SCHEME & SYLLABUS OF UNDERGRADUATE DEGREE COURSE

B. TECH.
COMPUTER SCIENCE & ENGINEERING

III YEAR
(V & VI Semester)

Effective for the students admitted in year 2021-22 and onwards
Approved by ……. academic council meeting held on …….

Teaching & Examination Scheme
B. Tech. (Computer Science & Engineering)
3rd Year – V Semester
(Effective for the students admitted in year 2021-22 and onwards)

S. No.	Category	Course Code	Course Title	Hours			Exam Hours	Marks			Credit
				L	T	P		IA	ETE	Total	
THEORY											
1	DC	5CS4-01	Operating Systems	3	-	-	3	30	70	100	**3**
2		5CS4-02	Computer Organization and Architecture	3	-	-	3	30	70	100	**3**
3		5CS4-03	Computer Networks	3	-	-	3	30	70	100	**3**
4		5CS4-04	Cloud Computing and DevOps Tools	3	-	-	3	30	70	100	**3**
5		5CS4-05	Machine Learning	3	-	-	3	30	70	100	**3**
6	DE	5CS5-11	Human Computer Interaction	2	-	-	3	30	70	100	**2**
		5CS5-12	Introduction to Data Science								
		5CS5-13	Distributed Systems								
7		5CS5-14	Augmented Reality and Virtual Reality	2	-	-	3	30	70	100	**2**
		5CS5-15	Introduction to Blockchain								
		5CS5-16	Data Mining and Warehousing								
Sub Total				**19**	**00**	**00**	**-**	**210**	**490**	**700**	**19**
PRACTICAL & SESSIONAL											
8	DC	5CS4-21	Computer Network Lab	-	-	2	-	60	40	100	**1**
9		5CS4-22	Mobile Application Development Lab	-	-	2	-	60	40	100	**1**
10		5CS4-23	Machine Learning Lab	-	-	2	-	60	40	100	**1**
11	UI	5CS7-30	Industrial Training	-	-	1	-	60	40	100	**3**
12	CCA	5CS8-00	SODECA / Co-Curricular Activity	-	-	-	-	-	100	100	**1**
Sub Total				**00**	**00**	**07**	**-**	**240**	**260**	**500**	**7**
Total				**19**	**00**	**07**	**-**	**450**	**750**	**1200**	**26**

L = Lecture, **T** = Tutorial, **P** = Practical, **IA**=Internal Assessment**, ETE**=End Term Exam,**Cr**=Credits

Teaching & Examination Scheme
B. Tech. (Computer Science & Engineering)
3rd Year – VI Semester
(Effective for the students admitted in year 2021-22 and onwards)

S. No.	Category	Course Code	Course Title	Hours			Exam Hours	Marks			Credit
				L	T	P		IA	ETE	Total	
THEORY											
1	DC	6CS4-01	Compiler Design	3	-	-	3	30	70	100	**3**
2		6CS4-02	Design and Analysis of Algorithms	3	-	-	3	30	70	100	**3**
3		6CS4-03	Information Security Systems	3	-	-	3	30	70	100	**3**
4		6CS4-04	Digital Image Processing	3	-	-	3	30	70	100	**3**
5		6CS4-05	Introduction to Internet of Things	3	-	-	3	30	70	100	**3**
6	DE	6CS5-11	Artificial Intelligence	2	-	-	3	30	70	100	**2**
		6CS5-12	Big Data Analytics								
		6CS5-13	Natural Language Processing								
Sub Total				**17**	**00**	**00**		**180**	**420**	**600**	**17**
PRACTICAL & SESSIONAL											
7	DC	6CS4-21	Design and Analysis of Algorithms Lab	-	-	2	-	60	40	100	**1**
8		6CS4-22	Information Security Systems Lab	-	-	2	-	60	40	100	**1**
9		6CS4-23	Digital Image Processing Lab	-	-	2	-	60	40	100	**1**
10	UI	6CS7-50	Innovation and Design Thinking Hands-on Project	-	-	3	-	60	40	100	**2**
11	CCA	6CS8-00	SODECA / Co-Curricular Activity	-	-	-	-	-	100	100	**2**
Sub Total				**00**	**00**	**09**	**-**	**240**	**260**	**500**	**7**
Total				**17**	**00**	**09**	**-**	**420**	**680**	**1100**	**24**

L = Lecture, **T** = Tutorial, **P** = Practical, **IA**=Internal Assessment, **ETE**=End Term Exam, **Cr**=Credits

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-01: Operating Systems	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- Learn about how Operating System is Important for Computer System.
- Learn about different types of Operating Systems and their services.
- Learn different process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Learn about device and device management.
- Learn about the concept of memory management and virtual memory.
- Learn about the concept of file system.

Course Outcomes: Upon successful completion of the course the students will be able to

CO-1: Analyze basic concepts of operating systems and their structures.

CO-2: Analyze various issues related to inter-process communication like process synchronization and critical section.

CO-3: Synthesize the concepts of I/O management, file system implementation, scheduling, resource management and deadlocks.

CO-4: Interpret the issues and challenges of memory management.

CO-5: Understand protection and security issues related to the operating system.

S. No.	Contents	Hours
1	**Introduction to OS and Process Management:** Introduction to operating systems, operating system structure, system calls, Process concept, Operations on processes, cooperating processes, inter process communication, mutual exclusion, critical section problem, Synchronization hardware, wait and signal procedures, Semaphores, Classic problems of synchronization, critical regions, Monitors, process scheduling and algorithms, threads, multithreading. **CPU Scheduling**: Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Real time scheduling	**9**
2	**Memory Management:** Background, Swapping, Contiguous memory allocation, Paging, Segmentation, Segmentation with paging. Virtual Memory, Demand paging, Page replacement policies, Allocation of frames, Thrashing, case study.	**8**
3	**Deadlock and Device Management:** ***Deadlock:*** System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock. ***Device management***: devices and their characteristics, device drivers, device handling, disk scheduling algorithms, Swap space management.	**9**
4	**File Systems and Its Implementation**: File System Interface, File concepts, Access methods, Directory structure, File system mounting, Directory implementation, Allocation methods, Free space management – efficiency and performance, recovery, log structured file systems	**7**
5	**Protection and Case Studies:** ***Protection***: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, file security, user authentication	**7**

	Case Study: Linux Operating System Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory management; File systems, Input and output; Inter-process communication, Case studies of Real Time and Mobile OS.	
Total		**40**

Suggested Books:

1. Silberschatz, Galvin, and Gagne, "Operating System Concepts", Wiley India Pvt Ltd.
2. Modern Operating Systems, Andrew S. Tanenbaum, Herbert Bos, Pearson Education India; Fourth edition 2016. ISBN-13:978- 9332575776
3. Operating Systems: Internals and Design Principles William Stallings, Pearson Education India; 7 edition (2013). ISBN-13: 978-9332518803
4. Gary Nutt, "Operating Systems", Third Edition, Pearson Education
5. Operating Systems: A Design-Oriented Approach, Charles Crowley, International edition, McGraw-Hill Education (ISE Editions). ISBN-13 978 0071144629

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-02: Computer Organization and Architecture	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:

As a result of successfully completing this course, students will:

- Learn the principles of computer organization and basic architectural concepts.
- Understand the basics of instructions sets and their impact on processor design.
- Demonstrate an understanding of the design of the functional units of a digital computer system.
- Evaluate cost performance and design trade-offs in designing and constructing a computer processor including memory.
- Design a pipeline for consistent execution of instructions with minimum hazards.
- Recognize and manipulate representations of numbers stored in digital computers.

Course Outcomes:

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

CO-1: Study of the basic structure and operation of a digital computer system.

CO-2: Analysis of the design of arithmetic & logic unit and understanding of the fixed point and floating point arithmetic operations.

CO-3: Implementation of control unit techniques and the concept of Pipelining.

CO-4: Understanding the hierarchical memory system, cache memories and virtual memory.

