

# UNIVERSITY OF MYSORE

(Re-accredited by NAAC with 'A' Grade) (NIRF-2022: Ranked 33<sup>rd</sup> in University Category and 54<sup>th</sup> in Overall Category)

# MYSORE UNIVERSITY SCHOOL OF ENGINEERING

Manasagangotri Campus, Mysuru (Approved by AICTE, New Delhi)



Prof. H.S. Nagendraswamy

Chairman, BoS in Artificial Intelligence and Data Science

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No. MUSE/1029/2022-23

Date: 02.03.2023

To

The Registrar, University of Mysore Crawford Hall Mysuru.

Sir,

Sub: Proceedings of the meeting of BoS in Artificial Intelligence and Data Science -reg

**Ref:** No.UA2 /134/2021-22 dated 08.09.2022.

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With reference to the above subject, I am herewith enclosing the Proceedings of the meeting of the members of the Board of Studies in Artificial Intelligence and Data Science (AI&DS) held on 02.03.2023 at 11.00 A.M along with (1) Scheme, Syllabus and Regulations, (2) Panel of Examiners for 2023-24 both hard and soft copies.

Yours faithfully.

(Prof. H. S. Nagendraswamy)

Chairman

BoS in Artificial Intelligence and Data Science

CHAIRPERSON BOSINAI&DS MUSE MGM-06

Copy to:

The Dy. Registrar (Academic), University of Mysore, Mysuru.

Proceeding of the meeting of the members of the Board of Studies in Artificial Intelligence and Data Science (AI & DS) of Mysore University School of Engineering held 02<sup>nd</sup> March 2023 at 11.00 AM at Mysore University School of Engineering, Manasagangotri, University of Mysore, Mysuru 06.

# **Members Present**

1	Prof. Ananthapadmanabha T	Member
	Prof. Putte Gowda D	Member
3	Prof. B.S. Mahanand	Member
4	Prof. Shivmurthy R C	Member
5	Prof. H.S. Nagendraswamy	Chairman

# **Members Absent**

1	Prof. M.P. Pushpalatha	Member
2	Prof. Naveena C	Member
3	Dr. Raghunandan K S	Member

The Chairman welcomed all the members and placed the following agenda for discussion.

Agenda 1: Scheme and Syllabus of V and VI Semesters for B.E. in Artificial Intelligence and Data Science.

The Chairman explained that the Scheme has been framed on the lines of guidelines of AICTE and within the framework of NEP – 2020 for V and VI semesters in B.E. in Artificial Intelligence and Data Science. The scheme includes the Professional Core Courses (PCC), Professional Elective Courses (PEC), Open Elective Courses (OEC), Integrated Professional Core Courses (IPCC), Summer Internship (INT). The Members of the Board examined and approved the Scheme for B.E. Artificial Intelligence and Data Science of V Semester and VI Semester within the ambit of 160 credits for the entire B.E. program. The Scheme is enclosed in the Annexure II.

The respective syllabus has also been reviewed and approved Annexure II.

Agenda 2: Panel of Examiners for 2023-24

The Board approved the Panel of Examiners for the year 2023-24 (Annexure III)

The meeting ended with vote of thanks.

(Prof. H.S. Nagendraswamy)

Chairman, BoS

CHAIRPERSON BOSINAI&DS MUSE MGM-06

Sl No.	Name	Chairman/ Member	Signature
1	Prof. Ananthapadmanabha T	Member	Desail .
2	Prof. Putte Gowda D	Member	Cicude
3	Prof. B.S. Mahanand	Member	MA
4	Prof. Shivmurthy R C	Member	Rowle
5	Prof. M.P. Pushpalatha	Member	ABSENT
4 6	Prof. Naveena C	Member	ABSENT
7	Dr. Raghunandan K S	Member	ABSENT
8	Prof. H.S. Nagendraswamy	Chairman	A5008rown9



