Second edition Springer 2007.
4. P. Langley, Elements of Machine Learning, Morgan Kaufmann, 1995.
5. Richert and Coelho, Building Machine Learning Systems with Python.
6. Davy Cielen, Arno DB Meysman and Mohamed Ali. Introducing Data Science: Big Data, Machine Learning, and More, Using Python Tools, Dreamtech Press 2016.

Sample Course Level Assessment Questions

Course Outcome1(CO1):

1. A coin is tossed 100 times and lands heads 62 times. What is the maximum likelihood estimate for θ , the probability of heads.
2. Suppose data x_1, \dots, x_n are independent and identically distributed drawn from an exponential distribution $\exp(\lambda)$. Find the maximum likelihood for λ .
3. Suppose x_1, \dots, x_n are independent and identically distributed(iid) samples from a distribution with density

$$f_X(x|\theta) = \begin{cases} \frac{\theta x^{\theta-1}}{3^\theta}, & 0 \leq x \leq 3 \\ 0, & \text{otherwise} \end{cases}$$

Find the maximum likelihood estimate(MLE) for θ .

4. Find the maximum likelihood estimator (MLE) and maximum a posteriori (MAP) estimator for the mean of a univariate normal distribution. Assume that we have N samples, x_1, \dots, x_N independently drawn from a normal distribution with known variance σ^2 and unknown mean μ and the prior distribution for the mean is itself a normal distribution with mean ν and variance β^2 . What happens to the MLE and MAP estimators as the number of samples goes to infinity.

Course Outcome 2 (CO2):

1. Explain the difference between (batch) gradient descent and stochastic gradient descent. Give an example of when you might prefer one over the other.
2. Suppose that you are asked to perform linear regression to learn the function that outputs y , given the D -dimensional input x . You are given N independent data points, and that all the D attributes are linearly independent. Assuming that D is around 100, would you prefer the closed form solution or gradient descent to estimate the regressor?
3. Suppose you have a three class problem where class label $y \in 0, 1, 2$ and each training example X has 3 binary attributes $X_1, X_2, X_3 \in 0, 1$. How many parameters (probability distribution) do you need to know to classify an example using the Naive Bayes classifier?

Course Outcome 3 (CO3):

1. What are support vectors and list any three properties of the support vector classifier solution?
2. Why do you use kernels to model a projection from attributes into a feature space, instead of simply projecting the dataset directly?
3. Describe how Support Vector Machines can be extended to make use of kernels. Illustrate with reference to the Gaussian kernel $K(x, y) = e^{-z}$, where $z = (x-y)^2$.

4. Briefly explain one way in which using tanh instead of logistic activations makes optimization easier.
5. ReLU activation functions are most used in neural networks instead of the tanh activation function. Draw both activation functions and give a) an advantage of the ReLU function compared to the tanh function. b) a disadvantage of the ReLU function compared to the tanh function.

Course Outcome 4(CO4):

1. Describe cluster analysis? Identify two applications where cluster analysis can be applied to multimedia data?
2. Given two objects represented by the tuples (22, 1, 42, 10) and (20, 0, 36, 8):
 - (i) Compute the Euclidean distance between the two objects.
 - (ii) Compute the Manhattan distance between the two objects.
3. Use PCA to reduce the dimension from 2 to 1 for the design matrix X .

$$X = \begin{bmatrix} 6 & -4 \\ -3 & 5 \\ -2 & 6 \\ 7 & -3 \end{bmatrix}$$

4. What is Principal Component Analysis (PCA)? Which eigen value indicates the direction of largest variance?
5. Suppose that one runs a principal component analysis on a data set and tells that the percentage of variance explained by the first 3 components is 80%. How is this percentage of variance explained?

Course Outcome 5 (CO5):

1. Suppose that you are contacted by a food processing company that wants you to develop a classifier that detects whether a rat is present in an image. You collect a large dataset of images by crawling the web, and have annotators determine which images contain rats. This set of images can then be used as the training set for your classifier.
 - a. Suggest a machine learning method to use for this classification task and evaluate its performance.
 - b. After you have delivered your solution to the company, they get back to you and complain that when they evaluate on a new test set, they get precision and recall values that are much lower than what you reported to them. Explain what might have gone wrong and propose remedial measures .
2. A real estate firm would like to build a system that predicts the sale prices of a house. They create a spreadsheet containing information about 1,500 house sales in the Kochi

area. In addition to the price, there are 10 features describing the house, such as number of bedrooms, total indoor area, lot area, a swimming pool, location, etc. Explain how you would implement a machine learning model that would solve this prediction task. Give all steps you would carry out when developing it. Explain why the model you built is probably useless in the long run.

3. For a classifier, the confusion matrix is given by:

	+	-
+	9	9
-	1	5

What is the precision, recall and accuracy of that classifier?

CST 385	CLIENT SERVER SYSTEMS	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

The syllabus is prepared with the view of preparing the Engineering Graduates to build effective Client/Server applications. This course aims at providing a foundation in decentralized computer systems, using the client/server model. The course content is decided to cover the essential fundamentals which can be taught within the given slots in the curriculum.

Prerequisite: **Basic knowledge in Computer**

Course Outcomes: After the completion of the course the student will be able to

	Course Outcomes
CO 1	Identify the basics of client/server systems and the driving force behind the development of client/server systems(Cognitive Knowledge Level: Understand)
CO 2	Outline the architecture and classifications of client/server systems(Cognitive Knowledge Level: Understand)
CO 3	Summarize the client/server network services for an application(Cognitive Knowledge Level: Understand)
CO 4	Identify management services and issues in network (Cognitive Knowledge Level: Understand)
CO 5	Outline the Client/Server technology in respect of databases and Client/Server database architecture (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓										✓
CO2	✓	✓										✓
CO3	✓	✓										✓
CO4	✓											✓
CO5	✓	✓										✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Percentage)	Test 2 (Percentage)	
Remember	40	40	40
Understand	40	40	40
Apply	20	20	20
Analyse			
Evaluate			
Create			

Mark distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment Test 1 (for theory, for 2 hrs) : **20 marks**

Continuous Assessment Test 2 (for lab, internal examination, for 2hrs) : **20 marks**

Internal Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 5 questions with 2 questions from each module (2.5 modules x 2 = 5), having 3 marks for each question. Students should answer all questions. Part B also contains 5 questions with 2 questions from each module (2.5 modules

x 2 = 5), of which a student should answer any one. The questions should not have sub-divisions and each one carries 7 marks.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Computing in client server architecture over Mainframe architecture has certain advantages and disadvantages. Describe at least three advantages and disadvantages for each architecture.

Course Outcome 2 (CO2):

1. Explain the role of mainframe-centric model in Client/Server computing?

Course Outcome 3(CO3):

1. Describe the client server system development methodology? Explain different phases of System Integration Life-Cycle.

Course Outcome 4 (CO4):

1. Explain about network management and remote system management. How can security be provided to the network?

Course Outcome 5 (CO5):

1. Explain various types of Client/Server Database Architecture

Syllabus

Module – 1 (Introduction)

Introduction to Client/Server computing - Basic Client/Server Computing Model, Server for Every Client- File Server, Print Server, Application Server, Mail Server, Directory Services Server, Web Server, Database Server, Transaction Servers. Client/Server-Fat or Thin, Stateless

or Stateful, Servers and Mainframes, Client/Server Functions. Driving Forces behind Client/Server Computing- Business Perspective, Technology Perspective.

Module -2 (Client/Server Classification)

Client/Server Types-Single Client/Single Server, Multiple Clients/Single Server, Multiple Clients/Multiple Servers, Integration With Distributed Computing, Alternatives To Client/Server Systems. Classification of Client/Server Systems- Two-Tier Computing, Middleware, Three-Tier Computing- Model View Controller (MVC), Principles behind Client/Server Systems. Client/Server Topologies. Existing Client/Server Architecture. Architecture for Business Information System.

Module -3 (Client/Server Application Components)

Client- Services, Request for services, RPC, Windows services, Print services, Remote boot services, other remote services, Utility Services. Server- Detailed server functionality, Network operating system, Available platforms, Server operating system. Organizational Expectations, Improving performance of client/server applications, Single system image, Downsizing and Rightsizing, Advantages and disadvantages of Client/Server computing, Applications of Client/Server.

Module -4 (Client/ Server Systems Services and Support)

Services and Support- System administration, Availability, Reliability, Scalability, Observability, Agility, Serviceability. Software Distribution, Performance, Network management. Remote Systems Management- RDP, Telnet, SSH, Security. LAN and Network Management issues.

Module -5(Client/Server Technology and Databases)

Client/Server Technology and Databases - Storing Data, Database System Architectures. Client/Server In Respect Of Databases- Client/Server Databases, Client/Server Database Computing, Database Computing Vs. Mainframe, PC/File Server Computing. Client/Server Database Architecture - Process-Per-Client Architecture, Multi-Threaded Architecture, Hybrid Architecture. Database Middleware Component - Application Programming Interface, Database Translator, Network Translator.

Text Book

1. Patrick Smith & Steve Guengerich, Client / Server Computing, PHI
2. Subhash Chandra Yadav, Sanjay Kumar Singh, An Introduction to Client/Server Computing, New Age International Publishers

Reference Books

1. Jeffrey D.Schank, “Novell’s Guide to Client-Server Application & Architecture” Novell Press
2. Robert Orfali, Dan Harkey, Jeri Edwards, Client/Server Survival Guide, Wiley-India Edition, Third Edition
3. Dawna Travis Dewire, Client Server Computing — McGraw Hill
4. W.H.Inman, Developing Client Server Applications, BPB

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SEMESTER V

HONOURS



CST 393	CRYPTOGRAPHIC ALGORITHMS	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:





The course on Cryptographic Algorithms aims at exploring various algorithms deployed in offering confidentiality, integrity, authentication and non-repudiation services. This course covers classical encryption techniques, symmetric and public key crypto-system, key exchange and management, and authentication functions. The concepts covered in this course enable the learners in effective use of cryptographic algorithms for real life applications.

Prerequisite: A sound background in Number Theory.

Course Outcomes: After the completion of the course the student will be able to

CO1	Identify the security services provided for different types of security attacks. (Cognitive Knowledge Level : Understand)
CO2	Summarize the classical encryption techniques for information hiding. (Cognitive Knowledge Level: Apply)
CO3	Illustrate symmetric / asymmetric key cryptographic algorithms for secure communication.(Cognitive Knowledge Level: Apply)
CO4	Interpret key management techniques for secure communication.(Cognitive Knowledge Level: Understand)
CO5	Summarize message authentication functions in a secure communication scenario.(Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												

CO2	✓	✓	✓		✓	✓						✓
CO3	✓	✓	✓	✓	✓	✓						✓
CO4	✓	✓	✓	✓	✓	✓						✓
CO5	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percent	

		age)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment Tests : **25 marks**

Continuous Assessment Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks.

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module-1 (Introduction to the Concepts of Security)

Need for security, Security approaches, Principles of security, Types of attacks, OSI Security Architecture, Classical encryption techniques - Substitution techniques, Transposition techniques. Stream cipher, Block cipher, Public key cryptosystems vs. Symmetric key cryptosystems, Encrypting communication channels.

Module-2 (Symmetric Key Cryptosystems)

Overview of symmetric key cryptography, Block cipher principles, Data Encryption Standard (DES), Differential and Linear cryptanalysis, Double DES, Triple DES, International Data Encryption Algorithm (IDEA), Advanced Encryption Algorithm (AES), Block cipher modes of operation, Stream cipher, RC4.

Module-3 (Public Key Cryptosystems)

Principles of public key cryptosystems, RSA algorithm, RSA illustration, Attacks, ElGamal cryptographic system, Knapsack algorithm, Diffie-Hellman key exchange algorithm, Elliptical curve cryptosystems.

Module-4 (Key Management)

Symmetric key distribution using symmetric encryption, Symmetric key distribution using asymmetric encryption, Distribution of public keys, Generating keys, transferring keys, Verifying keys, Updating keys, Storing keys, Backup keys, Compromised keys, Public key infrastructure.

Module – 5 (Authentication)

Authentication requirements, Authentication functions, Message authentication codes (MAC), Hash functions, Security of Hash functions and MAC, Message Digest 5 (MD5), Secure Hash Algorithm (SHA)-512, Hash-based Message Authentication Code (HMAC), Cipher-based Message Authentication Code (CMAC), X.509 Authentication services.

Text Books

1. William Stallings, Cryptography and Network Security Principles and Practice, Pearson Edu, 6e.
2. Bruce Schneier, Applied Cryptography Protocols, Algorithms and source code in C, Wiley, 2e.

References

1. Behrouz A. Forouzan, Cryptography and Network Security, McGraw Hill, 2e.
2. Johannes A. Buchmann, Introduction to Cryptography, Springer, 2e.
3. Douglas R. Stinson, Cryptography Theory and Practice, 3e, Chapman & Hall/CRC, 2006.
4. Bernard Menezes, Network Security and Cryptography, Cengage Learning, 2011.

Sample Course Level Assessment Questions**Course Outcome 1 (CO1):**

1. Consider an automated teller machine (ATM) in which users provide a personal identification number (PIN) and a card for account access. Give examples of confidentiality, integrity, and availability requirements associated with the system and, in each case, indicate the degree of importance of the requirement.
2. Discuss the different security services provided for preventing security attacks.

Course Outcome 2 (CO2):

1. The encryption key in a transposition cipher is (3,2,6,1,5,4). Find the decryption key
2. Discuss the process of encryption in Vernam cipher

Course Outcome 3 (CO3):

1. Devise a meet-in-the-middle attack for a triple DES.

2. Write an algorithm for the InvSubBytes transformation and implement using python **(Assignment)**
3. Consider the following elliptic curve signature scheme. We have a global elliptic curve, prime p , and “generator” G . Alice picks a private signing key X_A and forms the public verifying $Y_A = X_A G$. To sign a message M :
 - Alice picks a value k
 - Alice sends Bob M , k and the signature $S = M - kX_A G$.
 - Bob verifies that $M = S + kY_A$.

Show that the verification process produces an equality if the signature is valid.

4. Write an algorithm to add two points on an elliptic curve over $GF(p)$ and implement using Python. **(Assignment)**
5. Write an algorithm for encryption using knapsack cryptosystem and implement using Java. **(Assignment)**

Course Outcome4 (CO4):

1. List four general categories of schemes for the distribution of public keys.
2. What are the essential ingredients of a public-key directory?

Course Outcome 5 (CO5):

1. State the value of the length field in SHA-512 if the length of the message is 1919 bits and 1920 bits.
2. Write an algorithm in pseudo code for HMAC and implement using Python **(Assignment)**

Estd.



2014

CST 395	NEURAL NETWORKS AND DEEP LEARNING	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

Neural networks is a biologically inspired programming paradigm which enables a computer to learn from observational data and deep learning is a powerful set of techniques for training neural networks. This course introduces the key concepts in neural networks, its architecture and learning paradigms, optimization techniques, basic concepts in deep learning, Convolutional Neural Networks and Recurrent Neural Networks. The students will be able to provide best solutions to real world problems in domains such as computer vision and natural language processing.

Prerequisite: A Sound knowledge in Computational fundamentals of machine learning

Course Outcomes: After the completion of the course the student will be able to

CO1	Demonstrate the basic concepts of machine learning models and performance measures. (Cognitive Knowledge Level : Understand)
CO2	Illustrate the basic concepts of neural networks and its practical issues (Cognitive Knowledge Level : Apply)
CO3	Outline the standard regularization and optimization techniques for deep neural networks (Cognitive Knowledge Level : Understand)
CO4	Build CNN and RNN models for different use cases. (Cognitive Knowledge Level : Apply)
CO5	Explain the concepts of modern RNNs like LSTM, GRU (Cognitive Knowledge Level : Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓	✓	✓	✓						✓
CO5	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (%)	Test2 (%)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern

Attendance	10 marks
Continuous Assessment Tests	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B

contains 2 questions from each module of which a student should answer any one. Each question can have a maximum 2 subdivisions and carry 14 marks.