CO-5: Understanding the different ways of communicating with I/O devices and standard I/O interfaces.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Register Transfer and Micro-operations**: Register Transfer Language (RTL), Bus and Memory Transfers, Arithmetic Micro-Operations, Logic Micro-Operations, Shift Micro-Operations, Arithmetic Logic Shift Unit (ALU).	**9**
3	**Basic Computer Organization and Design**: Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Register-Reference and Memory- Reference Instructions, Input-Output and Interrupt, Design of Basic Computer.	**8**
4	**Central Processing Unit:** General Register Organization, Stack Organization, Instruction Format, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer (RISC) and Complex Instruction Set Computer (CISC).	**8**
5	**Pipeline and Vector Processing**: Flynn's Taxonomy, Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline. **Computer Arithmetic**: Signed Magnitude Binary Numbers - Addition and Subtraction, Multiplication- Booth Multiplication Algorithm, Array Multiplier, Division Algorithm.	**8**
6	**Input-Output Organization**: Input-output Interface Modes of Transfer, Daisy Chaining Priority, Direct Memory Access (DMA), Input-Output Processor (IOP)- CPU-IOP Communication. **Memory Organization**: Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Virtual Memory.	**8**
Total		**42**

Suggested Books:

1. M. Morris Mano, Computer System Architecture, Pearson
2. Carl Hamacher, Zvonko Vranesic, Safwat Zaky Computer Organization, McGraw-Hill, Fifth Edition, Reprint 2012
3. John P. Hayes, Computer Architecture and Organization, Tata McGraw Hill, Third Edition, 1998.

Reference books

4. William Stallings, Computer Organization and Architecture-Designing for Performance, Pearson Education, Seventh edition, 2006.
5. Behrooz Parahami, "Computer Architecture", Oxford University Press, Eighth Impression, 2011.
6. David A. Patterson and John L. Hennessy, "Computer Architecture-A Quantitative Approach", Elsevier, a division of reed India Private Limited, Fifth edition, 2012
7. Structured Computer Organization, Tannenbaum(PHI)

V Semester
B. Tech. (Computer Science & Engineering)

5CS4-03: Computer Networks

Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Become familiar with layered communication architectures (OSI and TCP/IP models).
- Understand different services offered by various OSI and TCP/IP model layers.
- Understand the client/server model and key application layer protocols.
- Understand the concept of unreliable data transfer and its role in communication.
- Understand the concepts of reliable data transfer and how TCP implements these concepts.
- Know the principles of congestion control and trade-offs in fairness and efficiency.
- Understand the role and concept of routing in communication.
- Understand the basics of error detection, including parity, checksums, and CRC.
- Familiarize the student with current topics such as security, network management, sensor networks, and/or other topics.

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Understand basic computer network technology.

CO-2: Understand OSI and TCP/IP reference model and working of each layer of these reference models.

CO-3: Obtain the skills of subnetting and routing mechanisms.

CO-4: Address design and implementation aspects of various essential network protocols and its integration into network-based applications.

S. No.	Contents	Hours
1	**Introduction:** history and development of computer networks, networks topologies. Layering and protocols. OSI and TCP/IP Protocol Stacks, Basics of packet, circuit and virtual circuit switching. **Physical Layer:** Guided Transmission media: twisted pairs, coaxial cable, fiber optics, Wireless transmission.	**6**
2	**Data link layer:** Design issues, framing, Error detection and correction. Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-free channel, A simplex stop and wait protocol for noisy channel. Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocol using Selective Repeat, Example data link protocols. Medium Access sub layer: The channel allocation problem, Multiple access protocols: ALOHA, Carrier sense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching, Ethernet bridging.	**8**
3	**Network Layer:** Design issues, Routing algorithms, shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, link state routing, Congestion Control Algorithms, Quality of Service, Internetworking, Fragmentation, The Network layer in the internet, IP addressing, IPv4, IPv6. CIDR, NAT, Basics of IP support protocols (ARP, DHCP, ICMP)	**8**
4	**Transport Layer:** Transport Services, Elements of Transport protocols, Connection management, Error and Flow Control, Congestion Control, TCP and UDP protocols, Sockets.	**7**
5	**Application Layer**: Domain name system, Electronic Mail; the World Wide Web, HTTP,	**7**

	FTP, Streaming audio and video.	
6.	**Current Topics Related to Computer Network**: Basic overview of the role and working of topic such as Software-defined Networks, Wireless Sensor Networks and Internet of Things, Cyber-physical systems	**6**
Total		**42**

Suggested Books:

1. Computer Networks, Andrew S. Tanenbaum and David J Wetherall, 5th Edition. Pearson publication.
2. Computer Networking: A Top-Down Approach Featuring the Internet, James F Kurose and Keith W Ross. Pearson publication.
3. Computer Networking: A Top-Down Approach, Behrouz A. Forouzan, Firouz Mosharraf, TMH.
4. Data Communications and Networking – Behrouz A. Forouzan. 4th Edition TMH.
5. Computer Networks: A Systems Approach, 5th Ed., LL Peterson, BS Davie, Morgan-Kauffman, 2011.
6. Cryptography and Network Security, Principles and Practice, 5th Ed., W Stallings, Prentice-Hall, 2010
7. Internet of Things: A Hands-on Approach , by Arshdeep Bagha and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547
8. Fundamentals of Cyber-Physical Systems - https://eprints.whiterose.ac.uk/173235/1/Chapter%201 .%20 Fundamentals%20of%20 Cyber-Physical %20Systems.pdf
9. Cyber-Physical Systems and Internet of Things - https://nvlpubs.nist.gov/nistpubs/SpecialPublications /NIST.SP.1900-202.pdf

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-04: Cloud Computing and DevOps Tools	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- The fundamental ideas behind Cloud Computing, the evolution of the paradigm, its applicability; benefits
- The basic ideas and principles in data center design; cloud management techniques and cloud software deployment considerations;
- Different CPU, memory and I/O virtualization techniques in cloud
- Learn various tools used for DevOps

Course Outcomes:

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

CO-1: Explain the core concepts of the cloud computing paradigm

CO-2: Discuss system, network and storage virtualization and outline their role in enabling the cloud computing system model.

CO-3: Understanding security architecture of cloud infrastructure

CO-4: Understanding basic concept of microservices, Container, Docker, Kubernetes, and DevOps

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Cloud Computing:** Nutshell of cloud computing, Enabling Technology, Historical development, Vision, feature Characteristics and components of Cloud Computing. Challenges, Risks and Approaches of Migration into Cloud. Ethical Issue in Cloud Computing, Evaluating the Cloud's Business Impact and economics, Future of the cloud. Networking Support for Cloud Computing.	**5**
3	**Cloud Computing Architecture:** Cloud Reference Model, Layer and Types of Clouds, Services models, Data centre Design and interconnection Network, Architectural design of Compute and Storage Clouds. Cloud Programming and Software: Fractures of cloud programming, Parallel and distributed programming paradigms-Map Reduce, Hadoop, High level Language for Cloud. Programming of Google App engine	**6**
4	**Virtualization Technology:** Definition, Understanding and Benefits of Virtualization. Implementation Level of Virtualization, Virtualization Structure/Tools and Mechanisms, Hypervisor VMware, KVM, Xen. Virtualization of CPU, Memory, I/O Devices, Virtual Cluster and Resources Management, Virtualization of Server, Desktop, Network, and Virtualization of data-centre	**5**
5	**Securing the Cloud:** Cloud Information security fundamentals, Cloud security services, Design principles, Policy Implementation, Cloud Computing Security Challenges, Cloud Computing Security Architecture . Legal issues in cloud Computing.	**5**
6	**Data Security in Cloud:** Business Continuity and Disaster Recovery , Risk Mitigation , Understanding and Identification of Threats in Cloud, SLA-Service Level Agreements, Trust Management	**6**
7	**Introduction Microservices:** Introduction and background of Microservices, Key concept of Microservices, Monolithic Architecture, Enabling Technology, Advantages of Microservices, How to Model Microservices, basics of Microservice Communication Styles, Phases of Microservices	**6**

8	**Introduction to Docker, Containers, Kubernetes and DevOps:** Virtual Machine and Container, Introduction to the Docker and its key features, advantages & disadvantages, Introduction to Kubernetes and its key features, advantages & disadvantages, Introduction to the DevOps and its key features & advantages	**8**
Total		**42**

Suggested Books:

1. Rajkumar Buyya, James Broberg, Andrzej M. Goscinski: "Cloud Computing: Principles and Paradigms", Wiley, 2011
2. Mike Amundsen, Ronnie Mitra, Matt McLarty and Irakli Nadareishvili: "Microservice Architecture: Aligning Principles, Practices, and Culture", Shroff/O'Reilly; First edition , 2016
3. Sam Newman: "Building Microservices", 2nd Edition, O'Reilly Media, Inc.,2021
4. Marc Boorshtein, Scott Surovich:"Kubernetes and Docker - An Enterprise Guide: Effectively containerize applications, integrate enterprise systems, and scale applications in your enterprise" Packt Publishing Limited, 2020
5. Nisarg Vasavada, Dhwani Sametriya:"Cracking Containers with Docker and Kubernetes: The definitive guide to Docker, Kubernetes, and the Container Ecosystem across Cloud and on-premises", BPB Publications , 2021
6. Rajkumar Buyya, Christian Vecchiola, S Thamarai Selvi, Mastering Cloud Computing, Tata McGraw Hill, 2013
7. Barrie Sosinsky: "Cloud Computing Bible", Wiley-India, 2010
8. Ronald L. Krutz, Russell Dean Vines: "Cloud Security: A Comprehensive Guide to Secure Cloud Computing", Wiley-India, 2010
9. Tim Mather, Subra Kumara swamy, Shahed Latif, Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, O'Reilly Media, 2009.