# MYSORE UNIVERSITY SCHOOL OF ENGINEERING



Scheme of Teaching and Examination 2021-2022(As per NEP-2020)
Outcome Based Education (OBE) and Choice Based Credit System (CBCS)
(Effective from the academic year 2021–2022)

**Artificial Intelligence and Data Science (AI&DS)** 

	V-SEMESTER												
							eachir urs/w	_	Examination				
SI. No.		& Course Code	Course Title		Paper Setting Board	Theory lectures	Tutorial	Practical/ Drawing	Examination in Hours	CIE Marks	SEE Marks	Total Marks	Credits
					L	T	P	Exami Hours	CIE	SEE	Totz		
1	HSMC	21AD51	Management and Entrepreneurship	AI&DS	AI&DS	3	0	0	03	50	50	100	3
2	IPCC	21AD52	Programming in Java	AI&DS	AI&DS	2	0	2	03	50	50	100	4
3	PCC	21AD53	Database Management System	AI&DS	AI&DS	3	0	2	03	50	50	100	4
4	IPCC	21AD54	Automata Theory	AI&DS	AI&DS	3	0	0	03	50	50	100	3
5	PCC	21AD55	Principles of Artificial Intelligence	AI&DS	AI&DS	3	0	2	03	50	50	100	3
6	PEC	21AD56X	Professional Elective -1	AI&DS	AI&DS	3	0	0	03	50	50	100	3
7	OEC	21AD57X	Open Elective - 1	AI&DS	AI&DS	3	0	0	03	50	50	100	3
8	INT	21INT58	Summer Internship - 1	Completed during the vacation of IV and V semesters		0	0	2	NA	50	-	50	1
	Total						00	08	21	400	350	750	24

**Note:** PCC: Professional Core Courses, IPCC: Integrated Professional Core Courses, AI&DS: Artificial Intelligence and Data Science, HSMC: Humanity Social Science and Management Courses, PEC: Professional Elective Course, OEC: Open Elective Course and INT: Internship.

	Professional Elective-1	Open Elective-1			
Course Code	Course Title	<b>Course Code</b>	Course Title		
21AD561	Web Technology	21AD571	Introduction to Data Structure and Algorithm		
21AD562	Liner Algebra	21AD572	Introduction to Database Management System		
21AD563	Data Mining	21AD573	Programming in Java		
			Introduction to Artificial Intelligence		
		21AD575	Python Programming		

#### Credit Definition

- 1-hour lecture(L) per week per semester = 1 Credit
- 2-hour tutorial (T) per week per semester = 1 Credit
- 2-hour Practical/Drawing (P) per week per semester = 1 Credit

**Four-credit** courses are to be designed for **50** hours of Teaching-Learning process. **Three credit** courses are to be designed for **40** hours of Teaching-Learning process.

Three credit courses are to be designed for 40 hours of Teaching-Learning process.

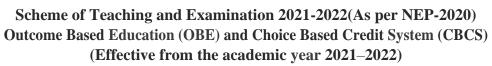
Two credit courses are to be designed for 25 hours of Teaching-Learning process.

One credit course is to be designed for 15 hours of Teaching-Learning process.

AICTE Activity Points: In case students fail to earn the prescribed activity Points, an Eighth semester Grade Card shall be issued only after earning the required activity Points. Students shall be admitted for the award of the degree only after the release of the Eighth semester Grade Card.