Syllabus

Module - 1 (Basics of Machine Learning)

Machine Learning basics - Learning algorithms - Supervised, Unsupervised, Reinforcement, Overfitting, Underfitting, Hyper parameters and Validation sets, Estimators -Bias and Variance. Challenges in machine learning. Simple Linear Regression, Logistic Regression, Performance measures - Confusion matrix, Accuracy, Precision, Recall, Sensitivity, Specificity, Receiver Operating Characteristic curve(ROC), Area Under Curve(AUC).

Module -2 (Neural Networks)

Introduction to neural networks -Single layer perceptrons, Multi Layer Perceptrons (MLPs), Representation Power of MLPs, Activation functions - Sigmoid, Tanh, ReLU, Softmax. Risk minimization, Loss function, Training MLPs with backpropagation, Practical issues in neural network training - The Problem of Overfitting, Vanishing and exploding gradient problems, Difficulties in convergence, Local and spurious Optima, Computational Challenges. Applications of neural networks.

Module 3 (Deep learning)

Introduction to deep learning, Deep feed forward network, Training deep models, Optimization techniques - Gradient Descent (GD), GD with momentum, Nesterov accelerated GD, Stochastic GD, AdaGrad, RMSProp, Adam. Regularization Techniques - L1 and L2 regularization, Early stopping, Dataset augmentation, Parameter sharing and tying, Injecting noise at input, Ensemble methods, Dropout, Parameter initialization.

Module -4 (Convolutional Neural Network)

Convolutional Neural Networks – Convolution operation, Motivation, Pooling, Convolution and Pooling as an infinitely strong prior, Variants of convolution functions, Structured outputs, Data types, Efficient convolution algorithms. Practical use cases for CNNs, Case study - Building CNN model AlexNet with handwritten digit dataset MNIST.

Module- 5 (Recurrent Neural Network)

Recurrent neural networks – Computational graphs, RNN design, encoder – decoder sequence to sequence architectures, deep recurrent networks, recursive neural networks, modern RNNs LSTM and GRU, Practical use cases for RNNs. Case study - Natural Language Processing.

CST 397	PRINCIPLES OF MODEL CHECKING	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This course covers the basic theory and algorithm for an automatic verification process namely, model checking. Model checking is a formal process for proving the correctness of a hardware/software which can be modelled as a finite-state transition system. This course introduces the topics - finite-state modelling of hardware/software, linear-time properties, classification of linear-time properties, Linear Temporal Logic (LTL), a formal language for property specification, LTL model checking algorithm and model checking case studies. Proving correctness of a hardware/software is essential in safety critical systems in domains such as avionics, health care and automotive.

Prerequisite: Nil

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

CO#	Course Outcomes
CO1	Illustrate an application for model checking. (Cognitive Knowledge Level: Understand)
CO2	Describe finite-state modelling of hardware and software. (Cognitive Knowledge Level: Understand)
CO3	Identify the linear-time properties required to represent the requirements of a system. (Cognitive Knowledge Level: Apply)
CO4	Specify a given linear-time property in Linear Temporal Logic (LTL). (Cognitive Knowledge Level: Apply)
CO5	Perform LTL model checking with the tool SAL (Symbolic Analysis Laboratory). (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓	✓	✓						✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓								✓
CO6	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (Marks in percentage)	Test 2 (Marks in percentage)	End Semester Examination (Marks in percentage)
Remember	30	30	30
Understand	40	40	40
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment Test : **25 marks**

Continuous Assessment Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus. The second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer anyone. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module 1 (Introduction to Model Checking)**

System Verification– Hardware and Software Verification, Model Checking, Characteristics of Model Checking. Transition Systems – Transition System, Direct Predecessors and Successors, Terminal State, Deterministic Transition System.

Executions - Execution Fragment, Maximal and Initial Execution Fragment, Execution, Reachable States. Modeling Hardware and Software Systems- Sequential Hardware Circuits, data Dependent Systems.

Module - 2 (Linear Time Properties)

Linear-Time (LT) Properties - Deadlock. Linear-Time Behavior - Paths and State Graph, Path Fragment, Maximal and Initial Path Fragment, Path. Traces - Trace and Trace Fragment, LT Properties - LT Property, Satisfaction Relation for LT Properties, Trace Equivalence and LT Properties. Safety Properties and Invariants - Invariants, Safety Properties, Trace Equivalence and Safety properties. Liveness Properties - Liveness Property, Safety vs. Liveness Properties. Fairness - Fairness, Unconditional, Weak and Strong Fairness, Fairness Strategies, Fairness and Safety. (Definition and examples only for all topics - no proof required).

Module - 3 (Regular Properties)

Regular Properties - Model Checking Regular Safety properties - Regular Safety property, Verifying Regular Safety Properties. Automata on Infinite Words - ω -Regular Languages and Properties, Nondeterministic Buchi Automata (NBA), Deterministic Buchi Automata (DBA), Generalised Buchi Automata (Definitions only). Model Checking ω -Regular Properties - Persistence Properties and Product, Nested Depth-First Search (Only algorithms required).

Module - 4 (Linear Time Logic)

Linear Temporal Logic (LTL) - Syntax, Semantics, Equivalence of LTL Formulae, Weak Until, Release and Positive Normal Form, Fairness, Safety and Liveness in LTL (Definitions only). Automata Based LTL Model Checking (Algorithms and examples only).

Module - 5 (Model Checking in SAL)

Introduction - Introduction to the tool Symbolic Analysis Laboratory (SAL). The Language of SAL - The expression language, The transition Language, The module language, SAL Contexts. SAL Examples - Mutual Exclusion, Peterson's Protocol, Synchronous Bus Arbiter, Bounded Bakery protocol, Bakery Protocol, Simpson's Protocol, Stack.

Text Books

1. Christel Baier and Joost-Pieter Katoen, Principles of Model Checking, The MIT Press. (Modules 1 - 4)
2. Leonardo de Moura, Sam Owre and N. Shankar, The SAL Language Manual, SRI International (<http://sal.csl.sri.com/doc/language-report.pdf>, Chapters 1, 3, 4, 5, 6, 7) (Module 5)

Reference Materials

1. SAL Examples (<http://sal.csl.sri.com/examples.shtml>) (Module 5)

Course Level Assessment Questions**Course Outcome 1 (CO1):**

1. Explain how model checking can be effective in developing a nuclear power plant.

Course Outcome 2 (CO2):

1. Consider a message delivery system. The sender s is trying to send a series of messages to the receiver r in such a way that the $(i+1)^{st}$ message is sent only after the i^{th} message is delivered. There is a possibility of error in sending a message and in that case, s keeps on trying until it is able to send the message. Express this process as a transition system.

Course Outcome 3 (CO3):

1. Consider a shared memory segment s protected using a mutex lock variable m . Two processes p_1 and p_2 are trying to access s . Find the Linear Time properties of the system which will ensure safety, liveness and fairness.

Course Outcome 4 (CO4):

1. Express the Linear Time properties found in the above system using LTL.

Course Outcome 5 (CO5):

1. Model the above system using SAL and verify that the system avoids deadlock under all conditions.
- 2.

APJ ABDUL KALAM
TECHNOLOGICAL
UNIVERSITY

SEMESTER VI



CST 302	COMPILER DESIGN	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble:

The purpose of this course is to create awareness among students about the phases of a compiler and the techniques for designing a compiler. This course covers the fundamental concepts of different phases of compilation such as lexical analysis, syntax analysis, semantic analysis, intermediate code generation, code optimization and code generation. Students can apply this knowledge in design and development of compilers.

Prerequisite: Sound knowledge in Data Structures, Formal Languages & Automata Theory.

Course Outcomes: After the completion of the course the student will be able to

CO1	Explain the phases in compilation process(lexical analysis, syntax analysis, semantic analysis, intermediate code generation, code optimization and code generation) and model a lexical analyzer (Cognitive Knowledge Level: Apply)
CO2	Model language syntax using Context Free Grammar and develop parse tree representation using leftmost and rightmost derivations (Cognitive Knowledge Level: Apply)
CO3	Compare different types of parsers(Bottom-up and Top-down) and construct parser for a given grammar (Cognitive Knowledge Level: Apply)
CO4	Build Syntax Directed Translation for a context free grammar, compare various storage allocation strategies and classify intermediate representations (Cognitive Knowledge Level: Apply)
CO5	Illustrate code optimization and code generation techniques in compilation (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Marks)	Test 2 (Marks)	
Remember	20	20	20
Understand	40	40	40
Apply	40	40	40
Analyze			

Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment - Test : **25 marks**

Continuous Assessment - Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module - 1 (Introduction to compilers and lexical analysis)

Analysis of the source program - Analysis and synthesis phases, Phases of a compiler. Compiler writing tools. Bootstrapping. Lexical Analysis - Role of Lexical Analyser, Input Buffering, Specification of Tokens, Recognition of Tokens.

Module - 2 (Introduction to Syntax Analysis)

Role of the Syntax Analyser – Syntax error handling. Review of Context Free Grammars - Derivation and Parse Trees, Eliminating Ambiguity. Basic parsing approaches - Eliminating left recursion, left factoring. Top-Down Parsing - Recursive Descent parsing, Predictive Parsing, LL(1) Grammars.

Module - 3 (Bottom-Up Parsing)

Handle Pruning. Shift Reduce parsing. Operator precedence parsing (Concept only). LR parsing - Constructing SLR, LALR and canonical LR parsing tables.

Module - 4 (Syntax directed translation and Intermediate code generation)

Syntax directed translation - Syntax directed definitions, S-attributed definitions, L-attributed definitions, Bottom-up evaluation of S-attributed definitions. Run-Time Environments - Source Language issues, Storage organization, Storage-allocation strategies. Intermediate Code Generation - Intermediate languages, Graphical representations, Three-Address code, Quadruples, Triples.

Module 5 – (Code Optimization and Generation)

Code Optimization - Principal sources of optimization, Machine dependent and machine independent optimizations, Local and global optimizations. Code generation - Issues in the design of a code generator, Target Language, A simple code generator.

Text Books

1. Aho A.V., Ravi Sethi and D. Ullman. Compilers – Principles Techniques and Tools, Addison Wesley, 2006.

Reference Books

1. D.M.Dhamdhare, System Programming and Operating Systems, Tata McGraw Hill & Company, 1996.
2. Kenneth C. Loudon, Compiler Construction – Principles and Practice, Cengage Learning Indian Edition, 2006.

3. Tremblay and Sorenson, The Theory and Practice of Compiler Writing, Tata McGraw Hill & Company, 1984.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1):

- 1) Explain the phases of a compiler with a neat diagram.
- 2) Define a token. Identify the tokens in the expression $a := b + 10$.

Course Outcome 2 (CO2):

- 1) Illustrate the process of eliminating ambiguity, left recursion and left factoring the grammar.
- 2) Is the following grammar ambiguous? If so eliminate ambiguity.

$$E \rightarrow E + E \mid E * E \mid (E) \mid id$$

Course Outcome 3 (CO3):

1. What are the different parsing conflicts in the SLR parsing table?
2. Design a recursive descent parser for the grammar

$$E \rightarrow E + T \mid T$$

$$T \rightarrow T * F \mid F$$

$$F \rightarrow (E) \mid id$$

3. Construct canonical LR(0) collection of items for the grammar below.

$$S \rightarrow L = R$$

$$S \rightarrow R$$

$$L \rightarrow * R$$

$$L \rightarrow id$$

$$R \rightarrow L$$

Also identify a shift reduce conflict in the LR(0) collection constructed above.

Course Outcome 4 (CO4):

1. Write the quadruple and triple representation of the following intermediate code

$$R1 = C * D$$

$$R2 = B + R1$$

$$A = R2$$

$$B[0] = A$$

2. Differentiate S-attributed Syntax Directed Translation(SDT) and L-attributed SDT. Write S - attributed SDT for a simple desktop calculator

Course Outcome 5 (CO5):

1. List out the examples of function preserving transformations.
2. What are the actions performed by a simple code generator for a typical three-address statement of the form $x := y \text{ op } z$.

CST 304	COMPUTER GRAPHICS AND IMAGE PROCESSING	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble:


























The purpose of this course is to make awareness about strong theoretical relationships between computer graphics and image processing. This course helps the learner to understand three-dimensional environment representation in a computer, transformation of 2D/3D objects, basic mathematical techniques and algorithms used to build useful applications, imaging, and image processing techniques. The study of computer graphics and image processing develops the ability to create image processing frameworks for different domains and develops algorithms for emerging display technologies.

Prerequisite: A sound knowledge of Mathematics and a programming language.

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Describe the working principles of graphics devices(Cognitive Knowledge level: Understand)
CO2	Illustrate line drawing, circle drawing and polygon filling algorithms(Cognitive Knowledge level: Apply)
CO3	Demonstrate geometric representations, transformations on 2D & 3D objects, clipping algorithms and projection algorithms(Cognitive Knowledge level: Apply)
CO4	Summarize visible surface detection methods(Cognitive Knowledge level: Understand)
CO5	Summarize the concepts of digital image representation, processing and demonstrate pixel relationships(Cognitive Knowledge level: Apply)
CO6	Solve image enhancement and segmentation problems using spatial domain techniques(Cognitive Knowledge level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												
CO6												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30

Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests (Average of Series Tests 1 & 2)	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which student should answer any one full question. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module – 1(Basics of Computer graphics and Algorithms)

Basics of Computer Graphics and its applications. Video Display devices- Refresh Cathode Ray Tubes, Random Scan Displays and systems, Raster scan displays and systems. Line drawing algorithms- DDA, Bresenham's algorithm. Circle drawing algorithms- Midpoint Circle generation algorithm, Bresenham's algorithm.

Module - 2(Filled Area Primitives and transformations)

Filled Area Primitives- Scan line polygon filling, Boundary filling and flood filling. Two dimensional transformations-Translation, Rotation, Scaling, Reflection and Shearing, Composite transformations, Matrix representations and homogeneous coordinates. Basic 3D transformations.

Module - 3 (Clipping and Projections)

Window to viewport transformation. Cohen Sutherland Line clipping algorithm. Sutherland Hodgeman Polygon clipping algorithm. Three dimensional viewing pipeline. Projections- Parallel and Perspective projections. Visible surface detection algorithms- Depth buffer algorithm, Scan line algorithm.

Module - 4 (Fundamentals of Digital Image Processing)

Introduction to Image processing and applications. Image as 2D data. Image representation in Gray scale, Binary and Colour images. Fundamental steps in image processing. Components of image processing system. Coordinate conventions. Sampling and quantization. Spatial and Gray Level Resolution. Basic relationship between pixels- neighbourhood, adjacency, connectivity. Fundamentals of spatial domain-convolution operation.

Module - 5 (Image Enhancement in Spatial Domain and Image Segmentation)

Basic gray level transformation functions - Log transformations, Power-Law transformations, Contrast stretching. Histogram equalization. Basics of spatial filtering - Smoothing spatial filter- Linear and nonlinear filters, and Sharpening spatial filters-Gradient and Laplacian.

Fundamentals of Image Segmentation. Thresholding - Basics of Intensity thresholding and Global Thresholding. Region based Approach - Region Growing, Region Splitting and Merging. Edge Detection - Edge Operators- Sobel and Prewitt.