V Semester
B. Tech. (Computer Science & Engineering)

5CS4-05: Machine Learning

Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To develop a foundation in machine learning techniques.
- To learn basic concepts and process for machine learning.

Course Outcomes:

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

CO-1: Understand the important steps of machine learning algorithms and related concepts.

CO-2: Explain various Machine learning algorithms and their concepts.

CO-3: Apply various machine learning algorithms on a given data set.

CO-4: Compare variants of machine learning algorithms on the basis of their merits, demerits, performance

CO-5: Understand the concept of Reinforcement learning and Recommended system

S. No.	Contents	Hours
1	Introduction: Objective, scope and outcome of the course.	**1**
2	**Supervised learning algorithm:** Introduction, types of learning, application, Supervised learning: Linear Regression Model, Naive Bayes classifier Decision Tree, K nearest neighbor, Logistic Regression, Support Vector Machine, Random forest algorithm	**9**
3	**Unsupervised learning algorithm:** Grouping unlabeled items using k-means clustering, Hierarchical Clustering, Probabilistic clustering, Association rule mining, Apriori Algorithm, f-p growth algorithm, Gaussian mixture model.	**8**
4	**Introduction to Statistical Learning Theory:** Feature extraction - Principal component analysis, Singular value decomposition. Feature selection – feature ranking and subset selection, filter, wrapper and embedded methods, Evaluating Machine Learning algorithms and Model Selection.	**8**
5	**Semi supervised learning, Reinforcement learning:** Markov decision process (MDP), Bellman equations, policy evaluation using Monte Carlo, Policy iteration and Value iteration, Q-Learning, StateAction-Reward-State-Action (SARSA), Model-based Reinforcement Learning.	**8**
6	**Recommended system:** Collaborative filtering, Content-based filtering Artificial neural network, Perceptron, Multilayer network, Backpropagation, Introduction to Deep learning.	**8**
	Total	**42**

Suggested Books:

1. Mitchell M., T., Machine Learning, McGraw Hill (1997) 1stEdition.
2. Kevin Murphy, Machine Learning: A Probabilistic Perspective, MIT Press, 2012
3. Ethem Alpaydin, Introduction to Machine Learning, MIT Press, 2004
4. Tom Mitchell, Machine Learning, McGraw Hill, 1997.
5. Pat Langley , Elements of Machine Learning, Morgan Kaufmann Publishers, Inc. 1995. ISBN 1-55860-301-8
6. Bishop M., C., Pattern Recognition and Machine Learning, Springer-Verlag (2011) 2ndEdition.
7. Michie D., Spiegelhalter J. D., Taylor C. C., Campbell, J., Machine Learning, Neural and Statistical Classification. Overseas Press (1994).

V Semester B. Tech. (Computer Science & Engineering)	
5CS5-11: Human Computer Interaction	
Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Historical Evaluation of Field, Interactive System Design
- Understand model based design case studies
- Empirical design and data analysis in HCI

Course Outcomes:

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

CO-1: Understand Interactive system design, concept of usability, HCI and GUI

CO-2: Understand model based design and evaluation

CO-3: Understand various guidelines in HCI

CO-4: Analyze empirical research methods in HCI

CO-5: Understand task modeling and its analysis

S. No.	Contents	Hours
1	Introduction: Objective, scope and outcome of the course.	**1**
2	Historical evolution of the field, Interactive system design, Concept of usability -definition and elaboration, HCI and software Engineering, GUI design and Aesthetics, Prototyping techniques.	**2**
3	Model-based Design and evaluation: Basic idea, introduction to different types of models, GOMS family of models (KLM and CMNGOMS), Fitts' law and Hick-Hyman's law, Model-based design case studies	**3**
4	Guidelines in HCI: Shneiderman's eight, golden rules, Norman's seven principles, Norman's model of interaction, Nielsen's ten heuristics with example of its use Heuristic evaluation, Contextual inquiry, Cognitive walkthrough	**5**
5	Empirical research methods in HCI: Introduction (motivation, issues, research question formulation techniques), Experiment design and data analysis (with explanation of one-way ANOVA)	**6**
6	Task modelling and analysis: Hierarchical task analysis (HTA), Engineering task models and Concur Task Tree (CTT),Introduction to formalism in dialog design, design using FSM (finite state machines) State charts and (classical) Petri Nets in dialog design	**6**
7	Introduction to CA, CA types, relevance of CA in IS design Model Human Processor (MHP), OOP- Introduction OOM- Object Oriented Modeling of User Interface Design	**5**
Total		**28**

Suggested Books:

1. Human–Computer Interaction, Third Edition Alan Dix, Janet Finlay, Gregory D. Abowd, Pearson Education Limited

V Semester
B. Tech. (Computer Science & Engineering)

5CS5-12: Introduction to Data Science

Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- To understand EDA, inference and regression techniques.
- Apply Matrix decomposition techniques to perform data analysis.
- Understand concepts and importance of data pre-processing techniques.
- Importance and application of Machine Learning Algorithms.
- Knowledge of acquiring data through web-scraping and data APIs

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Utilize EDA, inference and regression techniques.
CO-2: Utilize Matrix decomposition techniques to perform data analysis.
CO-3: Apply data pre-processing techniques.
CO-4: Apply Basic Machine Learning Algorithms.
CO-5: Acquire data through web-scraping and data APIs.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	Introduction to data analysis: Introduction and importance of data science. Big Data Analytics, Business intelligence vs Big data, Current landscape of analytics, Exploratory Data Analysis (EDA), statistical measures, Basic tools (plots, graphs and summary statistics) of EDA, Data Analytics Lifecycle, Discovery, Data Visualization Principles of Data Visualization	**6**
3	Introductory hypothesis testing and statistical inference: Introduction to Hypothesis Testing, Central Limit Theorem, A/B testing. Identifying Potential Data Sources Linear regression - Introduction to simple linear regression, multiple linear regression, least squares principle, exploratory vs. inferential viewpoints, Model generalizability, cross validation, and using categorical variables in regression, logistic regression, Multiple correlation, Partial correlation	**5**
4	Linear Algebra Basics- Matrices to represent relations between data, Linear algebraic operations on matrices – Matrix decomposition: Singular Value Decomposition (SVD) and Principal Component Analysis (PCA).	**5**
5	Data Pre-processing and Feature Selection - Data cleaning - Data integration - Data Reduction - Data Transformation and Data Discretization, Feature Generation and Feature Selection, Feature Selection algorithms: Filters- Wrappers - Decision Trees - Random Forests	**6**
6	Basic Machine Learning Algorithms - Classifiers - Decision tree - Naive Bayes - k-Nearest Neighbors (k-NN), k-means – SVM Association Rule mining – Ensemble methods	**5**
	Total	**28**

Suggested Books:

1. Mining of Massive Datasets. v2.1, Jure Leskovek, Anand Rajaraman and Jefrey Ullman., Cambridge University Press. (2019)
2. Doing Data Science, Straight Talk From The Frontline, Cathy O'Neil and Rachel Schutt, O'Reilly
3. Python for Data Analysis: Data Wrangling with Pandas, NumPy, & IPython Wes McKinney, O'Reilly Media
4. Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems, Aurélien Géron, O'Reilly Media

V Semester B. Tech. (Computer Science & Engineering)	
5CS5-13: Distributed Systems	
Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- To Understand hardware and software issues in modern distributed systems.
- To get knowledge in distributed architecture, naming, synchronization, consistency and replication, fault tolerance, security, and distributed file systems.
- To analyze the current popular distributed systems such as peer-to-peer (P2P) systems will also be analyzed.

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: To understand the foundations of distributed systems.

CO-2: To learn issues related to clock Synchronization and the need for global state in distributed systems.

CO-3: To learn distributed mutual exclusion and deadlock detection algorithms.

CO-4: To understand the significance of agreement, fault tolerance and recovery protocols in Distributed Systems.