# MYSORE UNIVERSITY SCHOOL OF ENGINEERING





**Artificial Intelligence and Data Science (AI & DS)** 

	VI-SEMESTER												
						Teaching Hours/week			Examination				
Sl. No.			Course Title Teaching Dept.		O Coffing	Theory lectures	Tutorial	Practical/ Drawing	Ü	Marks	, Marks	Fotal Marks	Credits
					L	Т	P	Exami: Hours	CIE	SEE]	Tota		
1	IPCC	21AD61	Application Development using Python	AI&DS	AI&DS	3	0	2	03	50	50	100	4
2	IPCC	21AD62	Big Data Analytics	AI&DS	AI&DS	3	0	2	03	50	50	100	4
3	IPCC	21AD63	Principles of Data Science	AI&DS	AI&DS	3	0	2	03	50	50	100	4
4	PCC	21AD64	Cloud Computing	AI&DS	AI&DS	3	0	0	03	50	50	100	3
5	PEC	21AD65X	Professional Elective - 2	AI&DS	AI&DS	3	0	0	03	50	50	100	3
6	OEC	21AD66X	Open Elective – 2	AI&DS	AI&DS	3	0	0	03	50	50	100	3
7	MP	21ADP67	Mini Project	AI&DS	AI&DS	0	0	2	NA	50	1	50	1
	Total					18	00	08	18	350	300	650	22

**Note:** PCC: Professional Core Courses, IPCC: Integrated Professional Core Courses, AI&DS: Artificial Intelligence and Data Science, MP: Mini Project, PEC: Professional Elective Course, OEC: Open Elective Course and INT: Internship.

	Professional Elective - 3	Open Elective - 2			
Course Code	Course Title	Course Code	Course Title		
21AD651	Research Methodology and Intellectual Property Rights	21AD661	Introduction to Internet of Things		
21AD652	Machine Learning	21AD662	Introduction to Machine Learning		
21AD653	Image Processing	21AD663	Introduction to Cyber Security		
21AD654	Social Network Analysis	21AD664	Introduction to Web Technology		
		21AD665	Animation and Visualization		

Students can select any one of the open electives offered by any department.

Selection of an open elective is not allowed provided,

- The candidate has studied the same course during the previous semesters of the programme.
- The syllabus content of open elective is similar to that of Departmental core courses or professional electives.
- A similar course, under any category, is prescribed in the higher semesters of the programme.

Registration to electives shall be documented under the guidance of Programme Coordinator/ Adviser/Mentor.

**Mini-project work:** Based on the ability/abilities of the student/s and recommendations of the mentor, a single discipline or a multidisciplinary Mini project can be assigned to an individual student or to a group having not more than 4 students.

#### **CIE** procedure for Mini project:

- (i) Single discipline: The CIE marks shall be awarded by a committee consisting of the Head of the concerned Department and two senior faculty members of the Department, one of whom shall be the Guide. The CIE marks awarded for the Mini-project work, shall be based on the evaluation of project report, project presentation skill and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.
- (ii) Interdisciplinary: Continuous Internal Evaluation shall be group wise at the college level with the participation of all the guides of the college. The CIE marks awarded for the Mini-project, shall be based on the evaluation of project report, project presentation skill and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.

AICTE Activity Points: In case students fail to earn the prescribed activity Points, an Eighth semester Grade Card shall be issued only after earning the required activity Points. Students shall be admitted for the award of the degree only after the release of the Eighth semester Grade Card.

# **Management and Entrepreneurship (21AD51)**

Semester V						
No. of Teaching hour/Week	3	CIE Marks	50			
No. of Tutorial hours/week	0	SEE Marks	50			
Total No. of Lecture hours	40	Exam Hours	03			
L:T:P	3:0:0	Credits	03			