Text Book

1. Donald Hearn and M. Pauline Baker, Computer Graphics, PHI, 2e, 1996
2. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing. Pearson, 4e, 2017

References

- 1) William M. Newman and Robert F. Sproull, Principles of Interactive Computer Graphics. McGraw Hill, 2001

- 2) Zhigang Xiang and Roy Plastock, Computer Graphics (Schaum's outline Series), McGraw Hill, 2019.
- 3) David F. Rogers , Procedural Elements for Computer Graphics, Tata McGraw Hill, 2001.
- 4) M. Sonka, V. Hlavac, and R. Boyle, Image Processing, Analysis, and Machine Vision, Thomson India Edition, 4e, 2017.

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Compare the working principle of raster scan systems and random scan systems.
2. How much time is spent scanning across each row of pixels during screen refresh on a raster system with resolution of 1280*1024 and a refresh rate of 60 frames per second?

Course Outcome 2 (CO2):

1. Rasterize the line with end points (2,3) and (5,8) using Bresenham's line drawing algorithm.
2. Explain how the 4-connected area filling approach differs from 8-connected area filling in boundary filling algorithm

Course Outcome 3 (CO3):

1. Rotate a triangle ABC 45 degree counter clockwise about the pivot point (10,3), where the position vector of the coordinate ABC is given as A(4,1), B(5,2) and C(4,3).
2. Given a clipping window A(20,20), B(60,20), C(60,40) and D(20,40). Using Cohen Sutherland algorithm, find the visible portion of the line segment joining the points P(40,80) and Q(120,30)

Course Outcome 4 (CO4):

1. Explain scan line algorithm for detecting visible surfaces in an object.

Course Outcome 5 (CO5):

1. Give an image representation model and describe how the representation changes in grayscale, binary and colour images.
2. Consider an image segment shown below.

3 1 2 1 (q)

2 2 0 2

1 2 1 1

(p) 1 0 1 2

- (a) Let $V=\{0,1\}$ and compute the length of the shortest 4-, 8- and m- path between p and q. If a particular path does not exist between these two points, explain why?
- (b) Repeat for $V=\{1,2\}$.

3. The spatial resolution of an image is given by 128 X 128. What are its storage requirements if it is represented by 64 gray levels?

Course Outcome 6 (CO6):

1. A skilled medical technician is charged with the job of inspecting a certain class of monochrome images generated by electronic microscope. To facilitate the inspection, the technician uses image processing aids. However when he examines the images he finds the following problems.
- (a) Presence of bright isolated dots that are not of interest.
 - (b) Lack of sharpness
 - (c) Poor contrast

Identify the sequence of preprocessing steps that the technician may use to overcome the above mentioned problems and explain it.

2. A 4x4, 4 bits/pixel original image is given by

10	12	8	9
10	12	12	14
12	13	10	9
14	12	10	12

- (a) Apply histogram equalisation to the image by rounding the resulting image pixels to integers
 - (b) Sketch the histogram of the original image and the histogram-equalised image.
3. You have Sobel operator and Laplacian operator for edge detection. Which operator will you select for edge detection in the case of noisy image? Explain. **(Assignment)**

CST 306	ALGORITHM ANALYSIS AND DESIGN	Category	L	T	P	Credit	Year of Introduction
		PCC	3	1	0	4	2019

Preamble:

The course introduces students to the design of computer algorithms, as well as analysis of algorithms. Algorithm design and analysis provide the theoretical backbone of computer science and are a must in the daily work of the successful programmer. The goal of this course is to provide a solid background in the design and analysis of the major classes of algorithms. At the end of the course students will be able to develop their own versions for a given computational task and to compare and contrast their performance.




























Prerequisite:

Strong Foundation in Mathematics, Programming in C, Data Structures and Graph Theory.

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Analyze any given algorithm and express its time and space complexities in asymptotic notations. (Cognitive Level: Apply)
CO2	Derive recurrence equations and solve it using Iteration, Recurrence Tree, Substitution and Master's Method to compute time complexity of algorithms. (Cognitive Level: Apply)
CO3	Illustrate Graph traversal algorithms & applications and Advanced Data structures like AVL trees and Disjoint set operations. (Cognitive Level: Apply)
CO4	Demonstrate Divide-and-conquer, Greedy Strategy, Dynamic programming, Branch-and Bound and Backtracking algorithm design techniques (Cognitive Level: Apply)
CO5	Classify a problem as computationally tractable or intractable, and discuss strategies to address intractability (Cognitive Level: Understand)
CO6	Identify the suitable design strategy to solve a given problem. (Cognitive Level: Analyze)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												√
CO6												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40

Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests (Average of Series Tests 1 & 2)	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module-1 (Introduction to Algorithm Analysis)

Characteristics of Algorithms, Criteria for Analysing Algorithms, Time and Space Complexity - Best, Worst and Average Case Complexities, Asymptotic Notations - Big-Oh (O), Big- Omega (Ω), Big-Theta (Θ), Little-oh (o) and Little- Omega (ω) and their properties. Classifying functions by their asymptotic growth rate, Time and Space Complexity Calculation of simple algorithms.

Analysis of Recursive Algorithms: Recurrence Equations, Solving Recurrence Equations – Iteration Method, Recursion Tree Method, Substitution method and Master's Theorem (Proof not required).

Module-2 (Advanced Data Structures and Graph Algorithms)

Self Balancing Tree - AVL Trees (Insertion and deletion operations with all rotations in detail, algorithms not expected); Disjoint Sets- Disjoint set operations, Union and find algorithms.

DFS and BFS traversals - Analysis, Strongly Connected Components of a Directed graph, Topological Sorting.

Module-3 (Divide & Conquer and Greedy Strategy)

The Control Abstraction of Divide and Conquer- 2-way Merge sort, Strassen's Algorithm for Matrix Multiplication-Analysis. The Control Abstraction of Greedy Strategy- Fractional Knapsack Problem, Minimum Cost Spanning Tree Computation- Kruskal's Algorithms - Analysis, Single Source Shortest Path Algorithm - Dijkstra's Algorithm-Analysis.

Module-4 (Dynamic Programming, Back Tracking and Branch & Bound))

The Control Abstraction- The Optimality Principle- Matrix Chain Multiplication-Analysis, All Pairs Shortest Path Algorithm - Floyd-Warshall Algorithm-Analysis. The Control Abstraction of Back Tracking – The N Queen's Problem. Branch and Bound Algorithm for Travelling Salesman Problem.

Module-5 (Introduction to Complexity Theory)

Tractable and Intractable Problems, Complexity Classes – P, NP, NP- Hard and NP-Complete Classes- NP Completeness proof of Clique Problem and Vertex Cover Problem- Approximation algorithms- Bin Packing, Graph Coloring. Randomized Algorithms (Definitions of Monte Carlo and Las Vegas algorithms), Randomized version of Quick Sort algorithm with analysis.

Text Books

1. T.H.Cormen, C.E.Leiserson, R.L.Rivest, C. Stein, Introduction to Algorithms, 2nd Edition, Prentice-Hall India (2001)
2. Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, "Fundamentals of Computer Algorithms", 2nd Edition, Orient Longman Universities Press (2008)

CST 308	COMPREHENSIVE COURSE WORK	Category	L	T	P	Credit	Year of Introduction
		PCC	1	0	0	1	2019

Preamble:

The objective of this Course work is to ensure the comprehensive knowledge of each student in the most fundamental core courses in the curriculum. Six core courses credited from Semesters 3, 4 and 5 are chosen for the detailed study in this course work. This course helps the learner to become competent in cracking GATE, placement tests and other competitive examinations

Prerequisite:

1. Discrete Mathematical Structures
2. Data Structures
3. Operating Systems
4. Computer Organization And Architecture
5. Database Management Systems
6. Formal Languages And Automata Theory

Course Outcomes: After the completion of the course the student will be able to

CO1	Comprehend the concepts of discrete mathematical structures (Cognitive Knowledge Level: Understand)
CO2 :	Comprehend the concepts and applications of data structures (Cognitive Knowledge Level: Understand)
CO3 :	Comprehend the concepts, functions and algorithms in Operating System (Cognitive Knowledge Level: Understand)
CO4 :	Comprehend the organization and architecture of computer systems (Cognitive Knowledge Level: Understand)
CO5 :	Comprehend the fundamental principles of database design and manipulation (Cognitive Knowledge Level: Understand)
CO6 :	Comprehend the concepts in formal languages and automata theory Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Assessment Pattern

Bloom's Category	End Semester Examination
Remember	10
Understand	20
Apply	20
Analyse	
Evaluate	
Create	

Mark distribution

Total Marks	CIE	ESE	ESE Duration
50	0	50	1 hour

End Semester Examination Pattern: Objective Questions with multiple choice (Four). Question paper include fifty questions of one mark each covering the five identified courses.

Syllabus

Full Syllabus of all six selected Courses.

1. Discrete Mathematical Structures
2. Data Structures
3. Operating Systems
4. Computer Organization And Architecture
5. Database Management Systems
6. Formal Languages And Automata Theory

Course Contents and Lecture Schedule

No	Topic	No. of Lectures
1	DISCRETE MATHEMATICAL STRUCTURES (14 hours)	
1.1	Mock Test on Module 1 and Module 2	1 hour
1.2	Mock Test on Module 3, Module 4 and Module 5	1 hour
2	DATA STRUCTURES	
2.1	Mock Test on Module 1, Module 2 and Module 3	1 hour
2.2	Mock Test on Module 4 and Module 5	1 hour
3	OPERATING SYSTEMS	
3.1	Mock Test on Module 1 and Module 2	1 hour
3.2	Mock Test on Module 3, Module 4 and Module 5	1 hour
3.3	Feedback and Remedial	1 hour
4	COMPUTER ORGANIZATION AND ARCHITECTURE	
4.1	Mock Test on Module 1, Module 2 and Module 3	1 hour
4.2	Mock Test on Module 4 and Module 5	1 hour
5	DATABASE MANAGEMENT SYSTEMS	

5.1	Mock Test on Module 1, Module 2 and Module 3	1 hour
5.2	Mock Test on Module 4 and Module 5	1 hour
6	FORMAL LANGUAGES AND AUTOMATA THEORY	
6.1	Mock Test on Module 1, Module 2 and Module 3	1 hour
6.2	Mock Test on Module 4 and Module 5	1 hour
6.3	Feedback and Remedial	1 hour

Model Question Paper

QP CODE:

Reg No: _____

Name: _____

PAGES : 10

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY
SIXTH SEMESTER B.TECH DEGREE EXAMINATION, MONTH & YEAR

Course Code: CST 308

Course Name: Comprehensive Course Work

Max. Marks: 50

Duration: 1 Hour

Objective type questions with multiple choices. Mark one correct answer for each question.
Each Question Carries 1 Mark

- What is the maximum possible number of relations from a set with 5 elements to another set with 4 elements?
 (A) 2^{10} (B) 2^{16} (C) 2^{20} (D) 2^{25}
- The set $\{1,2,4,7,8,11,13,14\}$ is a group under multiplication modulo 15. Find the inverse of element 13
 (A) 7 (B) 13 (C) 1 (D) 8
- Consider the recurrence relation $a_1 = 2$, $a_n = 3n + a_{n-1}$. Then a_{72} is

CSL332	NETWORKING LAB	CATEGORY	L	T	P	Credit	Year of Introduction
		PCC	0	0	3	2	2

Preamble:

The course enables the learners to get hands-on experience in network programming using Linux System calls and network monitoring tools. It covers implementation of network protocols and algorithms, configuration of network services and familiarization of network simulators. This helps the learners to develop, implement protocols and evaluate its performance for real world networks.

Prerequisite: Sound knowledge in Programming in C, Data Structures and Computer Networks

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Use network related commands and configuration files in Linux Operating System. (Cognitive Knowledge Level: Understand).
CO2	Develop network application programs and protocols. (Cognitive Knowledge Level: Apply)
CO3	Analyze network traffic using network monitoring tools. (Cognitive Knowledge Level: Apply)
CO4	Design and setup a network and configure different network protocols. (Cognitive Knowledge Level: Apply)
CO5	Develop simulation of fundamental network concepts using a network simulator. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												

CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and teamwork
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Test (Internal Exam) Marks in percentage	End Semester Examination Marks in percentage
Remember	20	20
Understand	20	20
Apply	60	60
Analyze		
Evaluate		
Create		

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	3 hours

Continuous Internal Evaluation Pattern:

Attendance	: 15 marks
Continuous Evaluation in Lab	: 30 marks
Continuous Assessment Test	: 15 marks
Viva voce	: 15 marks

Internal Examination Pattern:

The Internal examination shall be conducted for 100 marks, which will be converted to out of 15, while calculating Internal Evaluation marks. The marks will be distributed as, Algorithm - 30 marks, Program - 20 marks, Output - 20 marks and Viva - 30 marks.

End Semester Examination Pattern:

The End Semester Examination will be conducted for a total of 75 marks and shall be distributed as, Algorithm - 30 marks, Program - 20 marks, Output - 20 marks and Viva- 30 marks.

Operating System to Use in Lab	: Linux
Compiler/Software to Use in Lab	: gcc, NS2
Programming Language to Use in Lab	: Ansi C

Fair Lab Record:

All the students attending the Networking Lab should have a Fair Record. Every experiment conducted in the lab should be noted in the fair record. For every experiment, in the fair record, the right hand page should contain experiment heading, experiment number, date of experiment, aim of the experiment, procedure/algorithm followed, other such details of the experiment and final result. The left hand page should contain a print out of the respective code with sample input and corresponding output obtained. All the experiments noted in the fair record should be verified by the faculty regularly. The fair record, properly certified by the faculty, should be produced during the time of End Semester Examination for the verification by the examiners.