CO-5: To learn the characteristics of peer-to-peer and distributed shared memory systems

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Distributed Systems:** Features of distributed systems, nodes of a distributed system, Distributed computation paradigms, Model of distributed systems, Types of Operating systems: Centralized Operating System, Network Operating Systems, Distributed Operating Systems and Cooperative Autonomous Systems, design issues in distributed operating systems. Systems Concepts and Architectures: Goals, Transparency, Services, Architecture Models, Distributed Computing Environment (DCE).	**5**
3	**Theoretical issues in distributed systems:** Notions of time and state, states and events in a distributed system, time, clocks and event precedence, recording the state of distributed systems. **Concurrent Processes and Programming:** Processes and Threads, Graph Models for Process Representation, Client/Server Model, Time Services, Language Mechanisms for Synchronization.	**5**
4	**Distributed Process Scheduling:** A System Performance Model, Static Process Scheduling with Communication, Dynamic Load Sharing and Balancing, Distributed Process Implementation. Distributed File Systems: Transparencies and Characteristics of DFS, DFS Design and implementation, Transaction Service and Concurrency Control	**5**
5	**Distributed Shared Memory**: Non-Uniform Memory Access Architectures, Memory Consistency Models, Multiprocessor Cache Systems, Distributed Shared Memory, Implementation of DSM systems.	**6**
6	**Distributed Agreement:** Concept of Faults, failure and recovery, Replicated Data Management: concepts and issues, Database Techniques, Atomic Multicast, and Update Propagation. CORBA case study: Introduction, Architecture, CORBA RMI, CORBA Services.	**6**
Total		**28**

Suggested Books:

1. Distributed Systems, Principles and Paradigms, 2nd edition by Andrew S. Tanenbaum and Maarteen Van Steen, Pearson Education, (ISBN-13: 978- 0132392273), 2013 IT-89
2. Distributed System: Concepts and Design, 5th edition by Coulouris, Dollimore, Kindberg,Pearson Ed,

(ISBN-13: 978-0132143011), 2013
3. Distributed Algorithms: Principles, Algorithms, and Systems by A. D. Kshemkalyani and M. Singhal, (ISBN-13: 978-0521189842) , 2013

V Semester B. Tech. (Computer Science & Engineering)	
5CS5-14: Augmented Reality and Virtual Reality	
Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:

As a result of successfully completing this course, students will:

- The objective of this course is to provide a foundation to the fast-growing field of AR and make the students aware of the various AR devices.
- To give historical and modern overviews and perspectives on virtual reality. It describes the fundamentals of sensation, perception, technical and engineering aspects of virtual reality systems.

Course Outcomes:

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

CO-1: Describe how AR systems work and list the applications of AR.

CO-2: Understand and analyze the hardware requirement of AR.

CO-3: Describe how VR systems work and list the applications of VR.

CO-4: Understand the design and implementation of the hardware that enables VR systems to be built.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction to Augmented Reality:** What Is Augmented Reality - Defining augmented reality, history of augmented reality, The Relationship Between Augmented Reality and Other Technologies-Media, Technologies, Other Ideas Related to the Spectrum Between Real and Virtual Worlds, applications of augmented reality Augmented Reality Concepts- How Does Augmented Reality Work? Concepts Related to Augmented Reality, Ingredients of an Augmented Reality Experience.	**6**
3	**AR Devices & Components:** AR Components – Scene Generator, Tracking system, monitoring system, display, Game scene. AR Devices – Optical See- Through HMD, Virtual retinal systems, Monitor bases systems, Projection displays, Video see-through systems.	**5**
4	**Introduction to Virtual Reality:** Defining Virtual Reality, History of VR, Human Physiology and Perception, Key Elements of Virtual Reality Experience, Virtual Reality System, Interface to the Virtual World-Input & output- Visual, Aural & Haptic Displays, Applications of Virtual Reality	**5**
5	**Representing the Virtual World**: Representation of the Virtual World, Visual Representation in VR, Aural Representation in VR and Haptic Representation in VR, Case Study: GHOST (General Haptics Open Software Toolkit) software development toolkit.	**5**
6	**Visual Perception & Rendering**: Visual Perception - Perception of Depth, Perception of Motion, Perception of Color, Combining Sources of Information, Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates	**6**
	Total	**28**

Suggested Books:

1. Allan Fowler-AR Game Development‖, 1st Edition, A press Publications, 2018, ISBN 978-1484236178
2. Augmented Reality: Principles & Practice by Schmalstieg / Hollerer, Pearson Education India; First

edition (12 October 2016), ISBN-10: 9332578494
3. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016.
4. Understanding Virtual Reality: Interface, Application and Design, William R Sherman andAlan B Craig, (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002.
5. Developing Virtual Reality Applications: Foundations of Effective Design, Alan B Craig,William R Sherman and Jeffrey D Will, Morgan Kaufmann, 2009
6. Designing for Mixed Reality, Kharis O'Connell Published by O'Reilly Media, Inc., 2016, ISBN: 9781491962381.

V Semester B. Tech. (Computer Science & Engineering)	
5CS5-15: Introduction to Blockchain	
Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:

As a result of successfully completing this course, students will:

- The students should be able to understand a broad overview of the essential concepts of blockchain technology.
- To familiarize students with Bitcoin protocol followed by the Ethereum protocol – to lay the foundation necessary for developing applications and programming.
- Students should be able to learn about different types of blockchain and consensus algorithms.

Course Outcomes:

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

CO-1: To explain the basic notion of distributed systems.

CO-2: To use the working of an immutable distributed ledger and trust model that defines blockchain.

CO-3: To illustrate the essential components of a blockchain platform.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	Basics: The Double-Spend Problem, Byzantine Generals' Computing Problems, Public-Key Cryptography, Hashing, Distributed Systems, Distributed Consensus.	**5**
3	Technology Stack: Blockchain, Protocol, Currency. Bitcoin Blockchain: Structure, Operations, Features, Consensus Model, Incentive Model	**5**
4	Ethereum Blockchain: Smart Contracts, Ethereum Structure, Operations, Consensus Model, Incentive Model.	**5**
5	Tiers of Blockchain Technology: Blockchain 1.0, Blockchain 2.0, Blockchain 3.0, Types of Blockchain: Public Blockchain, Private Blockchain, Semi-Private Blockchain, Sidechains.	**6**
6	Types of Consensus Algorithms: Proof of Stake, Proof of Work, Delegated Proof of Stake, Proof Elapsed Time, Deposite-Based Consensus, Proof of Importance, Federated Consensus or Federated Byzantine Consensus, Practical Byzantine Fault Tolerance. Blockchain Use Case: Supply Chain Management.	**6**
Total		**28**

Suggested Books:

1. Kirankalyan Kulkarni, Essentials of Bitcoin and Blockchain, Packt Publishing.
2. Anshul Kaushik, Block Chain & Crypto Currencies, Khanna Publishing House.
3. Tiana Laurence, Blockchain for Dummies, 2nd Edition 2019, John Wiley & Sons.
4. Mastering Blockchain: Deeper insights into decentralization, cryptography, Bitcoin, and popular Blockchain frameworks by Imran Bashir, Packt Publishing (2017).
5. Blockchain: Blueprint for a New Economy by Melanie Swan, Shroff Publisher O'Reilly Publisher Media; 1st edition (2015).

V Semester B. Tech. (Computer Science & Engineering)	
5CS5-16: Data Mining and Warehousing	
Credit: 2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To introduce the fundamental processes data warehousing and major issues in data mining
- To impart the knowledge on various data mining concepts and techniques that can be applied to text mining, web mining etc.
- To develop the knowledge for application of data mining and social impacts of data mining.

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Interpret the contribution of data warehousing and data mining to the decision-support systems.

CO-2: Prepare the data needed for data mining using preprocessing techniques.

CO-3: Extract useful information from the labeled data using various classifiers.

CO-4: Compile unlabeled data into clusters applying various clustering algorithms.