Syllabus

*Mandatory

(Note: At least one program from each topic in the syllabus should be completed in the Lab)

1. Getting started with the basics of network configuration files and networking commands in Linux.*
2. To familiarize and understand the use and functioning of system calls used for network programming in Linux.*
3. Implement client-server communication using socket programming and TCP as transport layer protocol*
4. Implement client-server communication using socket programming and UDP as transport layer protocol*
5. Simulate sliding window flow control protocols.* (Stop and Wait, Go back N, Selective Repeat ARQ protocols)
6. Implement and simulate algorithm for Distance Vector Routing protocol or Link State Routing protocol.*
7. Implement Simple Mail Transfer Protocol.
8. Implement File Transfer Protocol.*
9. Implement congestion control using a leaky bucket algorithm.*
10. Understanding the Wireshark tool.*
11. Design and configure a network with multiple subnets with wired and wireless LANs using required network devices. Configure commonly used services in the network.*
12. Study of NS2 simulator*

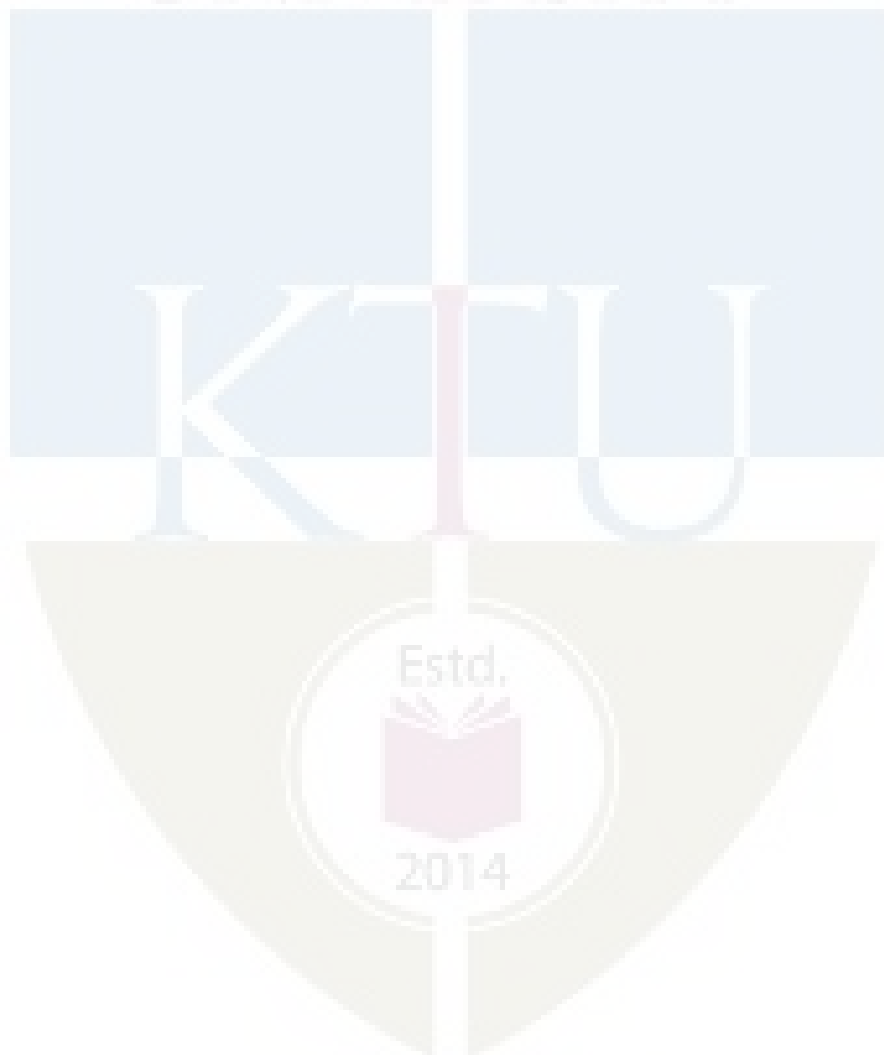
Networking Lab-Practice Questions

1.
 - a) View the configuration, including addresses of your computers network interfaces.
 - b) Test the network connectivity between your computer and several other computers.
 - c) View the active TCP connections in the computer after visiting a website.
 - d) Find the hardware/MAC address of another computer in the network using ARP.
2. Write the system calls used for creating sockets and transferring data between two nodes.
3.
 - a) Implement a multi-user chat server using TCP as transport layer protocol.
 - b) Implement a simple web proxy server that accepts HTTP requests and forwarding to remote servers and returning data to the client using TCP

4. Implement a Concurrent Time Server application using UDP to execute the program at a remote server. Client sends a time request to the server, server sends its system time back to the client. Client displays the result.
5.
 - a) Implement Stop-and-Wait ARQ flow control protocol.
 - b) Implement Go-Back--N ARQ flow control protocol.
 - c) Implement Selective Repeat ARQ flow control protocol.
6. Implement Distance Vector Routing algorithm or Link State Routing algorithm..
7. Implement Simple Mail Transfer Protocol.
8. Develop a concurrent file server which will provide the file requested by a client if it exists. If not, the server sends appropriate message to the client. Server should also send its process ID (PID) to clients for display along with the file or the message.
9. Implement leaky bucket algorithm for congestion control.
10.
 - a) Using Wireshark, Capture packets transferred while browsing a selected website. Investigate the protocols used in each packet, the values of the header fields and the size of the packet.
 - b) Using Wireshark, observe three way handshaking connection establishment, three way handshaking connection termination and Data transfer in client server communication using TCP.
 - c) Explore at least the following features of Wireshark: filters, Flow graphs (TCP), statistics, and protocol hierarchies.
11. Design and configure a network (wired and wireless LANs) with multiple subnets using required network devices. Configure at least three of the following services in the network- TELNET, SSH, FTP server, Web server, File server, DHCP server and DNS server.
12.
 - a) The network consists of TCP source node (n0) and destination node (n1) over an area size of 500m x 500m. Node (n0) uses Agent/TCP/Reno as the sending TCP agent and FTP traffic source. Node (n1) is the receiver of FTP transfers, and it uses Agent/TCP sink as its TCP-agent for the connection establishment. Run the simulation for 150 seconds and show the TCP window size in two static nodes scenario with any dynamic routing protocol. Run the script and analyze the output graph for the given scenario.
 - b) Simulate the transmission of ping messages over a star network topology consisting of 'n' nodes and find the number of packets dropped due to congestion using NS2simulator.
 - c) Simulate Link State Protocol or Distance Vector Routing protocol in NS2.

Reference Books:

1. W. Richard Stevens, Bill Fenner, Andy Rudoff, UNIX Network Programming: Volume 1, The Sockets Networking API, 3rd Edition, Pearson, 2015
2. Lisa Bock, Learn Wireshark: Confidently navigate the Wireshark interface and solve real-world networking problems, Packt Publishing, 2019
3. Teerawat Issariyakul, Ekram Hossain, Introduction to Network Simulator NS2, 2nd Edition, Springer, 2019



CSD 334	MINI PROJECT	Category	L	T	P	Credit	Year of Introduction
		PCC	0	0	3	2	2019

Preamble:

The objective of this course is to apply the fundamental concepts of Software Engineering principles for the effective development of an application/research project. This course helps the learners to practice the different steps to be followed in the software development process such as literature review and problem identification, preparation of Software Requirement Specification & Software Design Document (SDD), testing, development and deployment. Mini project enables the students to boost their skills, widen the horizon of thinking and their ability to resolve real life problems.

Prerequisite:

A sound knowledge in any programming language and fundamental concepts of Software Engineering.

Course Outcomes: After the completion of the course the student will be able to

CO#	CO
CO1	Identify technically and economically feasible problems (Cognitive Knowledge Level: Apply)
CO2	Identify and survey the relevant literature for getting exposed to related solutions and get familiarized with software development processes (Cognitive Knowledge Level: Apply)
CO3	Perform requirement analysis, identify design methodologies and develop adaptable & reusable solutions of minimal complexity by using modern tools & advanced programming techniques (Cognitive Knowledge Level: Apply)
CO4	Prepare technical report and deliver presentation (Cognitive Knowledge Level: Apply)
CO5	Apply engineering and management principles to achieve the goal of the project (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	75	75	

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Project Guide	15 marks
Project Report	10 marks

Evaluation by the Committee (will be evaluating the level of completion and demonstration of functionality/specifications, presentation, oral examination, work knowledge and involvement) : **40 marks**

Student Groups with 3 or 4 members should identify a topic of interest in consultation with a Faculty/Advisor. Review the literature and gather information pertaining to the chosen topic. State the objectives and develop a methodology to achieve the objectives. Carryout the design/fabrication or develop codes/programs to achieve the objectives by strictly following steps specified in the teaching plan. Innovative design concepts, performance, scalability, reliability considerations, aesthetics/ergonomic, user experience and security aspects taken care of in the project shall be given due weight.

The progress of the mini project is evaluated based on a minimum of two reviews. The review committee may be constituted by the Head of the Department comprising HoD or a senior faculty member, Mini Project coordinator and project guide. The internal evaluation shall be made based on the progress/outcome of the project, reports and a viva-voce examination, conducted internally by a 3-member committee. A project report is required at the end of the semester. The project has to be demonstrated for its full design specifications.

End Semester Examination Pattern:

The marks will be distributed as

Presentation	: 30 marks
Demo	: 20 marks
Viva	: 25 marks.
Total	: 75 marks.

COMPUTER SCIENCE AND ENGINEERING

TEACHING PLAN

Students are expected to follow the following steps.

1. Review of Literature and Identification of a problem
2. Create an abstract with a problem statement, solution approach, technology stack, team, etc. and get department approval. Register Online course/ Collect study materials.
3. Create Software Requirements Specification (SRS Document)
4. Create Software Design Document (SDD). This may include designs like,
 - a. System Architecture Design
 - b. Application Architecture Design
 - c. GUI Design (Mockups)
 - d. API Design
 - e. Database Design
 - f. Technology Stack
5. Create Test Plan, Test Scenarios and Test Cases (Test Case Document) & Traceability Matrix
6. Create a Project Plan (with Modules, Tasks, Resources, Time schedule) [May use any project management tool or excel for this] – Choose and follow agile or waterfall models.
7. Development
 - a. Set coding standards
 - b. Environment Setup
 - c. Source Code Control Setup (Like Subversion(SVN), Git)
 - d. Development
 - e. Unit Testing
 - f. Integration Testing
 - g. Testing /Quality Assurance(QA)
 - i. Functional Testing
 - ii. Load Testing
 - iii. Report Bugs
 - h. Resolve Bugs & Retest

8. Deployment (of software from local development environment to a production environment)
9. Test Run & Get Results
10. Prepare Project Report

Guidelines for the Report preparation

A bonafide report on the mini project shall be submitted within one week after the final presentation. Minimum number of pages should be 40.

- Use Times New Roman font for the entire report – Chapter/Section Title – Times New Roman 18, Bold; Heading 2 – Times New Roman 16, Bold; Heading 3 – Times New Roman 14, Bold; Body- Times New Roman 12, Normal.
- Line Spacing – Between Heading 2 – 3 lines, between lines in paragraph 1.5 lines.
- Alignments – Chapter/Section Title – Center, Heading 2 & 3 should be Left Aligned. Ensure that all body text is paragraph justified.
- Figures & Tables – Ensure that all Figures and Tables are suitably numbered and given proper names/headings. Write figure title under the figure and table title above the table.
- **Suggestive order of documentation:**
 - i. Top Cover
 - ii. Title page
 - iii. Certification page
 - iv. Acknowledgement
 - v. Abstract
 - vi. Table of Contents
 - vii. List of Figures and Tables
 - viii. Chapters
 - ix. Appendices, if any
 - x. References/Bibliography

APJ ABDUL KALAM
TECHNOLOGICAL
UNIVERSITY

SEMESTER VI

PROGRAM ELECTIVE I



CST 312	FOUNDATIONS OF MACHINE LEARNING	Category	L	T	P	Credit	Year of Introduction
		PEC	2	1	0	3	2019

Preamble:

This course enables the learners to understand the mathematical foundations of Machine Learning concepts. This course covers Linear Algebra, Probability and Distributions. Concepts in this course help the learners to identify the inherent assumptions & limitations of the current methodologies and develop new Machine Learning solutions.

Prerequisite: A sound background in higher secondary school Mathematics.

Course Outcomes: After the completion of the course the student will be able to

CO 1	Illustrate operations and applications of linear equations, matrix algebra, vector spaces, eigen values & eigenvectors (Cognitive Knowledge Level: Apply)
CO 2	Illustrate the concepts of orthogonality & diagonalization. (Cognitive Knowledge Level: Apply)
CO 3	Solve computational problems using probability and random variables. (Cognitive Knowledge Level: Apply)
CO 4	Identify an appropriate probability distribution for a given discrete or continuous random variable and use its properties. (Cognitive Knowledge Level: Apply)
CO 5	Illustrate moment generating function, law of large numbers and central limit theorems (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO 1	✓	✓	✓	✓								✓
CO 2	✓	✓	✓	✓								✓
CO 3	✓	✓	✓	✓								✓
CO 4	✓	✓	✓	✓								✓

CO 5	✓	✓	✓	✓							✓
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Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination
	1	2	
Remember	30%	30%	30%
Understand	30%	30%	30%
Apply	40%	40%	40%
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contain 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which student should answer anyone. Each question can have maximum 2 sub-divisions and carry 14 marks.

Syllabus

Module 1 (LINEAR ALGEBRA)

Systems of Linear Equations – Matrices, Solving Systems of Linear Equations. Vector Spaces - Linear Independence, Basis and Rank, Linear Mappings.

Module 2 (LINEAR ALGEBRA)

Norms - Inner Products, Lengths and Distances, Angles and Orthogonality. Orthonormal Basis, Orthogonal Complement, Orthogonal Projections. Matrix Decompositions - Eigenvalues and Eigenvectors, Eigen decomposition and Diagonalization.

Module 3 (PROBABILITY AND DISTRIBUTIONS)

Probability Space - Sample Spaces, Probability Measures, Computing Probabilities, Conditional Probability, Baye's Rule, Independence. Random Variables - Discrete Random Variables (Bernoulli Random Variables, Binomial Distribution, Geometric and Poisson Distribution, Continuous Random Variables (Exponential Density, Gamma Density, Normal Distribution, Beta Density)

Module 4 (RANDOM VARIABLES)

Functions of a Random Variable. Joint Distributions - Independent Random Variables, Conditional Distributions, Functions of Jointly Distributed Random Variables.

Expected Values - Expected Value of a Random Variable, Expectations of Functions of Random Variables, Expectations of Linear Combinations of Random Variables, Variance and Standard Deviation, Covariance and Correlation, Conditional Expectation

Module 5 (LIMIT THEOREMS)

Moment-Generating Function. Limit Theorems(Proof not expected) - Law of Large Numbers, Convergence in Distribution and the Central Limit Theorem. Distributions derived from the Normal Distribution - Chi-square, t, and F Distributions, Sample Mean and the Sample Variance.

Text book:

1. Marc Peter Deisenroth, A. Aldo Faisal, Cheng Soon Ong, Mathematics for Machine Learning, Cambridge University Press (freely available at [https://mml – book.github.io](https://mml-book.github.io))
2. John A. Rice, Mathematical Statistics and Data Analysis, University of California, Berkeley, Third edition, published by Cengage.

CST 322	DATA ANALYTICS	Category	L	T	P	Credits	Year of Introduction
		PEC	2	1	0	3	2019

Preamble:

This course helps the learner to understand the basic concepts of data analytics. This course covers mathematics for data analytics, predictive and descriptive analytics of data, Big data and its applications, techniques for managing big data and data analysis & visualization using R programming tool. It enables the learners to perform data analysis on a real world scenario using appropriate tools.

Prerequisite: NIL

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Illustrate the mathematical concepts for data analytics (Cognitive Knowledge Level: Apply)
CO2	Explain the basic concepts of data analytics (Cognitive Knowledge Level: Understand)
CO3	Illustrate various predictive and descriptive analytics algorithms (Cognitive Knowledge Level: Apply)
CO4	Describe the key concepts and applications of Big Data Analytics (Cognitive Knowledge Level: Understand)
CO5	Demonstrate the usage of Map Reduce paradigm for Big Data Analytics (Cognitive Knowledge Level: Apply)
CO6	Use R programming tool to perform data analysis and visualization (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓									✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓	✓							✓
CO6	✓	✓	✓	✓	✓							✓

Abstract POs Defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests (Average of Series Tests 1& 2)	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question

from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which students should answer any one. Each question can have a maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module – 1 (Mathematics for Data Analytics)

Descriptive statistics - Measures of central tendency and dispersion, Association of two variables - Discrete variables, Ordinal and Continuous variable, Probability calculus - probability distributions, Inductive statistics - Point estimation, Interval estimation, Hypothesis Testing - Basic definitions, t-test

Module - 2 (Introduction to Data Analytics)

Introduction to Data Analysis - Analytics, Analytics Process Model, Analytical Model Requirements. Data Analytics Life Cycle overview. Basics of data collection, sampling, preprocessing and dimensionality reduction

Module - 3 (Predictive and Descriptive Analytics)

Supervised Learning - Classification, Naive Bayes, KNN, Linear Regression. Unsupervised Learning - Clustering, Hierarchical algorithms – Agglomerative algorithm, Partitional algorithms - K- Means. Association Rule Mining - Apriori algorithm

Module - 4 (Big Data Analytics)

Big Data Overview – State of the practice in analytics, Example Applications - Credit Risk Modeling, Business Process Analytics. Big Data Analytics using Map Reduce and Apache Hadoop, Developing and Executing a HadoopMapReduce Program.

Module - 5 (R programming for Data Analysis)

Overview of modern data analytic tools. Data Analysis Using R - Introduction to R - R Graphical User Interfaces, Data Import and Export, Attribute and Data Types, Descriptive Statistics, Exploratory Data Analysis - Visualization Before Analysis, Dirty Data, Visualizing a Single Variable, Examining Multiple Variables, Data Exploration Versus Presentation, Statistical Methods for Evaluation

Text Book

1. Bart Baesens," Analytics in a Big Data World: The Essential Guide to Data Science and its Business Intelligence and Analytic Trends", John Wiley & Sons, 2013.
2. David Dietrich, "EMC Education Services, Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data", John Wiley & Sons, 2015.
3. Jaiwei Han, MichelineKamber, "Data Mining Concepts and Techniques", Elsevier, 2006.
4. Christian Heumann and Michael Schomaker, "Introduction to Statistics and DataAnalysis", Springer, 2016

References

1. Margaret H. Dunham, Data Mining: Introductory and Advanced Topics. Pearson, 2012.
2. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer, 2007.

Course Level Assessment Questions**Course Outcome 1 (CO1):**

1. Explain the measures of central tendency.
2. Drive the mean and variance of normal distribution.
3. Collect sample data associated with a real world scenario, and identify central tendency and dispersion measures. Explain your inferences.

Course Outcome 2 (CO2):

1. Explain the life cycle of Data Analytics.
2. Discuss in detail the relevance of data sampling.

Course Outcome 3 (CO3):

1. The following table shows the midterm and final exam marks obtained for students in a database course.

X (Midterm exam)	Y (Final exam)
72	84
50	63

81	77
74	78
94	90
86	75
59	49
83	79
65	77
33	52
88	74
81	90

- Use the method of least squares to find an equation for the prediction of a student's final exam marks based on the student's midterm grade in the course.
 - Predict the final exam marks of a student who received an 86 on the midterm exam.
- Perform knn classification on the following dataset and predict the class for the data point X ($P_1 = 3$, $P_2 = 7$), assuming the value of k as 3.

P1	P2	Class
7	7	False
7	4	False
3	4	True
1	4	True

Course Outcome 4 (CO4):

- List down the characteristics of Big Data.
- Illustrate process discovery task in business analytics using the scenario of insurance claim handling process. Draw the annotated process map.

Course Outcome 5 (CO5):

1. Explain how fault tolerance is achieved in HDFS.
2. Write down the pseudocode for Map and Reduce functions to solve any one data analytic problem.

Co

a analytics.

2. Explain the different categories of attributes and data types in R.

CST 332	FOUNDATIONS OF SECURITY IN COMPUTING	Category	L	T	P	Credit	Year Of Introduction
		PEC	2	1	0	3	2019

Preamble: The purpose of this course is to create awareness among learners about the fundamentals of security and number theory. This course covers Integer & Modular Arithmetic, Primes & Congruences, Discrete Logarithms & Elliptic Curve Arithmetic and an overview of computer security. The concepts covered in this course enable the learners in effective use of cryptographic algorithms and to identify the security threats in computing.

Prerequisite: A sound knowledge in Mathematics, Discrete Computational Structures, Operating Systems and Database Systems.

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

CO1	Illustrate the operations and properties of algebraic structures, integer arithmetic and modular arithmetic. (Cognitive Knowledge Level: Understand)
CO2	Use the concepts of prime numbers and factorization for ensuring security in computing systems (Cognitive Knowledge Level: Apply)
CO3	Illustrate the concepts of Linear Congruence, Primitive Roots, Discrete Logarithms and Elliptic Curve Arithmetic (Cognitive Knowledge Level: Apply)
CO4	Summarize the threats and attacks related to computer and program security (Cognitive Knowledge Level: Understand)
CO5	Outline the key aspects of operating system and database security (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓									✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓								✓
CO4	✓	✓	✓			✓		✓				✓
CO5	✓	✓	✓			✓		✓				✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (%)	Test 2 (%)	End Semester Examination (%)
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			

Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module-1 (Modular Arithmetic)**

Integer arithmetic - Integer division, Divisibility, Greatest Common Divisor (GCD), Euclid's algorithm for GCD, Extended Euclid's algorithm, Linear Diophantine Equations. Modular

arithmetic - Operations, Properties. Algebraic structures - Groups, Rings, Fields, Finite fields, $GF(p)$, $GF(2^n)$.

Module-2 (Prime Numbers and Factorization)

Prime numbers - Prime numbers and prime-power factorization, Fermat and Mersenne primes, Fermat's theorem, Applications, Euler's theorem, Euler's totient function, Applications. Primality testing – Deterministic algorithms and Probabilistic algorithms. Factorization - Fermat's factorization, Pollard p-1 method.

Module-3 (Linear Congruence, Primitive Roots and Elliptic Curve Arithmetic)

Linear congruence - Simultaneous linear congruence, Chinese Remainder Theorem (CRT). Congruence with a prime - Power modulus, Arithmetic modulo p, Pseudoprimes and Carmichael numbers, Solving congruence modulo prime powers. Primitive roots - Existence of primitive roots for primes, Discrete logarithms. Elliptic curve arithmetic – Prime curves, Binary curves, Addition of two points, Multiplication of a point by a constant.

Module-4 (Computer and Program Security)

Introduction to computer security – Threats, Vulnerabilities, Controls. Browser attack types, Web attacks targeting users, Email attack types. Introduction to program security - Non-malicious programming oversights, Malware.

Module-5 (Operating System and Database Security)

Operating system security – Security in operating system, Security in design of operating system. Database security – Security requirements of databases, Reliability and integrity, Database disclosure.

Text Books

1. Behrouz A Forouzan, Cryptography and Network Security, 3/e, Tata McGraw-Hill.
2. Charles P Pfleeger, Shari Lawrence Pfleeger, Jonathan Margulies, Security in Computing, 5/e, Prentice Hall.
3. G.A. Jones & J.M. Jones, Elementary Number Theory, Springer UTM, 2007

References

1. William Stallings, Cryptography and Network Security Principles and Practices, 4/e, Pearson Ed.

Sample Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Find the n- bit word that is represented by the polynomial $x^2 + 1$ in $GF(2^5)$.
2. Solve the linear Diophantine equation $21x + 14y = 35$.

Course Outcome 2 (CO2):

1. Prove that a Carmichael number cannot be the product of two distinct primes.
2. Use the Pollard p-1 method to find a factor of 57247159 with the bound $B=8$.

Course Outcome 3 (CO3):

1. Find an integer that has a remainder of 3 when divided by 7 and 13, but is divisible by 12.
2. In the elliptic curve $E(1,2)$ over the field $GF(11)$, find the equation of the curve and all the points on the curve.

Course Outcome 4 (CO4):

1. List three controls that could be applied to detect or prevent off-by-one errors.
2. How does fake email messages act as spam?

Course Outcome 5 (CO5):

1. Discuss the importance of auditability and access control in database security.
2. Explain the various factors which can make data sensitive.

CST 342	AUTOMATED VERIFICATION	Category	L	T	P	CREDIT	YEAR OF INTRODUCTION
		PEC	2	1	0		

Preamble: This course is intended to impart the basic theory and algorithm for an automatic verification process namely model checking. This course covers finite-state modelling of hardware/software, linear-time properties, classification of linear-time properties, Linear Temporal Logic (LTL) - a formal language for property specification, LTL model checking algorithm and model checking case studies. This course enables the learners to prove correctness of a hardware/software used in safety critical systems in domains such as avionics, health care and automotive.

Prerequisite: NIL

Course Outcomes: After the completion of the course the student will be able to

CO1	Illustrate an application for model checking. (Cognitive Knowledge Level: Understand)
CO2	Describe finite-state modelling for hardware and software. (Cognitive Knowledge Level: Understand)
CO3	Identify linear-time properties required to represent the requirements of a system. (Cognitive Knowledge Level: Apply)
CO4	Specify a given linear-time property in Linear Temporal Logic (LTL). (Cognitive Knowledge Level: Apply)
CO5	Perform LTL model checking using the tool Symbolic Analysis Laboratory (SAL). (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Marks)	Test 2 (Marks)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks (Out 15, 10 marks shall be given for a model checking project to be implemented in SAL.)

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each

question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module - 1 (Introduction to Model Checking)

System Verification – Hardware and Software Verification, Model Checking, Characteristics of Model Checking.

Transition Systems – Transition System, Direct Predecessors and Successors, Terminal State, Deterministic Transition System.

Executions - Execution Fragment, Maximal and Initial Execution Fragment, Execution, Reachable States.

Module - 2 (Linear Time Properties)

Linear-Time (LT) Properties - Deadlock. Linear-Time Behavior - Paths and State Graph, Path Fragment, Maximal and Initial Path Fragment, Path. Traces - Trace and Trace Fragment, LT Properties - LT Property, Satisfaction Relation for LT Properties, Trace Equivalence and LT Properties. Safety Properties and Invariants - Invariants, Safety Properties, Trace Equivalence and Safety properties. Liveness Properties - Liveness Property, Safety vs. Liveness Properties. Fairness - Fairness, Unconditional, Weak and Strong Fairness, Fairness Strategies, Fairness and Safety. (Definition and examples only for all topics - no proof required).

Module - 3 (Regular Properties)

Regular Properties - Model Checking Regular Safety properties - Regular Safety property, Verifying Regular Safety Properties. Automata on Infinite Words - ω -Regular Languages and Properties, Nondeterministic Buchi Automata (NBA), Deterministic Buchi Automata (DBA),

Generalised Buchi Automata (Definitions only). Model Checking ω -Regular Properties - Persistence Properties and Product, Nested Depth-First Search (Only algorithms required).

Module - 4 (Linear Time Logic)

Linear Temporal Logic (LTL) - Syntax, Semantics, Equivalence of LTL Formulae, Weak Until, Release and Positive Normal Form, Fairness, Safety and Liveness in LTL (Definitions only). Automata Based LTL Model Checking (Algorithms and examples only).

Module - 5 (Model Checking in SAL)

Introduction - Introduction to the tool Symbolic Analysis Laboratory (SAL).

The Language of SAL - The expression language, The transition Language, The module language, SAL Contexts.

SAL Examples - Mutual Exclusion, Peterson's Protocol, Synchronous Bus Arbiter, Bounded Bakery protocol, Bakery Protocol, Traffic Signalling System.

Text Books

1. Christel Baier and Joost-Pieter Katoen, Principles of Model Checking, The MIT Press. (Modules 1 - 4)
2. Leonardo de Moura, Sam Owre and N. Shankar, The SAL Language Manual, SRI International (<http://sal.csl.sri.com/doc/language-report.pdf>, Chapters 1, 3, 4, 5, 6, 7) (Module 5)

Reference Materials

1. SAL Examples (<http://sal.csl.sri.com/examples.shtml>) (Module 5)

Sample Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Illustrate how model checking can make a system design reliable, based on a required set of properties/constraints.

Course Outcome 2 (CO2):

1. Consider a message delivery system. The sender s is trying to send a series of messages to the receiver r in such a way that the $(i+1)^{st}$ message is sent only after the i^{th} message is delivered. There is a possibility of error in sending a message and in that case, s keeps on

trying until it is able to send the message. Show a finite state transition system modeling this system.

Course Outcome 3 (CO3):

1. Consider a shared memory segment s protected using a mutex lock variable m . Two processes p_1 and p_2 are trying to access s . List the Linear Time properties of the system which will ensure safety, liveness and fairness.

Course Outcome 4 (CO4):

1. Show the LTL specifications of the safety, liveness and fairness properties listed for the assessment question given in CO3.

Course Outcome 5 (CO5):

1. Model the system mentioned in the question given in CO3 in SAL and verify that the system is correct with respect to the LTL properties shown as the answer for CO4.

CST 362	PROGRAMMING IN PYTHON	Category	L	T	P	Credit	Year of Introduction
		PEC	2	1	0	3	2019

Preamble: The objective of the course is to equip the learners to develop multi-module software solutions for real world computational problems using Python. It encompasses the Python programming environment, syntax, data representations, intermediate level features, GUI programming, Object Oriented Programming and data processing. This course lays the foundation to develop modular software solutions including complex interactive applications, network applications, and data-driven intelligent applications.

Prerequisite: Basic knowledge in Computational Problem Solving, A course in any programming language.

Course Outcomes: After the completion of the course the student will be able to

CO1	Write, test and debug Python programs (Cognitive Knowledge level: Apply)
CO2	Illustrate uses of conditional (if, if-else and if-elif-else) and iterative (while and for) statements in Python programs. (Cognitive Knowledge level: Apply)
CO3	Develop programs by utilizing the Python programming constructs such as Lists, Tuples, Sets and Dictionaries. (Cognitive Knowledge level: Apply)
CO4	Develop graphical user interface for solutions using Python libraries. (Cognitive Knowledge level: Apply)
CO5	Implement Object Oriented programs with exception handling. (Cognitive Knowledge level: Apply)
CO6	Write programs in Python to process data stored in files by utilizing Numpy, Matplotlib, and Pandas. (Cognitive Knowledge level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓		✓							✓
CO2	✓	✓	✓									✓
CO3	✓	✓	✓	✓	✓							✓
CO4	✓	✓	✓	✓	✓							✓
CO5	✓	✓	✓	✓	✓							✓
CO6	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation

#PO	Broad PO	#PO	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Test 1 (<i>Marks in percentage</i>)	Test 2 (<i>Marks in percentage</i>)	End Semester Examination Marks
Remember	20	20	20

Understand	35	35	35
Apply	45	45	45
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Test : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B

contains 2 questions from each module of which a student should answer any one. Each question can have a maximum of 2 sub-divisions and carries 14 marks.

SYLLABUS

Module -1 (Programming Environment and Python Basics) (6 hours)

Getting started with Python programming – Interactive shell, IDLE, iPython Notebooks, Detecting and correcting syntax errors, How Python works. The software development process – A case study. Basic coding skills – strings, assignment, and comments, Numeric data types and character sets, Expressions, Using inbuilt functions and modules. Control statements – Iteration with for/while loop, Formatting text for output, A case study, Selection structure (if-else, switch-case), Conditional iteration with while, A case study, Testing control statements, Lazy evaluation.

Module -2 (Building Python Programs) (8 hours)

Strings and text files – Accessing characters, substrings, Data encryption, Strings and number system, String methods, Text files, A case study on text analysis. Design with Functions – Functions as Abstraction Mechanisms, Problem solving with top-down design, Design with recursive functions, Managing a program's namespace, Higher-Order Functions. Lists - Basic list Operations and functions, List of lists, Slicing, Searching and sorting list, List comprehension. Work with tuples. Sets. Work with dates and times, A case study with lists. Dictionaries - Dictionary functions, dictionary literals, adding and removing keys, accessing and replacing values, traversing dictionaries, reverse lookup. Case Study – Data Structure Selection.

Module -3 (Graphics) (7 hours)

Graphics – Terminal-based programs, Simple Graphics using Turtle, Operations, 2D Shapes, Colors and RGB Systems, A case study. Image Processing – Basic image processing with inbuilt functions. Graphical User Interfaces – Event-driven programming, Coding simple GUI-based programs : Windows, Labels, Displaying images, Input text entry, Popup dialog boxes, Command buttons, A case study.

Module -4 (Object Oriented Programming) (7 hours)

Design with classes - Objects and Classes, Methods, Instance variables, Constructor, Accessor and Mutator, Data-Modeling Examples, Structuring classes with inheritance and polymorphism. Abstract classes, Interfaces, Exceptions - Handle a single exception, handle multiple exceptions.

Module -5 (Data Processing) (9 hours)

The os and sys modules, NumPy - Basics, Creating arrays, Arithmetic, Slicing, Matrix Operations, Random numbers. Plotting and visualization. Matplotlib - Basic plot, Ticks, Labels, and Legends. Working with CSV files. – Pandas - Reading, Manipulating, and Processing Data. Introduction to Micro services using Flask.