CO-5: Discover interesting patterns from large amounts of data using Association Rule Mining

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction to Data Mining:** Introduction to data mining-Data mining functionalities-Steps in data mining process- Classification of data mining systems, Major issues in data mining. Data Wrangling and Preprocessing: Data Preprocessing: An overview-Data cleaning-Data transformation and Data discretization	**5**
3	**Predictive Modeling:** General approach to classification-Decision tree induction- Bayes classification methods- advanced classification methods: Bayesian belief networks Classification by Backpropagation- Support Vector Machines-Lazy learners	**6**
4	**Descriptive Modeling:** Types of data in cluster analysis-Partitioning methods- Hierarchical methods-Advanced cluster analysis: Probabilistic model-based clustering- Clustering high dimensional data-Outlier analysis	**5**
5	**Discovering Patterns and Rules:** Frequent Pattern Mining: Basic Concepts and a Road Map - Efficient and scalable frequent item set mining methods: Apriori algorithm, FP-Growth algorithm- Mining frequent item sets using vertical data format- Mining closed and max patterns Advanced Pattern Mining: Pattern Mining in Multilevel, Multidimensional Space	**5**
6	**Data Mining Trends and Research Frontiers:** Other methodologies of data mining: Web mining Temporal mining-Spatial mining-Statistical data mining- Visual and audio data mining- Data mining applications- Data mining and society: Ubiquitous and invisible data mining- Privacy, Security, and Social Impacts of data mining	**6**
Total		**28**

Suggested Books:

1. Jiawei Han and Micheline Kamber, Data Mining: Concepts and Techniques, Morgan Kaufmann Publishers, third edition ,2013
2. Pang-Ning Tan, Michael Steinbach, Anuj Karpatne, Vipin Kumar, Introduction to Data Mining, second edition, Pearson, 2019
3. Ian. H. Witten, Eibe Frank and Mark. A. Hall, Data Mining: Practical Machine Learning Tools and

Techniques, third edition , 2017
4. Alex Berson and Stephen J. Smith, Data Warehousing, Data Mining & OLAP, Tata McGraw Hill Edition, Tenth Reprint, 2008.
5. Hand, D., Mannila, H. and Smyth, P. Principles of Data Mining, MIT Press: Massachusetts third edition, Pearson, 2013

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-21: Computer Network Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To introduce the concepts of LAN, Network topologies
- To write client server based programs

Course Outcomes:

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

CO-1: Understand fundamentals of networking

CO-2: Implementing server and client connections that facilitate the study of networking concepts and protocols.

S. No.	List of Experiments
1	Study of Different Type of LAN& Network Equipment.
2	Study and Verification of standard Network topologies i.e. Star, Bus, Ring etc.
3	LAN installations and Configurations.
4	Write a program to implement various types of error correcting techniques.
5	Write a program to implement various types of framing methods.
6	Write two programs in C: hello client and hello server a. The server listens for, and accepts, a single TCP connection; it reads all the data it can from that connection, and prints it to the screen; then it closes the connection b. The client connects to the server, sends the string “Hello, world!”, then closes the connection
7	Write an Echo Client and Echo server using TCP to estimate the round trip time from client to the server. The server should be such that it can accept multiple connections at any given time.
8	Repeat Exercises 6 & 7 for UDP.
9	Repeat Exercise 7 with multiplexed I/O operations.
10	Simulate Bellman-Ford Routing algorithm in NS2.
11	Analysis of packets using Wireshark, Network simulations

Suggested Books:

1. James F. Kurose, Computer networking: Atop-down approach featuring the internet, 6/E. Pearson Education India, 2005/2012
2. Ilya Grigori, High Performance Browser Networking: What every web developer should know about networking and web performance. “O’Reilly Media, Inc.", 2013.
3. Online Resources: Interactive animations, Video notes from Kurose and Ross 2012, Wire shark assignments, Presentation slides, interactive exercises from the following
4. link:http://wps.pearsoned.com/ecs_kurose_compnetw_6/216/55463/14198700.cw/

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-22: Mobile Application Development Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To introduce the concepts of app development and basic concepts like activity, intents, broadcasts, to be used in app development.
- To familiarize students with GUI widgets and their usage
- To develop ability to design Android applications

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: To be able to install IDE, SDK, NDK required for development of Apps

CO-2: To be able to design basic GUI based applications

CO-3: To be able to design applications interacting with database

CO-4: To be able to learn communication between applications

S. No.	List of Experiments
1	To study Android Studio and android studio installation. Create “Hello World” application.
2	Design an application to display IMEI, IMSI, Location, Version, and other basic information of device
3	To understand Activity, Intent, Create sample application with login module.(Check username and password).
4	Design simple GUI application with activity and intents e.g. calculator.
5	Write an application that draws basic graphical primitives on the screen
6	Create an android app for database creation using SQLite Database
7	Develop a application that takes phone number and message as input from user and send the message to given number
8	Design simple GUI application to display all sensors available in device
9	Implement an menu driven application that writes data to the SD card file and read data from sdcard file.
10	Design a location tracking application using GPS

Suggested Books:

1. "Android Programming: The Big Nerd Ranch Guide" by Bill Phillips, Chris Stewart, and Kristin Marsicano
2. "Head First Android Development: A Brain-Friendly Guide" by Dawn Griffiths and David Griffiths, O′Reilly
3. "Android App Development for Dummies" by Michael Burton, For Dummies
4. Android Cookbook , Ian Darwin, O′Reilly

V Semester B. Tech. (Computer Science & Engineering)	
5CS4-23: Machine Learning Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- Gain hands-on experience in implementing and applying machine learning algorithms and techniques.
- Develop skills in preprocessing and analyzing data for machine learning tasks.
- Acquire proficiency in using popular machine learning frameworks and libraries.
- Learn to evaluate and optimize machine learning models through practical experimentation.

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Develop practical skills in implementing and training machine learning models using various algorithms and techniques.

CO-2: Gain hands-on experience in preprocessing and analyzing real-world datasets for machine learning tasks.

CO-3: Acquire proficiency in using industry-standard tools and libraries for machine learning and AI development.

CO-4: Learn to evaluate model performance, interpret results, and make data-driven decisions.

CO-5: Apply ethical considerations and address potential biases in the design and implementation of machine learning systems.

S. No.	List of Experiments
1	Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2	For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
3	Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample
4	Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets
6	Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
7	Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.
8	Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.
9	Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.

Suggested Books:

1. Mitchell M., T., Machine Learning, McGraw Hill (1997) 1stEdition.
2. Kevin Murphy, Machine Learning: A Probabilistic Perspective, MIT Press, 2012
3. Ethem Alpaydin, Introduction to Machine Learning, MIT Press, 2004

4. Tom Mitchell, Machine Learning, McGraw Hill, 1997.
5. Pat Langley , Elements of Machine Learning, Morgan Kaufmann Publishers, Inc. 1995. ISBN 1-55860-301-8
6. Bishop M., C., Pattern Recognition and Machine Learning, Springer-Verlag (2011) 2ndEdition.
7. Michie D., Spiegelhalter J. D., Taylor C. C., Campbell, J., Machine Learning, Neural and Statistical Classification. Overseas Press (1994).

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-01: Compiler Design	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Familiar with basic ideas and the working of the compiler.
- Learn about syntax analysis.
- Learn about representation in the form of DAG.
- Learn about theory knowledge of Parsing, Code generation, and optimization.

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Acquire knowledge of different phases and passes of the compiler and use compiler tools like LEX and YACC.

CO-2: Understand the Top-Down and Bottom-up parsers and construction of LL, SLR, CLR, and LALR parsing tables.

CO-3: Acquire knowledge about runtime data structure, like symbol table organization and different techniques.

CO-4: Understand the target machine's run time environment, its instruction set for code generation, and techniques for code optimization.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope, and outcome of the course. Compiler, Translator, Interpreter definition, Phase of compiler, Bootstrapping, Review of Finite automata lexical analyzer, Input, Recognition of tokens, Idea about LEX: A lexical analyzer generator, Error handling.	**6**
2	**Review of CFG Ambiguity of grammars:** Introduction to parsing. Top-down parsing, LL grammars & passers error handling of LL parser, Recursive descent parsing predictive parsers, Bottom-up parsing, Shift reduce parsing, LR parsers, Construction of SLR, Conical LR & LALR parsing tables, parsing with ambiguous grammar. Operator precedence parsing, Introduction of automatic parser generator: YACC error handling in LR parsers.	**10**
3	**Syntax-directed translation:** Construction of syntax trees, S-Attributed Definition, L-attributed definitions, Top-down translation. Intermediate code forms using postfix notation, DAG, Three address code, TAC for various control structures, Representing TAC using triples and quadruples, Boolean expression, and control structures.	**10**
4	**Runtime environments:** Storage allocation, Strategies, heap management, Activation records, Accessing local and non-local names in a block structured language, Parameters passing, Symbol table organization, Data structures used in symbol tables.	**8**
5	**Definition of basic block control flow graphs:** DAG representation of basic block, Advantages of DAG, Sources of optimization, Loop optimization, Loop invariant computation, Peephole optimization, Issues in the design of code generator, A simple code generator, Code generation from DAG. Machine Independent Optimization: Idea about global data flow analysis, constant propagation, liveness analysis, and common subexpression elimination.	**6**
Total		**40**

Suggested Books:

1. Compilers: Principles, Techniques, and Tools, Second Edition, Alfred Aho, Monica Lam, Ravi Sethi, Jeffrey D. Ullman, January 2013. ISBN-978-9332518667.
2. Modern Compiler Implementation in Java. Andrew W Appel, Jens Paisberg. Cambridge University Press, January 2002. ISBN-978-0521820608
3. Modern Compiler Implementation in ML, Andrew W Appel, Cambridge University Press, December 1997. ISBN-0 521 58274 1
4. Modern Compiler Implementation in C, Andrew W Appel, Cambridge University Press, December 1997. ISBN 0-521-60765-5
5. Compiler Construction: Principles and Practice, 1st Edition, Kenneth C. Louden, Cengage Learning; 1 edition (January 24, 1997), ISBN-13: 978-0534939724
6. V Raghvan, " Principles of Compiler Design," McGraw-Hill, ISBN:9780070144712

VI Semester
B. Tech. (Computer Science & Engineering)

6CS4-02: Design and Analysis of Algorithms

Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Able to analyze asymptotic runtime complexity of algorithms including formulating recurrence relations.
- Able to understand and design algorithms using greedy strategy, divide and conquer approach, dynamic programming.
- Demonstrate a familiarity with major algorithms and data structures and Synthesize efficient algorithms in common engineering design situations

Course Outcomes:
Upon successful completion of the course the students will be able to
CO-1: The ability of how to design an algorithm which solves the current problem in hand.
CO-2: To Write efficient algorithms for given problems.
CO-3: To focus on Deriving the complexities of any given algorithm.
CO-4: Learning the programming of various algorithms through assignments

S. No.	Contents	Hours
1	**Introduction**: Concept of algorithmic efficiency, run time analysis of algorithms, Asymptotic Notations. Growth of Functions, Master's Theorem,	**5**
2	**Searching and Sorting:** Structure of divide-and-conquer algorithms; examples: binary search, quick sort, Strassen Matrix Multiplication; merge sort, heap sort and Analysis of divide and conquer run time, recurrence relations.	**7**
3	**Greedy Method:** Overview of the greedy paradigm examples of exact optimization solution: minimum cost spanning tree, approximate solutions: Knapsack problem, Kruskal's algorithm and Prim's algorithm for finding Minimum cost Spanning Trees, Dijkstra's and Bellman Ford Algorithm for finding Single source shortest paths, Huffman coding, Activity Selection Problem.	**8**
4	**Dynamic programming:** Principles of dynamic programming. Applications: Rod cutting problem, Floyd-Warshall algorithm for all pair shortest paths. Matrix multiplication, travelling salesman Problem, Longest Common sequence, Back tracking: Overview, 8-queen problem, and Knapsack problem, Traveling Salesman problem.	**7**
5	**Branch and bound:** LC searching Bounding, FIFO branch and bound, LC branch and bound application: 0/1 Knapsack problem	**6**
6	**Computational Complexity:** Polynomial Vs non-polynomial time complexity; NP-hard and NP-complete classes, examples: Circuit Satisfiablity, Vertex cover, Subset Sum problem, Randomized Algorithms, String Matching, NP-Hard and NP Completeness, Introduction to Approximation Algorithms,	**7**
	Total	**40**

Suggested Books:

1. T .H .Cormen, C .E .Leiserson, R .L . Rivest "Introduction to Algorithms", 3rd Ed.,PHI, 2011 (reprint)
2. E. Horowitz, S. Sahni, and S. Rajsekaran, "Fundamentals of Computer Algorithms,"Galgotia Publication
3. Sara Basse, A. V. Gelder, " Computer Algorithms," Addison Wesley
4. Aho ,Ullman "Principles of Algorithms "
5. S.K Basu- Design Methods and Analysis of Algorithms, 2nd Ed., PHI

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-03: Information Security Systems	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Understand security attacks in a digital system.
- Understand basic concept of cryptography
- Understand how to protect information.
- Use theoretical and practical knowledge in securing data transfer and authentication.

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Identify the security attacks and type of malicious programs

CO-2: Analyze the vulnerabilities in any computing system and hence be able to design a security solution.

CO-3: Evaluate security mechanisms using rigorous approaches by cryptography and Hash functions.

CO-4: To understand various network security applications, IPSec, Firewall, IDS, Web Security, Email Security and Malicious software

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Security Attacks,** Security Services, Security Mechanisms and Principles, Security goals, Malicious software, Worms, Viruses, Trojans, Spyware, Botnets, Classical encryption techniques- substitution ciphers and transposition ciphers, cryptanalysis, stream and block ciphers.	**7**
3	**Basic of Cryptography:** Symmetric and asymmetric cryptography, Data Encryption standard (DES) with example, strength of DES, Design principles of block cipher, AES with structure, its transformation functions, key expansion, example and implementation. RSA cryptosystem	**9**
4	**Cryptographic Hash Function:** Simple hash functions, its requirements and security, Hash functions based on Cipher Block Chaining, Secure Hash Algorithm (SHA). Authentication and key establishment, Message Authentication Codes (MACs), digital signatures. **Security Vulnerabilities:** DoS attacks, Buffer Overflow, Race Conditions, Access Control Problems, Spoofing and Sniffing attacks.	**9**
5	**Internet Security:** TCP/IP Security, Secure Sockets Layer (SSL), Transport Layer Security (TLS), HTTPS, Secure Shell (SSH), IPsec, Email Security, DNS Security, Authentication Protocols	**7**
6	**Web Security:** Phishing attack, SQL Injection, Securing databases and database access, Cross Site Scripting Attacks, Cookies, Session Hijacking, E-commerce security **System Security:** Firewalls, Types: Packet filter (stateless, stateful), Application layer proxies, Firewall Location and Configurations, Intruders, Intrusion Detection System.	**7**
Total		**40**

Suggested Books:

1. Cryptography and Network Security - Principles and Practice: William Stallings, Pearson Education, 6th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 3rd Edition

3. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning.
4. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
5. Cryptography and Network Security: Forouzan Mukhopadhyay, Mc Graw Hill, 3rd Edition.
6. Information Security, Principles, and Practice: Mark Stamp, Wiley India
7. Principles of Computer Security: WM. Arthur Conklin, Greg White, TMH.
8. Introduction to Network Security: Neal Krawetz, CENGAGE Learning.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-04: Digital Image Processing	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- To learn the fundamental concepts of Digital Image Processing.
- Able to Understand basic image processing operations.
- To understand image analysis algorithms.
- Exposure to current applications in the field of digital image processing.

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Review the fundamental concepts of digital image processing systems.

CO-2: Analyze images in the frequency domain using various transforms.

CO-3: Evaluate the techniques for image enhancement, image restoration, and Morphological Operation.

CO-4: Categorize various compression techniques.

CO-5: Interpret image segmentation and representation techniques.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction to Image Processing:** Digital Image representation, Sampling & Quantization, Steps in image Processing, Image acquisition, color image representation.	**7**
3	**Image Transformation & Filtering:** Intensity transform functions, histogram processing, Spatial filtering, Fourier transforms and its properties, frequency domain filters, colour models, Pseudo colouring, colour transforms, Basics of Wavelet Transforms.	**8**
4	**Image Restoration:** Image degradation and restoration process, Noise Models, Noise Filters, degradation function, Inverse Filtering, Homomorphism Filtering.	**8**
5	**Image Compression:** Coding redundancy, Interpixel redundancy, Psychovisual redundancy, Huffman Coding, Arithmetic coding, Lossy compression techniques, JPEG Compression.	**8**
6	**Image Segmentation & Representation:** Point, Line and Edge Detection, Thresholding, Edge and Boundary linking, Hough transforms, Region Based Segmentation, Boundary representation, Boundary Descriptors.	**8**
	Total	**40**

Suggested Books:

1. Gonzalez C. R., Woods E. R., Digital Image Processing, Pearson Education (2008) 3rd ed.
2. A.K.Jain, " Fundamentals of Digital Image Processing", PHI,1995
3. Sonka M., Hlavac V. and Boyle R., Image Processing, Analysis and Machine Vision, Thomson Learning, (1993)1st ed.
4. McAndrew A., Introduction to Digital Image Processing with Matlab, Thomson Course Technology (2004)
5. Low A., Introductory Computer Vision and Image Processing, McGraw-Hill (1991), 1st ed.
6. Boyle and Thomas: Computer Vision - A First Gurse 2nd Edition, ISBN 0-632-028-67X, Blackwell Science 1995.
7. Pakhera Malay K: Digital Image Processing and Pattern Recogination, PHI.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-05: Introduction to Internet of Things	
Credit: 3	**Max. Marks: 100 (IA:30, ETE:70)**
3L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

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

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Understand the basics and Architecture of IoT

CO-2: Understand design methodology and hardware platforms involved in IoT

CO-3: Analyze the challenges in IoT based design and development

CO-4: Understand IOT Applications in Industrial & real world.