Text Books:

1. Kenneth A Lambert., Fundamentals of Python : First Programs, 2/e, Cengage Publishing, 2016
2. Wes McKinney, Python for Data Analysis, 2/e, Shroff / O'Reilly Publishers, 2017
3. Flask: Building Python web services, Jack Stouffer, Shalabh Aggarwal, Gareth Dwyer, PACKT Publishing Limited, 2018

Reference Books:

1. Zed A Shaw, Learn Python 3 The Hard Way, Addison-Wesley, 2017
2. Allen B. Downey, Think Python: How to Think Like a Computer Scientist, 2/e, Schroff, 2016
3. Michael Urban and Joel Murach, Python Programming, Shroff/Murach, 2016
4. Charles Severance. Python for Informatics: Exploring Information,

Sample Course Level Assessment Questions**Course Outcome1(CO1):**

1. What is type conversion? How is it done in Python?
2. Write a note on the Python editors.

Course Outcome 2(CO2):

1. Write a Python program which takes a positive integer **n** as input and finds the sum of cubes all positive even numbers less than or equal to the number.
2. What is printed when the below code is executed?

```
mysum = 0
for i in range(5, 11, 2):
    mysum += i
    if mysum == 5:
        break
    mysum += 1
print(mysum)
```

What would be the output if 'break' is replaced with 'continue' in the above code fragment?

Course Outcome 3(CO3):

1. Given is a list of words, *wordlist*, and a string, *name*. Write a Python function which takes *wordlist* and *name* as input and returns a tuple. The first element of the output tuple is the number of words in the *wordlist* which have *name* as a substring in it. The second element of

the tuple is a list showing the index at which the *name* occurs in each of the words of the *wordlist* and a 0 if it doesn't occur.

2. What is the value of L after you run the code below?

```
L = ["life", "answer", 42, 0]
for thing in L:
    if thing == 0:
        L[thing] = "universe"
    elif thing == 42:
        L[1] = "everything"
```

Course Outcome 4(CO4):

1. A bouncy program is defined as follows – The program computes and displays the total distance traveled by a ball, given three inputs—the initial height from which it is dropped, its bounciness index, and the number of bounces. Given the inputs write a GUI-based program to compute the total distance traveled.
2. Write a Python program to find the quadrant of a point, say (x,y).

Course Outcome 5(CO5):

1. Write a Python program to implement the addition, subtraction, and multiplication of complex numbers using classes. Use constructors to create objects. The input to the program consist of real and imaginary parts of the complex numbers.
2. Explain inheritance in Python using suitable examples.

Course Outcome 6(CO6):

1. Given a file “auto.csv” of automobile data with the fields *index*, *company*, *body-style*, *wheel-base*, *length*, *engine-type*, *num-of-cylinders*, *horsepower*, *average-mileage*, and *price*, write python code to
 1. Clean and Update the CSV file
 2. Print total cars of all companies
 3. Find the average mileage of all companies
 4. Find the highest priced car of all companies.
2. Given two matrices A and B, write a program to find the product of A and B^T .

CST 372	DATA AND COMPUTER COMMUNICATION	Category	L	T	P	Credits	Year of Introduction
		PEC	2	1	0	3	2019

Preamble:

The purpose of this course is to prepare learners to understand the communication entities and the associated issues in data transmission. This course covers fundamental concepts of data transmission in digital and analog form, transmission media, concepts of encoding, multiplexing, spread spectrum and switching methods. This course helps the learner to gain insight into the important aspects of data communication and computer networking systems and enables to apply in practical applications.

Prerequisite: NIL

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Identify the characteristics of signals for analog and digital transmissions (Cognitive knowledge: Apply)
CO2	Identify the issues in data transmission (Cognitive knowledge: Apply)
CO3	Select transmission media based on characteristics and propagation modes (Cognitive knowledge: Apply)
CO4	Choose appropriate signal encoding techniques for a given scenario (Cognitive knowledge: Apply)
CO5	Illustrate multiplexing and spread spectrum technologies (Cognitive knowledge: Apply)
CO6	Use error detection, correction and switching techniques in data communication (Cognitive knowledge: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓									✓
CO2	✓	✓	✓	✓								✓
CO3	✓		✓									✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓								✓
CO6	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40

Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : **10 marks**

Continuous Assessment Test : **25 marks**

Continuous Assessment Assignment : **15 marks**

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module-1 (Data Transmission Basics)

Communication model - Simplex, Half duplex, Full duplex transmission. Periodic analog signals - Sine wave, Amplitude, Phase, Wavelength, Time and frequency domain, Bandwidth. Analog & digital data and signals. Transmission impairments - Attenuation, Delay distortion, Noise. Data rate limits - Noiseless channel, Nyquist bandwidth, Noisy channel, Shannon's capacity formula.

Module-2 (Transmission Media)

Guided transmission media - Twisted pair, Coaxial cable, Optical fiber. Unguided media - Radio waves, Terrestrial microwave, Satellite microwave, Infrared. Wireless propagation - Ground wave propagation, Sky wave propagation, Line-of-Sight (LoS) propagation.

Module-3 (Digital Transmission and Analog Transmission)

Digital data to digital signal – Non-Return-to-Zero (NRZ), Return-to-Zero (RZ), Multilevel binary, Biphase. Analog data to digital signal - Sampling theorem, Pulse Code Modulation (PCM), Delta Modulation (DM). Digital data to analog signal - Amplitude Shift Keying (ASK), Frequency Shift Keying (FSK), Phase Shift Keying (PSK). Analog data to analog signal - Amplitude Modulation (AM), Frequency Modulation (FM), Phase Modulation (PM).

Module-4 (Multiplexing and Spread Spectrum)

Multiplexing - Frequency Division Multiplexing (FDM), Wavelength Division Multiplexing (WDM), Time Division Multiplexing (TDM), Characteristics, Synchronous TDM, Statistical TDM. Spread spectrum techniques - Direct Sequence Spread Spectrum (DSSS), Frequency Hopping Spread Spectrum (FHSS), Code Division Multiplexing, Code Division Multiple Access (CDMA).

Module-5 (Error Detection, Correction and Switching)

Digital data communication techniques - Asynchronous transmission, Synchronous transmission. Detecting and correcting errors - Types of errors, Parity check, Checksum, Cyclic Redundancy Check (CRC), Forward Error Correction (FEC), Hamming distance, Hamming code. Basic principles of switching - Circuit switching, Packet switching, Message switching.

Text Books

1. Forouzan B. A., Data Communications and Networking, 5/e, McGraw Hill, 2013.
2. William Stallings, Data and Computer Communication 9/e, Pearson Education, Inc.

References

1. Schiller J., Mobile Communications, 2/e, Pearson Education, 2009.
2. Curt M. White, Fundamentals of Networking and Communication 7/e, Cengage learning.

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. If the spectrum of a channel is between 3 MHz and 4 MHz and $\text{SNR}_{\text{dB}} = 24 \text{ dB}$, calculate the Shannon capacity.
2. Assume that a periodic signal is composed of five sine waves with frequencies 200, 400, 600, 800 and 1000 Hz. Determine the bandwidth. Draw the spectrum assuming all components have a maximum amplitude of 5 V.

Course Outcome 2 (CO2):

1. Given a receiver with an effective noise temperature of 294 K and a bandwidth of 10 MHz. Find the thermal noise level at the receiver side in dBW.
2. The loss in a cable is usually defined in decibels per kilometer (dB/km). If the signal at the beginning of a cable with -0.3 dB/km has a power of 2 mW, determine the power of the signal at 5 km.

Course Outcome 3 (CO3):

1. Explain the reflective property of a parabolic antenna.
2. Two separate frequencies are used for uplink and downlink transmission in satellite communication. Give reason.

Course Outcome 4 (CO4):

1. Encode the data sequence 101011100 using Multilevel binary and Biphasic schemes.
2. Encode the data bits 00101101110001 using 2B1Q encoding scheme. Assume negative original level.

Course Outcome 5 (CO5):

1. The frequency spectrum of input signals will move to high frequency bands by the FDM process. Justify.
2. Four channels are multiplexed using TDM. If each channel sends 100 bytes/sec and we multiplex one byte per channel, determine the frame size, duration of a frame, frame rate and bit rate of link.

Course Outcome 6 (CO6):

1. Using the divisor polynomial $x^4 + x + 1$, determine the Cyclic Redundancy Check (CRC) for the dataword 10110100. Also, perform the checking at the receiver side.
2. How many redundancy bits are required to generate the Hamming code for a 7-bit data? Assuming even parity, generate the Hamming code for the 7-bit dataword 1001101. If the fifth bit from the left of the received codeword is changed to 0, can

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SEMESTER VI

MINOR



CST 382	INTRODUCTION TO SOFTWARE TESTING	Category	L	T	P	Credits	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This is a course in theoretical computer science that includes test cases for white-box, black-box, and grey-box approaches. This course describes the various techniques for test case design used to test software artifacts, including requirements, design, and code. The course includes different techniques for test case design based on graphs, programming language syntaxes and inputs. The course also covers symbolic execution using PEX tool.

Course Outcomes: After the completion of the course the student will be able to:-

CO1	List a range of different software testing techniques and be able to apply specific unit testing method to the projects using Junit. (Cognitive Knowledge Level: Understand)
CO2	Explain mutation testing method for a given piece of code to identify hidden defects that can't be detected using other testing methods. (Cognitive Knowledge Level: Understand)
CO3	Explain graph coverage criteria in terms of control flow graph and data flow graph for a given program. (Cognitive Knowledge Level: Understand)
CO4	Demonstrate the importance of black-box approaches in terms of domain and functional testing. (Cognitive Knowledge Level: Understand)
CO5	Illustrate the use of PEX tool with symbolic execution. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO 9	PO10	PO11	PO12
CO1												
CO2												

CO3												
CO4												
CO5												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Marks)	Test 2 (Marks)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment - Test : 25 marks

Continuous Assessment - Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module - 1 (Introduction to Software Testing)

Some Popular Errors – Ariane 5, Therac 25, Intel Pentium Bug. What is Software testing? Why should it be tested? Software Quality, Role of Testing. Testing Process - Level 0 thinking, Level 1 thinking, Level 2 thinking, Level 3 thinking, Level 4 thinking. Software Testing Terminologies - Verification, Validation and Testing, Faults, Error and Bug, Test cases, Coverage Criteria. Types of Testing- Unit testing, integration testing, System testing, Acceptance testing, Beta testing, Functional testing, Stress testing, Performance testing, Usability testing and Regression testing. Testing Methods - Black Box testing, White Box testing, Grey Box testing.

Module - 2 (Unit Testing)

Concept of Unit testing. Static Unit testing. Dynamic Unit testing - Control Flow testing, Data Flow testing, Domain testing, Functional Program testing. Mutation testing - Mutation and Mutants, Mutation operators, Mutation score. Junit - Framework for Unit testing. Case Study - Mutation testing using Junit and Muclipse.

Module - 3 (Unit Testing - White Box Approaches)

Overview of Graph Coverage Criteria. Structural Graph Coverage Criteria - Node/vertex coverage, Edge coverage, Edge pair coverage, Path coverage, Complete path coverage, Prime path coverage, Complete round trip coverage, Simple round trip coverage. Data Flow Criteria - du paths, du pairs. Subsumption Relationships among Graph Coverage Criteria. Graph Coverage for Source Code - Control flow graphs for code, CFG: If statement, CFG: If statement with return, CFG: Switch-case, CFG: Loops, CFG: Exceptions (try-catch). Example program – Statistics. Graph Coverage for Design Elements - Call graphs and classes, Class inheritance testing: Coverage criteria, Coverage criteria on inheritance graph, Data flow at the design level, Inter-procedural DU pairs, Coupling du-pairs example. Example - Quadratic Root. Case Study - Graph Based testing using JUnit Framework.

Module - 4 (Unit Testing - Black Box Approaches)

Domain Testing / Input Space Partitioning - Partitions of a set. Input domain modelling - Interface-based approach, Functionality-based approach. Identifying values. Multiple partitions of the input domain - All Combinations Coverage (ACoC), Each Choice Coverage (ECC), Pair-wise Coverage, T-wise Coverage, Base Choice Coverage, Multiple Base Choices Coverage. TriTyp example. Functional Testing - Functional Testing Concepts of Howden. Functional testing - Important Steps. Types of Functional testing - Equivalence Class Partitioning, Boundary Value Analysis, Decision Tables, Random Testing. Case Study - Black Box testing approaches using JUnit.

Module - 5 (Grey Box Testing Approaches)

CST 384	CONCEPTS IN DEEP LEARNING	Category	L	T	P	Credits	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This course aims to introduce the learner to an overview of the concepts and algorithms involved in deep learning. Deep learning is a subfield of machine learning, a subfield of artificial intelligence. Basic concepts and application areas of machine learning, deep networks, convolutional neural network and recurrent neural network are covered here. This is a foundational program that will help students understand the capabilities, challenges, and consequences of deep learning and prepare them to participate in the development of leading-edge AI technology. They will be able to gain the knowledge needed to take a definitive step in the world of AI.

Prerequisite: Sound knowledge in Basics of linear algebra and probability theory.

CO1	Demonstrate basic concepts in machine learning.(Cognitive Knowledge Level: Understand)
CO2	Illustrate the validation process of machine learning models using hyper-parameters and validation sets. (Cognitive Knowledge Level: Understand)
CO3	Demonstrate the concept of the feed forward neural network and its training process. (Cognitive Knowledge Level: Apply)
CO4	Build CNN and Recurrent Neural Network (RNN) models for different use cases. (Cognitive Knowledge Level: Apply)
CO5	Use different neural network/deep learning models for practical applications. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓	✓							✓
CO4	✓	✓	✓	✓	✓	✓						✓
CO5	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carry 14 marks.

Syllabus

INTRODUCTION TO DEEP LEARNING

(General Instructions: Instructors are to introduce students to any one software platform and demonstrate the working of the algorithms in the syllabus using suitable use cases and public datasets to give a better understanding of the concepts discussed. Tutorial hour may be used for this purpose)

Module-1 (Introduction)

Key components - Data, models, objective functions, optimization algorithms, Learning algorithm. Supervised learning- regression, classification, tagging, web search, page ranking, recommender systems, sequence learning, Unsupervised learning, Reinforcement learning, Historical Trends in Deep Learning. Other Concepts - overfitting, underfitting, hyperparameters and validation sets, estimators, bias and variance.

Module- 2 (Optimization and Neural Networks)

Neural Networks –Perceptron, Gradient Descent solution for Perceptron, Multilayer perceptron, activation functions, architecture design, chain rule, back propagation, gradient based learning. Introduction to optimization– Gradient based optimization, linear least squares. Stochastic gradient descent, Building ML algorithms and challenges.

Module -3 (Convolutional Neural Network)

Convolutional Neural Networks – convolution operation, motivation, pooling, Structure of CNN, Convolution and Pooling as an infinitely strong prior, variants of convolution functions, structured outputs, data types, efficient convolution algorithms. Practical challenges of common deep learning architectures- early stopping, parameter sharing, dropout. Case study: AlexNet, VGG, ResNet.

Module- 4 (Recurrent Neural Network)

Recurrent neural networks – Computational graphs, RNN design, encoder – decoder sequence to sequence architectures, deep recurrent networks, recursive neural networks, modern RNNs LSTM and GRU, Practical use cases for RNNs.

Module-5 (Application Areas)

Applications – computer vision, speech recognition, natural language processing, common word embedding: continuous Bag-of-Words, Word2Vec, global vectors for word representation (GloVe). Research Areas – autoencoders, representation learning, boltzmann machines, deep belief networks.