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction to IoT:** Definition and characteristics of IoT, Design of IOT: Physical design of IOT, Logical Design of IOT- Functional Blocks, communication models, communication APIs, IOT enabling Technologies- Wireless Sensor Networks, Cloud computing, big data analytics, embedded systems. IOT Levels and deployment templates	**7**
3	**IoT Hardware and Software:** Sensor and actuator, Humidity sensors, Ultrasonic sensor, Temperature Sensor, Arduino, Raspberry Pi, LiteOS, RIoTOS, Contiki OS, Tiny OS.	**8**
4	**Architecture and Reference Model:** Introduction, Reference Model and architecture, Representational State Transfer (REST) architectural style, Uniform Resource Identifiers (URIs). Challenges in IoT- Design challenges, Development challenges, Security challenges, Other challenges.	**8**
5	**IOT and M2M:** M2M, Difference and similarities between IOT and M2M, Software defined networks, network function virtualization, difference between SDN and NFV for IoT.	**8**
6	**Case study of IoT Applications:** Domain specific IOTs- Home automation, Cities, environment, Energy, Retail, Logistics, Agriculture, Industry, Health and Lifestyles.	**8**
	Total	**40**

Suggested Books:

1. IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things, David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton and Jerome Henry, Cisco Press, 2017
2. Internet of Things – A hands-on approach, Arshdeep Bahga, Vijay Madisetti, Universities Press, 2015
3. Internet of Things: Architecture, Design Principles And Applications, Rajkamal, McGraw Hill HigherEducation
4. "From Machine-to-Machine to the Internet of Things Introduction to a New Age of Intelligence" Jan Höller, Vlasios Tsiatsis, Catherine Mulligan, Stamatis Karnouskos, Stefan Avesand, David Boyle, Elsevier, 2014.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS5-11: Artificial Intelligence	
Credit:2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Able to Understand the foundations of Artificial Intelligence in today's environment
- To understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities
- To understand the applications of AI, such as game playing, theorem proving, and machine learning.

Course Outcomes:
Upon successful completion of the course, students will be able to
CO-1: Understand the core concepts of artificial intelligence and applications
CO-2: Apply knowledge representation with artificial intelligence using FOL and Predicate logic
CO-3: Possess the ability to apply AI techniques to solve problems of game playing, and machine learning.
CO-4: Possess the skill for representing knowledge using the appropriate technique for a given problem.

S. No.	Contents	Hours
1	Introduction: Objective, scope and outcome of the course.	**1**
2	**Introduction to AI and Intelligent agent:** Different Approach of AI, Problem Solving : Solving Problems by Searching, Uninformed search, BFS, DFS, Iterative deepening, Bi directional search, Hill climbing, Informed search techniques: heuristic, Greedy search, A* search, AO* search, constraint satisfaction problems.	**3**
3	**Game Playing:** Minimax, alpha-beta pruning, jug problem, chess problem, tiles problem	**6**
4	**Knowledge and Reasoning:** Building a Knowledge Base: Propositional logic, first order logic, situation calculus. Theorem Proving in First Order Logic. Planning, partial order planning. Uncertain Knowledge and Reasoning, Probabilities, Bayesian Networks.	**6**
5	**Learning:** Overview of different forms of learning, Supervised base learning: Learning Decision Trees, SVM, Unsupervised based learning, Market Basket Analysis, Neural Networks.	**7**
6	**Introduction to Natural Language Processing:** Different issue involved in NLP, Expert System, Robotics.	**5**
Total		**28**

Suggested Books:

1. Stuart Russell and Peter Norvig, Artificial Intelligence: A Modern Approach, 2nd edition.
2. Herbert A. Simon, The Sciences of the Artificial, MIT Press, 3rd Edition (3rd printing), 1999.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS5-12: Big Data Analytics	
Credit:2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To understand the need of Big Data, challenges and different analytical architectures
- Installation and understanding of Hadoop Architecture and its ecosystems
- Processing of Big Data with Advanced architectures like Pig, Hive.

Course Outcomes:

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

CO-1: Discuss the challenges and their solutions in Big Data

CO-2: Understand and work on Hadoop Framework and eco systems.

CO-3: Analyze the Big Data using Map-reduce programming in Hadoop

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction to Big Data:** Big data features and challenges, Problems with Traditional Large-Scale System , Sources of Big Data, 3 V's of Big Data, Types of Data. **Working with Big Data**: Google File System. Hadoop Distributed File System (HDFS) - Building blocks of Hadoop (Namenode. Data node. Secondary Namenode. Job Tracker. Task Tracker), Introducing and Configuring Hadoop cluster (Local. Pseudo- distributed mode, Fully Distributed mode). Configuring XML files.	**6**
3	**Writing MapReduce Programs:** A Weather Dataset. Understanding Hadoop API for MapReduce Framework (Old and New). Basic programs of Hadoop MapReduce: Driver code. Mapper code, Reducer code. Record Reader, Combiner, Partitioner.	**7**
4	**Hadoop I/O:** The Writable Interface. Writable Comparable and comparators. Writable Classes: Writable wrappers for Java primitives. Text. Bytes Writable. Null Writable, Object Writable and Generic Writable. Writable collections. Implementing a Custom Writable: Implementing a Raw Comparator for speed, Custom comparators.	**7**
5	**Pig:** Hadoop Programming Made Easier Admiring the Pig Architecture, Going with the Pig Latin Application Flow. Working through the ABCs of Pig Latin. Evaluating Local and Distributed Modes of Running Pig Scripts, Checking out the Pig Script Interfaces, Scripting with Pig Latin.	**7**
Total		**28**

Suggested Books:

1. Mike Frampton, "Mastering Apache Spark", Packt Publishing, 2015.
2. Tom White, "Hadoop: The Definitive Guide",O'Reilly,4thEdition,2015.
3. Nick Pentreath, "Machine Learning with Spark", Packt Publishing,2015
4. Mohammed Guller, Big Data Analytics with Spark, Apress,2015
5. Donald Miner, Adam Shook, "Map Reduce Design Pattern", O'Reilly, 2012

VI Semester B. Tech. (Computer Science & Engineering)	
6CS5-13: Natural Language Processing	
Credit:2	**Max. Marks: 100 (IA:30, ETE:70)**
2L+0T+ 0P	**End Term Exams: 3 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- Able to Understand language and the tools that are available to efficiently study
- Analyze large collections of text and should learn about the effects of electronic communication on our language.

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Learn about major NLP issues and solutions

CO-2: Become agile with NLP programming.

CO-3: Be able to asses NLP problems

CO-4: Understand Natural language understanding, processing, generation

S. No.	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	**1**
2	**Introduction: A** computational framework for natural language, description of English or an Indian language in the framework, lexicon, algorithms and data structures for implementation of the framework, Finite state automata. Applications like machine translations.	**5**
3	**Word Level and Syntactic Analysis:** Word Level Analysis: Regular Expressions, Finite-State Automata, Morphological Parsing, Spelling Error Detection and correction, Words and Word classes, Part-of Speech Tagging. Syntactic Analysis: Context-free Grammar, Constituency, Parsing-Probabilistic Parsing. Machine-readable dictionaries and lexical databases , RTN, ATN.	**5**
4	**Semantic Analysis:** Semantic Analysis: Meaning Representation, Lexical Semantics, Ambiguity, Word Sense Disambiguation. Discourse Processing: cohesion, Reference Resolution, Discourse Coherence and Structure. Knowledge Representation, reasoning.	**5**
5	**Natural Language Generation:** Natural Language Generation (NLG): Architecture of NLG Systems, Generation Tasks and Representations, Application of NLG. Machine Translation: Problems in Machine Translation, Characteristics of Indian Languages, Machine Translation Approaches, Translation involving Indian Languages.	**6**
6	**Information Retrieval and Lexical Resources:** Information Retrieval: Design features of Information Retrieval Systems, Classical, Non-classical, Alternative Models of Information Retrieval, valuation Lexical Resources: World Net, Frame Net, Stemmers, POS Tagger.	**6**
	Total	**28**

Suggested Books:

1. Natural Language understanding by James Allen, Pearson Education 2008
2. NLP: A Paninian Perspective by Akshar Bharati, Vineet Chaitanya, and Rajeev Sangal, Prentice Hall
3. Meaning and Grammar by G. Chirchia and S. McConnell Ginet, MIT Press
4. An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition by Daniel Jurafsky and James H. Martin, Pearson Education
5. Natural language processing in Prolog by Gazdar, & Mellish, Addison-Wesley

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-21: Design and Analysis of Algorithms Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives: As a result of successfully completing this course, students will:

- Able to understand a solid background in the design and analysis of the major classes of algorithms
- Able to develop their own versions for a given computational task and to compare and contrast their performance

Course Outcomes: Upon successful completion of the course, students will be able to

CO-1: Design algorithms using divide and conquer, greedy and dynamic programming.