Text Book

1. Ian Goodfellow, YoshuaBengio, Aaron Courville, Deep Learning, MIT Press 2015 ed.
2. Aston Zhang, Zachary C. Lipton, Mu Li, and Alexander J. Smola, Dive into Deep Learning, August 2019.
3. Neural Networks and Deep Learning, Aggarwal, Charu C., c Springer International Publishing AG, part of Springer Nature 2018

Reference Books

1. Neural Smithing: Supervised Learning in Feedforward Artificial Neural Networks by Russell Reed, Robert J MarksII, A Bradford Book,2014
2. Practical Convolutional Neural Networks by MohitSewak, Md. Rezaul Karim, PradeepPujari, Packt Publishing 2018
3. Hands-On Deep Learning Algorithms with Python by SudharsanRavichandran, Packt Publishing 2019
4. Deep Learning with Python by Francois Chollet, Manning Publications Co., 2018

CST 386	WIRELESS NETWORKS AND IoT APPLICATIONS	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This course equips the learners with fundamental wireless technologies for the Internet of Things(IoT) and the IoT ecosystem. It covers the underlying concepts in wireless networks, communication mechanisms, protocols, hardware, software, and the cloud platforms for IoT. The students will be able to design smart IoT applications for real world problems..

Prerequisite: Sound knowledge in Data Communication, Computer Networks and Programming in C

Course Outcomes: After the completion of the course the students will be able to

CO1	Recognize wireless technologies required for IoT ecosystem (Cognitive Knowledge Level : Understand)
CO2	Perceive the concept of IoT and M2M architecture, IoT examples, and Data Management in IoT (Cognitive Knowledge Level :Apply)
CO3	Outline the hardware components used in IoT including Sensors, Actuators and development boards (Cognitive Knowledge Level : understand)
CO4	Explain the software components of IoT (Cognitive Knowledge Level :Understand)
CO5	Demonstrate the protocols used in IoT and build IoT Programs (Cognitive Knowledge Level : Apply)
CO6	Build IoT-based smart real-time applications such as Smart Healthcare, Smart Agriculture, Smart Environment and Smart Home (Cognitive Knowledge Level : Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												

CO3												
CO4												
CO5												
CO6												

Abstract POs Defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and teamwork
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Blooms Category	Continuous Assessment Tests		End Semester Examination Marks
	Test 1 (Percentage)	Test 2 (Percentage)	
Remember	30	30	30
Understand	50	40	40
Apply	20	30	30

Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 Hours

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. First Internal Examination shall be preferably conducted after completing the first half of the syllabus, and the Second Internal Examination shall be preferably conducted after completing the remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer anyone. Each question can have a maximum 2 subdivisions and carries 14 marks.

Syllabus

Module- 1 (Introduction to IoT and wireless technologies required for IoT)

Internet of Things, Role of Things and the Internet, Wireless IoT. Wireless Networks - Network Topologies, Types of Networks. Role of Wireless Standards in IoT. Protocol Stack - OSI Model, TCP/IP Model, IEEE 802 Reference Model, Protocols for Wireless IoT. Bluetooth - Transceiver, Frequency Channels, Typical Range, Access and Spread Spectrum, Modulation and Data Rate, Error Correction and Detection, Network Topology. ITU G.9959, Zwave, IEEE 802.15.4, Zigbee Specification, Thread, WiFi, 6LowPAN, IPv6, LoRaWAN.

Module- 2 (IoT architecture, Data and Device management)

Internet of Things - IoT Architectural View, Technology Behind IoT - Server End Technology, Sources of Internet of Things, M2M Communication. IoT Application Areas. IoT Examples. IoT Data Management - Device Management Gateways. Design Principles for Web Connectivity - Web Communication Protocols for Connected Devices, Web Connectivity for Connected Devices using Gateways. Internet Connectivity Principles – Internet Connectivity, Internet based communication, IP addressing in the IoT.

Module- 3 (Data Acquiring and Enabling Technologies)

Data Acquiring and Storage for IoT Services- Organization of Data, Big data, Acquiring Methods, Management Techniques, Analytics, Storage Technologies. Cloud Computing for Data storage - IoT Cloud based Services using Xively, Nimbits, and Other Platforms. Sensor Technologies for IoT Devices - Sensor Technology, Participatory Sensing, Industrial IoT and Automotive IoT, Actuators for Various Devices, Sensor Data Communication Protocols, Wireless Sensor network Technology

Module-4 (Prototyping the Embedded Devices for IoT)

Embedded Computing Basics, Embedded Hardware Unit. Embedded Platforms for Prototyping - Arduino, Intel Galileo, Intel Edison, Raspberry Pi, BeagleBone, mBed. Prototyping and Designing the Software for IoT Applications- Introduction, Prototyping Embedded Device Software- Programming using Arduino, Programming for an Arduino Controlled Traffic Control Lights at a Road Junction, Basic Arduino Programs to Blink LED, Find the Distance using Ultrasonic Sensor, Estimate Room Temperature, Measuring Soil Moisture Level

Module 5 (Business Models and Case Studies)

Business Models and Processes using IoT. Value Creation in the Internet of Things. Cloud PaaS- Xively, Nimbits, IBM Bluemix, CISCO IoT, AWS IoT, TCS Connected AWS Platform, Case studies- Smart Home, Smart Environment, Smart healthcare, Smart agriculture

Text Books

1. Daniel Chew, “Wireless Internet of Things -A Guide to the lower layers”, IEEE Standards and Association, IEEE Press, Wiley
2. Rajkamal, “Internet of Things : Architecture and Design Principles”, McGraw Hill (India) Private Limited.

References

1. ArshadeepBahga, Vijay Madiseti, “Internet of Things: A hands-on approach”, University Press, 2015 (First edition)
2. Dieter Uckelmann, Mark Harrison, Michahelles Florian (Ed.), Architecting the internet of things, Springer, 2011
3. Dr. Ovidiu Vermesan, Dr. Peter Friess, Internet of Things: Converging Technologies for Smart Environments and Integrated Ecosystems, River Publishers, 2013
4. Simon Monk, “Programming Arduino: Getting Started with Sketches”, McGraw Hill Publications

Sample Course Level Assessment Questions**Course Outcome 1 (CO1):**

1. Compare Bluetooth and Bluetooth LE power classes
2. Demonstrate Zigbee Specification Protocol Stack

Course Outcome 2 (CO2):

1. What are the major components of IOT system? Briefly explain each
2. Correlate M2M architectural Levels with IOT architectural Levels

Course Outcome 3 (CO3):

1. Describe the use of GPIO pins ?
2. What are actuators ? Mention the roles of actuators in IoT systems

Course Outcome 4(CO4):

1. Identify the role of HBase in Hadoop File System
2. Differentiate Edge computing and Distributed computing
3. Illustrate open protocols, tools and frameworks generally used in M2M

Course Outcome 5(CO5):

1. What do you mean by Arduino sketches?
2. Write an Arduino program to blink LED

Course Outcome 6(CO6):

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SEMESTER VI

HONOURS



CST 394	NETWORK SECURITY	Category	L	T	P	Credits	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

The purpose of this course is to create a better understanding of the network security concepts. This course covers network security standards, email security services, web security mechanisms, firewalls and wireless security mechanisms. This course helps the learner to gain insight into the key aspects of secure network communication and enables to apply in real-life scenarios.

Prerequisite: A sound background in Number Theory and Cryptographic Algorithms.

Course Outcomes: After the completion of the course the student will be able to

CO#	Course Outcomes
CO1	Identify the key aspects of security, intrusion detection systems and digital signature schemes (Cognitive Knowledge Level: Apply)
CO2	Explain the security standards used in network communication (Cognitive Knowledge Level: Understand)
CO3	Identify the mechanisms in email security services (Cognitive Knowledge Level: Apply)
CO4	Summarize the protocols used to provide web security (Cognitive Knowledge Level: Understand)
CO5	Explain the fundamental concepts of wireless network security and firewalls (Cognitive Knowledge Level: Understand)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓								✓
CO2	✓	✓	✓	✓								✓
CO3	✓	✓	✓	✓		✓						✓
CO4	✓	✓	✓	✓	✓	✓						✓
CO5	✓	✓	✓	✓								✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Lifelong learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	40	40	40
Apply	30	30	30
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks. The first series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus

Module – 1 (Network Security Basics)

Introduction to network security - Security requirements, Challenges of security, Network security model. Malicious programs – Worms, Viruses, Trojans, Spyware, Adware. Intrusion Detection Systems (IDS) - Uses, Techniques. Digital signatures - ElGamal, Schnorr, Digital Signature Standard (DSS).

Module – 2 (Network Security Standards)

Kerberos v4 – Configuration, Authentication, Encryption, Message formats. Kerberos v5 – Cryptographic algorithms, Message formats. Public Key Infrastructure (PKI) – Trust models, Revocation. Real-time communication security – Perfect Forward Secrecy (PFS), Denial-of-Service protection, Endpoint identifier hiding, Live partner reassurance. Internet Protocol Security (IPSec) - Authentication Header (AH), Encapsulating Security Payload (ESP), Internet Key Exchange (IKE) phases.

Module – 3 (Email Security)

Introduction to email security - Security services for email, Establishing keys, Privacy, Authentication, Message integrity, Non-repudiation. Privacy Enhanced Mail (PEM) – Encryption, Source authentication and integrity protection, Message formats. Secure/Multipurpose Internet Mail Extensions (S/MIME) – Messages, Differences from PEM. Pretty Good Privacy (PGP) - Encoding, Certificate and key revocation, Anomalies, Object formats.

Module – 4 (Web Security)

Introduction to web security - Web security considerations, Threats. Secure Sockets Layer (SSL) – Architecture, Protocols, Transport Layer Security (TLS) – Differences from SSL. Hypertext Transfer Protocol Secure (HTTPS) – Connection initiation, Closure. Secure Shell (SSH) – Transport layer protocol, User authentication protocol, Connection protocol.

Module – 5 (Wireless Network Security and Firewalls)

IEEE 802.11 Wireless LAN - Network components, Architectural model, Services. IEEE 802.11i wireless LAN security - Services, Phases of operation. Wired Equivalent Privacy (WEP), Wi-Fi Protected Access (WPA), WPA2, Wireless Application Protocol (WAP) – Services, Protocol architecture. Firewalls – Need for firewalls, Packet filters, Circuit-level firewalls, Application layer firewalls.

Text Books

1. C. Kaufman, R. Perlman and M. Speciner, “Network Security: Private Communication in a Public World”, 2/e, PHI.
2. William Stallings, “Cryptography and Network Security Principles and Practice”, 5/e, Pearson

Education Asia.

References

1. Behrouz A. Forouzan, Debdeep Mukhopadhyay, “Cryptography and Network Security”, 3/e, Tata McGraw Hill.
2. Tyler Wrightson, “Wireless Network Security A Beginner’s Guide”, 2012, Tata McGraw Hill.
3. William Stallings, “Network Security Essentials: Applications and Standards”, 4/e, Prentice Hall.
4. Schiller J., Mobile Communications, 2/e, Pearson Education.
5. Roberta Bragg et. al., “Network Security: The Complete Reference”, Tata McGraw Hill.

Course Level Assessment Questions

Course Outcome 1 (CO1):

1. Using the Schnorr digital signature scheme, let $q = 83$, $p = 997$ and $d = 23$. Find values for e_1 and e_2 .
2. The Digital Signature Algorithm (DSA) specifies that if the signature generation process results in a value of zero, a new value of k should be generated and the signature should be recalculated. Give reason.

Course Outcome 2 (CO2):

1. In Kerberos v4, the authenticator field is not of security benefit when asking the Key Distribution Center (KDC) for a ticket for Bob, but useful when logging in as Bob. Give reasons for your answer.
2. How does the stateless cookie protocol provide clogging protection?

Course Outcome 3 (CO3):

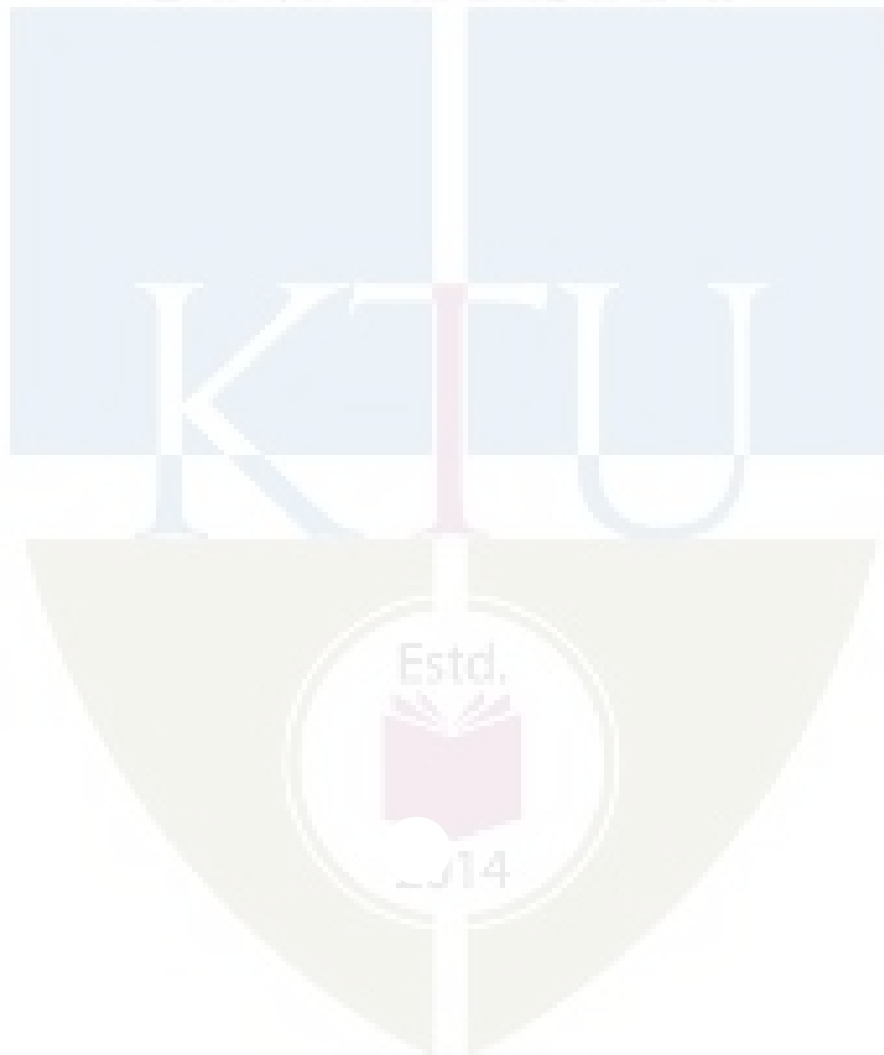
1. If Alice is sending an ENCRYPTED message, she first signs the message digest with her private key and then encrypts the message digest with the pre-message secret key. Why this last encryption was considered necessary for encrypted messages and not for MIC-CLEAR or MIC-ONLY?
2. Which security services are considered desirable in the following cases? (i) Sending a purchase order (ii) Sending a ransom note. (iii) Sending a mission description to security officials.
3. Explain the security mechanism used in Gmail communication.

Course Outcome 4 (CO4):

1. Is it possible in SSL for the receiver to reorder SSL record blocks that arrive out of order?
If so, how it can be done? If not, why?
2. Describe any five web security threats, their consequences and countermeasures.

Course Outcome 5 (CO5):

1. Explain the security areas addressed by IEEE 802.11i.
2. Describe the advantages and disadvantages of application layer firewalls.



CST 396	ADVANCED TOPICS IN MACHINE LEARNING	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This course enables the learners to understand the advanced concepts and algorithms in machine learning. The course covers the standard and most popular supervised learning algorithms such as linear regression, logistic regression, decision trees, Bayesian learning and the naive Bayes algorithm, basic clustering algorithms, auto encoders, sampling methods and PAC learning. This course helps the students to provide machine learning based solutions to real world problems.

Prerequisite: Basic understanding of probability theory, linear algebra, multivariate calculus and multivariate probability theory.

CO1	Illustrate the concepts of regression and classification techniques (Cognitive Knowledge Level: Apply)
CO2	Demonstrate various unsupervised learning techniques (Cognitive Knowledge Level: Apply)
CO3	Choose suitable model parameters for different machine learning techniques and to evaluate a model performance (Cognitive Knowledge Level: Apply)
CO4	Explain the framework of PAC learning, basic concepts of VC dimension and non-uniform learnability (Cognitive Knowledge Level: Understand)
CO5	Construct Bayesian models for data and apply computational techniques to draw inferences (Cognitive Knowledge Level: Apply)
CO6	Illustrate the concepts of sampling algorithms, auto encoder, generative adversarial networks (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓	✓	✓	✓	✓	✓						✓
CO2	✓	✓	✓	✓	✓	✓						✓
CO3	✓	✓	✓	✓	✓	✓						✓
CO4	✓	✓	✓	✓								✓
CO5	✓	✓	✓	✓	✓							✓
CO6	✓	✓	✓	✓	✓	✓						✓

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks
	Test1 (Percentage)	Test2 (Percentage)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyse			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3 hours

Continuous Internal Evaluation Pattern:

Attendance : 10 marks

Continuous Assessment Tests : 25 marks

Continuous Assessment Assignment : 15 marks

Internal Examination Pattern:

Each of the two internal examinations has to be conducted out of 50 marks

First Internal Examination shall be preferably conducted after completing the first half of the syllabus and the Second Internal Examination shall be preferably conducted after completing remaining part of the syllabus.

There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly covered module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly covered module), each with 7 marks. Out of the 7 questions in Part B, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 questions from each module of which a student should answer any one. Each question can have a maximum 2 sub-divisions and carry 14 marks.

Syllabus**Module -1 (Supervised Learning)**

Overview of machine learning - supervised, semi-supervised, unsupervised learning, reinforcement learning Regression algorithms: least squares linear regression, gradient descent, closed form, normal equations, regularization techniques (LASSO, RIDGE), polynomial regression. Discriminative Methods - Logistic Regression, Decision Tree Learning. Generative Methods - Naive Bayes Classifier, Gaussian Discriminant Analysis (GDA).

Module -2 (Unsupervised Learning)

Clustering - Similarity measures, Hierarchical Agglomerative Clustering, K-means partitional clustering, K-medoids clustering, Gaussian mixture models: Expectation Maximization (EM) algorithm for Gaussian mixture model.

Module -3 (Practical aspects in machine learning)

Classification Performance measures - Precision, Recall, Accuracy, F-Measure, ROC, AUC, generalisation and overfitting, cross-validation, bias-variance tradeoff, error estimation, parameter and model selection. Ensemble Methods - Bagging, Boosting, Adaboost, Random Forests.

Module -4 (Statistical Learning Theory)

Models of learnability- learning in the limit, probably approximately correct (PAC) learning. Sample complexity- quantifying the number of examples needed to PAC learn, Computational complexity of training, Sample complexity for finite hypothesis spaces, PAC results for learning conjunctions, Sample complexity for infinite hypothesis spaces, Vapnik-Chervonenkis (VC) dimension.

Module -5 (Advanced Machine Learning Topics)

Graphical models - Bayesian belief networks, Markov random fields (MRFs), Inference on chains and factor graphs, inference on clique trees. Monte Carlo methods – Basic sampling algorithms, rejection sampling, importance sampling, Markov chain Monte Carlo (MCMC), Gibbs sampling. Variational methods. Auto Encoder, Variational AutoEncoder, Generative Adversarial Networks

Textbook

1. Christopher M. Bishop. Pattern recognition and machine learning. Springer 2006.
2. Ethem Alpaydin, Introduction to Machine Learning, 2nd edition, MIT Press 2010.
3. Mohammed J. Zaki and Wagner Meira, Data Mining and Analysis: Fundamental Concepts and Algorithms, Cambridge University Press, First South Asia edition, 2016.
4. Ian Goodfellow, Yoshua Bengio and Aaron Courville. Deep Learning. MIT Press 2016.
5. Mehryar Mohri, Afshin Rostamizadeh and Ameet Talwalkar. Foundations of Machine Learning. Second edition. MIT Press 2018.
6. Tom Mitchell. Machine Learning. McGraw Hill 1997.
7. Richard O. Duda, Peter E. Hart, David G. Stork. Pattern classification, Second Edition. Wiley.
8. Jiawei Han, Micheline Kamber, Jian Pei. Data Mining Concepts and Techniques, Third Edition. Morgan Kaufmann.
9. David Foster. Generative Deep Learning - Teaching Machines to Paint, Write, Compose, and Play. O'Reilly Media, Inc., June 2019.

Reference Books

1. Kevin P. Murphy. Machine Learning: A Probabilistic Perspective. MIT Press 2012
2. Carl Edward Rasmussen and Christopher K. I. Williams. Gaussian Processes for Machine Learning. MIT Press 2005.

Sample Course Level Assessment Questions

Course Outcome1 (CO1):

1. Consider a naive Bayes classifier with 3 boolean input variables, X_1 , X_2 and X_3 , and one boolean output, Y . How many parameters must be estimated to train such a naive Bayes classifier? How many parameters would have to be estimated to learn the above classifier if we do not make the naive Bayes conditional independence assumption?
2. Describe the ID3 algorithm. Is the order of attributes identical in all branches of the decision tree?
3. Explain the difference between (batch) gradient descent and stochastic gradient descent. Give an example of when you might prefer one over the other.
4. Suppose that you are asked to perform linear regression to learn the function that outputs y , given the D -dimensional input x . You are given N independent data points, and that all the D attributes are linearly independent. Assuming that D is around 100, would you prefer the closed form solution or gradient descent to estimate the regressor?
5. Suppose you have a three class problem where class label $y \in 0, 1, 2$ and each training example X has 3 binary attributes $X_1, X_2, X_3 \in 0, 1$. How many parameters (probability distribution) do you need to know to classify an example using the Naive Bayes classifier?

Course Outcome 2(CO2):

1. Which similarity measure could be used to compare feature vectors of two images? Justify your answer.
2. Illustrate the strength and weakness of k-means algorithm.
3. Suppose you want to cluster the eight points shown below using k-means

	A_1	A_2
x_1	2	10
x_2	2	5
x_3	8	4
x_4	5	8
x_5	7	5
x_6	6	4
x_7	1	2
x_8	4	9

Assume that $k = 3$ and that initially the points are assigned to clusters as follows:

$C_1 = \{x_1, x_2, x_3\}$, $C_2 = \{x_4, x_5, x_6\}$, $C_3 = \{x_7, x_8\}$. Apply the k -means algorithm until convergence, using the Manhattan distance.

- Cluster the following eight points representing locations into three clusters: $A_1(2, 10)$, $A_2(2, 5)$, $A_3(8, 4)$, $A_4(5, 8)$, $A_5(7, 5)$, $A_6(6, 4)$, $A_7(1, 2)$, $A_8(4, 9)$.

Initial cluster centers are: $A_1(2, 10)$, $A_4(5, 8)$ and $A_7(1, 2)$.

The distance function between two points $a = (x_1, y_1)$ and $b = (x_2, y_2)$ is defined as $D(a, b) = |x_2 - x_1| + |y_2 - y_1|$

Use k -Means Algorithm to find the three cluster centers after the second iteration.

Course Outcome 3(CO3):

- What is ensemble learning? Can ensemble learning using linear classifiers learn classification of linearly non-separable sets?
- Describe boosting. What is the relation between boosting and ensemble learning?
- Classifier A attains 100% accuracy on the training set and 70% accuracy on the test set. Classifier B attains 70% accuracy on the training set and 75% accuracy on the test set. Which one is a better classifier. Justify your answer.
- What are ROC space and ROC curve in machine learning? In ROC space, which points correspond to perfect prediction, always positive prediction and always negative prediction? Why?
- Suppose there are three classifiers A, B and C. The (FPR, TPR) measures of the three classifiers are as follows – A (0, 1), B (1, 1), C (1, 0.5). Which can be considered as a perfect classifier? Justify your answer.

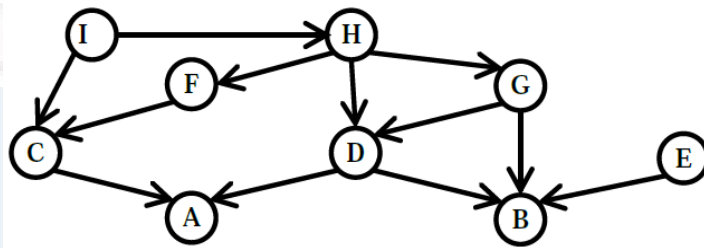
Course Outcome 4(CO4): .

- A monotone conjunction is a conjunction of the variables such that no variable is negated. Show that the concept class of monotone conjunction is probably approximately correct (PAC)-learnable.
- Consider a Boolean classification problem with n binary variables and a hypothesis space H , where each hypothesis is a decision tree of depth 2, using only two variables. How many training examples, m suffice to assure that with probability at least 0.99, any consistent learner using H will output a hypothesis with true error at most 0.05
- Show that the concept class C containing the set of all boolean functions on n variable is not PAC-learnable.

4. What is the Vapnik-Chervonenkis(VC)-dimension of a circle centered at the origin.
5. A hypothesis space that has a high VC dimension is good, bad, or neither? Explain in terms of both (a) richness or expressive power of the hypotheses, and (b) sample complexity.

Course Outcome 5(CO5):

1. Write down the factored conditional probability expression that corresponds to the graphical Bayesian Network shown below.



2. How do we learn the conditional probability tables(CPT) in Bayesian networks if information about some variables is missing? How are these variables called?

Course Outcome 6 (CO6):

1. Derive an algorithm using the inverse transform method to generate a random sample from the exponential distribution.
2. Explain the pros and cons of importance sampling versus rejection sampling.
3. Sketch the core idea of the Monte Carlo method. What is a sample? What is a direct sampling method? Why can't it be used directly to do any inference? What is rejection sampling? What is its major disadvantage?
4. Generative Adversarial Networks(GANs) include a generator and a discriminator. Sketch a basic GAN using those elements, a source of real images, and a source of randomness.
5. The word “adversarial” in the acronym for GANs suggests a two-player game. What are the two players, and what are their respective goals?

CST 398	THEORY OF COMPUTABILITY AND COMPLEXITY	Category	L	T	P	Credit	Year of Introduction
		VAC	3	1	0	4	2019

Preamble:

This is a theoretical course in computer science to enable the learners to know the fundamentals of computability and complexity theories. It covers the notions of computability/decidability, the process of reduction to prove decidability/undecidability and the classification of problems into class P, class NP and class NP Complete based on the time complexity of solving the problems. This course helps the learner to identify whether a real life problem is decidable/undecidable and also to classify a decidable problem into tractable or intractable, based on the time complexity class it belongs.

Prerequisite: Sound knowledge in Data Structures and Formal Languages and Automata Theory.

Mapping of course outcomes with program outcomes

CO1	Illustrate relative computing powers of Finite State Automata, Push Down Automata, Linear Bounded Automata and Turing Machines.(Cognitive Knowledge Level: Apply)
CO2	Prove that a given language is undecidable/not semi-decidable by using the reduction process.(Cognitive Knowledge Level: Apply)
CO3	Describe the time complexity of a given problem as a function of the number of steps required by a Turing machine to solve it. (Cognitive Knowledge Level: Understand)
CO4	Utilize polynomial time reduction to prove that a given problem is NP Complete. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												

CO3												
CO4												

Abstract POs defined by National Board of Accreditation			
PO#	Broad PO	PO#	Broad PO
PO1	Engineering Knowledge	PO7	Environment and Sustainability
PO2	Problem Analysis	PO8	Ethics
PO3	Design/Development of solutions	PO9	Individual and team work
PO4	Conduct investigations of complex problems	PO10	Communication
PO5	Modern tool usage	PO11	Project Management and Finance
PO6	The Engineer and Society	PO12	Life long learning

Assessment Pattern

Bloom's Category	Continuous Assessment Tests		End Semester Examination Marks (%)
	Test 1 (%)	Test 2 (%)	
Remember	30	30	30
Understand	30	30	30
Apply	40	40	40
Analyze			
Evaluate			
Create			

Mark Distribution

Total Marks	CIE Marks	ESE Marks	ESE Duration
150	50	100	3

Continuous Internal Evaluation Pattern:

Attendance	10 marks
Continuous Assessment Tests(Average of Internal Tests1&2)	25 marks
Continuous Assessment Assignment	15 marks

Internal Examination Pattern

Each of the two internal examinations has to be conducted out of 50 marks. First series test shall be preferably conducted after completing the first half of the syllabus and the second series test shall be preferably conducted after completing remaining part of the syllabus. There will be two parts: Part A and Part B. Part A contains 5 questions (preferably, 2 questions each from the completed modules and 1 question from the partly completed module), having 3 marks for each question adding up to 15 marks for part A. Students should answer all questions from Part A. Part B contains 7 questions (preferably, 3 questions each from the completed modules and 1 question from the partly completed module), each with 7 marks. Out of the 7 questions, a student should answer any 5.

End Semester Examination Pattern:

There will be two parts; Part A and Part B. Part A contains 10 questions with 2 questions from each module, having 3 marks for each question. Students should answer all questions. Part B contains 2 full questions from each module of which student should answer any one. Each question can have maximum 2 sub-divisions and carries 14 marks.

Syllabus**Module - 1 (Introduction to Formal Language Theory and Regular Languages)**

Finite State Automata, Push Down Automata, Linear Bounded Automata, Turing Machines, Recursive Languages, Recursively Enumerable Languages, Universal Turing Machine, Enumeration Machine, Two Counter Machine.

Module- 2 (Undecidability)

Halting Problem, Language representation of a problem, Reduction - applications, Rice's First and Second Theorem with proof.

Module - 3 (Overview of Complexity Classes)

Measuring time complexity, Asymptotic notations - Big O and small-o, Analysing algorithms, Complexity relationship among models. Complexity classes- Class P, example problems in class P, Class NP, Polynomial time verification, example problems in class NP.

Module- 4 (NP Completeness)

Satisfiability problem, Polynomial time reducibility, Overview of Graphs, NP Complete Problems, Cook-Levin theorem (SAT is NP Complete).

Module- 5 (More NP Complete Problems)

CLIQUE, Vertex Cover and Hamiltonian path with proof of correctness of NP Completeness.

Text Books

1. Dexter C. Kozen, Automata and Computability, Springer (1999)
2. Michael Sipser, Introduction to the Theory of Computation, Second Edition

Reference Books

1. Douglas B. West, Introduction to Graph Theory, Second Edition

Course Level Assessment Questions**Course Outcome1 (CO1):**

Identify the class of the following languages in Chomsky Hierarchy:

1. Design a Finite State Automaton for the language $L = \{axb | x \in \{a, b\}^*\}$
2. Design a Push Down Automaton for the language $L = \{a^n b^n | n \geq 0\}$
3. Design a Linear Bounded Automaton for the language $L = \{a^n b^n c^n | n \geq 0\}$
4. Design a Turing Machine for the language $L = \{ww | w \in \{a, b\}^*\}$

Course Outcome 2(CO2):

Without using Rice's Theorem prove that neither the set FIN (refer Text Book 1) nor its complement is recursively enumerable.

Course Outcome 3(CO3):

Show that the language $L = \{a^n b^n | n \geq 0\}$ can be decided by a deterministic Turing Machine in quadratic time.

Course Outcome 4(CO4): .

Using polynomial time reduction, prove that SUBSET-SUM (refer Text Book 2) problem is NP Complete.