CO-2: Execute sorting algorithms such as sorting, graph related and combinatorial algorithm in a high level language.

CO-3: Analyze the performance of merge sort and quick sort algorithms using divide and conquer technique.

CO-4: Apply the dynamic programming technique to solve real world problems such as knapsack and TSP

S. No.	List of Experiments
1	Sort a given set of elements using the Quicksort method and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
2	Implement a parallelized Merge Sort algorithm to sort a given set of elements and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
3	a. Obtain the Topological ordering of vertices in a given digraph. b. Compute the transitive closure of a given directed graph using Warshall's algorithm.
4	Implement 0/1 Knapsack problem using Dynamic Programming.
5	From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
6	Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm.
7	a. Print all the nodes reachable from a given starting node in a digraph using BFS method. b. Check whether a given graph is connected or not using DFS method.
8	Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.

Suggested Books:

1. T .H .Cormen, C .E .Leiserson, R .L . Rivest "Introduction to Algorithms", 3rd Ed.,PHI, 2011 (reprint)
2. E. Horowitz, S. Sahni, and S. Rajsekaran, "Fundamentals of Computer Algorithms,"Galgotia Publication
3. Sara Basse, A. V. Gelder, " Computer Algorithms," Addison Wesley
4. Aho ,Ullman "Principles of Algorithms "
5. S.K Basu- Design Methods and Analysis of Algorithms, 2nd Ed., PHI

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-22: Information Security Systems Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- Utilize the different open source tools for network security and analysis

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Apply programming concepts to simulate various security attacks
CO-2: Apply the cryptographic algorithms for data communication
CO-3: Demonstrate network monitoring and intrusion detection system using network security tool.
CO-4: Secure practices to handle web vulnerabilities

S. No.	List of Experiments
1	Implement the following Attacks in Java/Python: a) Dictionary Attack b) Brute Force Attack
2	Develop and implement a java interface for encryption and decryption algorithms i.e., AES, MD5 and RSA algorithms
3	Installation of Network monitoring and analysis tools like Wire shark, tcpdump, Nmap etc and observe data transferred in client server communication using UDP/TCP
4	Demonstrate intrusion detection and prevention system using any tool (snort, Suricata, etc).
5	Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript.
6	Study Programming vulnerability such as buffer overflow, Cross Site Scripting (XSS) and its countermeasures
7	Understand security issues through exploiting vulnerabilities in the Damm Web Application Vulnerabilities (DWAV) or Web Goat tools
8	Find and analyze vulnerabilities of target system through vulnerability Scanners like Nessus
9	Analyze Trojan wrapping by combining the genuine application with a vulnerable program using IEXPRESS 2.0 tool
10	Develop secure coding practices to handle Code Injection Vulnerabilities such as SQL Injection, PHP Injection and Command Injection

Suggested Books:

1. Cryptography and Network Security - Principles and Practice: William Stallings, Pearson Education, 6th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 3rd Edition
3. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning.
4. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
5. Cryptography and Network Security: Forouzan Mukhopadhyay, Mc Graw Hill, 3rd Edition.
6. Information Security, Principles, and Practice: Mark Stamp, Wiley India
7. Principles of Computer Security: WM. Arthur Conklin, Greg White, TMH.
8. Introduction to Network Security: Neal Krawetz, CENGAGE Learning.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS4-23: Digital Image Processing Lab	
Credit: 1	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+ 2P	**End Term Exams: 2 Hours**

Course Objectives:
As a result of successfully completing this course, students will:

- To introduce the concepts of image processing and basic analytical methods to be used in image processing.
- To familiarize students with image enhancement and restoration techniques
- To explain different image compression techniques. To introduce segmentation and morphological processing techniques.

Course Outcomes:
Upon successful completion of the course, students will be able to

CO-1: Review the fundamental concepts of a digital image processing system.
CO-2: Analyze images in geometric transforms with image rotation, scaling, and translation.
CO-3: Evaluate the techniques for image enhancement and image restoration.
CO-4: Categorize various compression techniques and Interpret Image compression standards
CO-5: Interpret image segmentation and representation techniques.

S. No.	List of Experiments
1	Point-to-point transformation. This laboratory experiment provides for thresholding an image and the evaluation of its histogram. Histogram equalization. This experiment illustrates the relationship among the intensities (gray levels) of an image and its histogram.
2	Geometric transformations. This experiment shows image rotation, scaling, and translation. Two-dimensional Fourier transform
3	Linear filtering using convolution. Highly selective filters.
4	Ideal filters in the frequency domain. Non Linear filtering using convolutional masks. Edge detection. This experiment enables students to understand the concept of edge detectors and their operation in noisy images.
5	Morphological operations: This experiment is intended so students can appreciate the effect of morphological operations using a small structuring element on simple binary images. The operations that can be performed are erosion, dilation, opening, closing, open-close, close-open.

Suggested Books:

1. Digital Image Processing, Rafea l C. Gonzalez, Richard E. Woods, Second Edition, Pearson Education/PHI
2. Image Processing, Analysis, and Machine Vision, Milan Sonka, Vaclav Hlavac and Roger Boyle, Second Edition, Thomson Learning.
3. Digital Image Processing using Matlab, Rafeal C. Gonzalez, Richard E. Woods, Steven L. Eddins, Pearson Education.

VI Semester B. Tech. (Computer Science & Engineering)	
6CS7-50: Innovation and Design Thinking Hands-on Project	
Credit: 2	**Max. Marks: 100 (IA:60, ETE:40)**
0L+0T+3P	**Mode of evaluation: Report and presentation**

Course Objectives:

As a result of successfully completing this course, students will:

- Learn about the National Innovation and Startup Policy (NISP)of Govt. of India.
- Learn how to ideate, prototype and Iterate solutions.
- Learn about applying Design Thinking Tools and Approaches for Right Problem Identification and Solution Development.
- Learn about Business Plan Development.
- Learn about Legal Structures and Ethical Steps in Establishing Startups.
- Able to design and develop a Prototype.
- Students will be able to pitch their idea.
- Will be able to demonstrate their innovative and design thinking capabilities using mock-up models.

Course Outcomes:

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

CO-1: learn about opportunities and challenges for startup and incubation.

CO-2: Students will be able to identify an Opportunity from a Problem using design thinking.

CO-3: Students will be able to frame Product and service ideas.

CO-4: Learn and implement Design Thinking Process.

CO-5: Students will be able to design and develop a Prototype.

CO-6: Students will be able to prepare documentation and pitch their idea.

exp. No.	Contents
1	National Innovation and Startup Policy (NISP) and Legal Structures and Ethical Steps in Establishing Startups, Generation and Management of IP at the Early Stage of Innovation and Startup Development, IPR and IPR policies.
2	Design Thinking, Process of Design Thinking, Empathy, Define, Ideate, Prototype, Testing.
3	Understanding Technology Readiness Level (TRL), Manufacturing Readiness Level (MRL) and Investment Readiness Level (IRL) Stages & Implications in Innovation Development
4	Capstone Project: Students in the group of 3 to 5 students must prepare a project idea using the design thinking process under the mentorship of the Institute innovation ambassador (For the Institute having IIC cells) or faculty member(For the Institute not having IIC cells). Students must submit capstone project report containing various ideas learned in experiment no 1-3 and their implementation or usage in capstone project to IIC cell along with presentation.

Assessment or Evaluation:

Students need to submit capstone project report to the Institute innovation council (For the Institute having IIC cells) or the head of department (For the Institute not having IIC cells) containing step by step approach to the project based on design thinking methodology along with the final presentation to IIC Cell(For the Institute having IIC cells) or Head of department (For the Institute not having IIC cells).

Suggested Books:

1. Idris Mootee, "Design Thinking for Strategic Innovation: What They Can't Teach You at Business or Design School", John Wiley & Sons (2013).
2. Tim Brown, "Change by design", Harper Collins, 2009
3. "Design Thinking- The Guide Book" – Facilitated by the Royal Civil service Commission, Bhutan
4. The Lean Startup: How Constant Innovation Creates Radically Successful Businesses
5. Start With Why: How Great Leaders Inspire Every
6. National Innovation and Startup Policy 2019 for students and faculty of Higher Education Institutions (HEIs) https://mic.gov.in/assets/doc/startup_policy_2019.pdf
7. Tom Kelley, The Art of Innovation: Lessons in Creativity from IDEO, America's Leading Design Firm
8. Roger L. Martin , Design of Business: Why Design Thinking is the Next Competitive Advantage, Harvard Business Review Press
9. Online resource