Modules	Course Content	Teaching Hours
Module 1	<b>Introduction:</b> meaning, nature and characteristics of management, scope and functional areas of management, goals of management, levels of management, brief overview of evolution of management theories, Planning- Nature, importance, types of plans, steps in planning, Organizing-nature and purpose, types of organization, Staffing- meaning, process of recruitment and selection.	08 Hours
Module 2	<b>Directing and Controlling:</b> meaning and nature of directing, leadership styles, motivation theories, Communication-meaning and importance, Coordination-meaning and importance, Controlling-meaning, steps in controlling, methods of establishing control.	08 Hours
Module 3	Project Management: Project/Program/Portfolio Management, Phases in Project Life Cycle, Top Down and Bottoms up Estimation, WBS, Stake Holder Management. Identification of new ideas, Evaluation of Alternatives.  Human Resource Management: Functions of HRM, Recruitment and Selection, Interviewing Candidates. Human Resource Development, Training and Development, Performance Appraisal and Employee Compensation	08 Hours
Module 4	Marketing Management: Introduction, 5 Ps of Marketing, product life cycle, market Strategy.  Financial Management: Introduction, Types of Finance, Balance Sheet and Profit and Loss account statement, working capital, International Finance	08 Hours
Module 5	Entrepreneurship: Introduction, Management & Administration, Types of ownership and Organization structures. Concept of Entrepreneur, kind of Entrepreneurs, Entrepreneurship development and Govt. support in India. Role of Entrepreneurs in Economic Development.  Micro and Small Enterprises: Definition of micro and small enterprises, characteristics and advantages of micro and small enterprises, steps in establishing micro and small enterprises, Introduction to IPR.	08 Hours

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

- Explain the development of management thought and Concept of Entrepreneurs.
- Evaluate the human behavior concepts and HRM.
- Make use of IPRs and institutional support in entrepreneurship
- Apply the project management tools to manage projects.
- Illustrate financial statements and concepts of Marketing.

- 1. K R Phaneesh, *Management and Entrepreneurship* (Sixth Edition) Sudha Publication, Year 2013.
- 2. P. C. Tripathi, P. N. Reddy, *Principles of Management* 4th / 6th Edition Tata McGraw Hill, 2010.
- 3. Vasant Desai, *Dynamics of Entrepreneurial Development & Management* Himalaya Publishing House.
- 4. Poornima M Charantimath, *Entrepreneurship Development -Small Business Enterprises* Pearson Education 2006.
- 5. Kanishka Bedi, Management and Entrepreneurship Oxford University Press-2017.

# **Programming in Java (21AD52)**

Semester V						
No. of Teaching hour/Week	2	CIE Marks	50			
No. of Practical hours/week	2	SEE Marks	50			
Total No. of Lecture hours	40	Exam Hours	03			
L:T:P	2:0:1	Credits	03			

Modules	Course Content	Teaching Hours
Module 1	Introduction to Java: Basics of Java programming, Data types, Variables, Operators, Control structures including selection, Looping, Java methods, Overloading, Math class, Arrays in java, Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Type Conversion and Casting, Automatic Type Promotion in Expressions, A Few Words About Strings	08 Hours
Module 2	Objects and Classes: Basics of objects and classes in java, Constructors, Finalizer, Visibility modifiers, Methods and objects, Inbuilt classes like String, Character Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses. Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements.	08 Hours
Module 3	Event and GUI programming: Event handling in java, Event types, Mouse and key events, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components like Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, Scroll Bars, Sliders, Windows, Menus, Dialog Box, Applet and its life cycle.	08 Hours
Module 4	Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces.  Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Chained Exceptions, Using Exceptions.	08 Hours
Module 5	I/O Programming: Text and Binary I/O, Binary I/O classes, Object I/O, RandomAccess Files.  Multithreading in Java: Thread life cycle and methods, Runnable interface, Thread synchronization, Exception handling with try-catch-finally, Collections in java, Introduction to JavaBeans.	08 Hours

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

- Show competence in the use of the Java programming language in the development of small to medium-sized application programs that demonstrate professionally acceptable coding and performance standard.
- Develop computer programs to solve real world problems in Java.
- Demonstrate an introductory understanding of graphical user interfaces, multithreaded programming, and event-driven programming.

- 1. Y. Daniel Liang, *Introduction to Java Programming (Comprehensive Version)*, Seventh Edition, Pearson.
- 2. Sachin Malhotra, Saurabh Chaudhary, *Programming in Java*, Oxford University Press.
- 3. Doug Lowe, Joel Murach, Andrea Steelman, Murach's Beginning Java 2, SPD.
- 4. Horstmann, Cornell, Core Java Volume-I Fundamentals, Eight Edition,
- 5. Pearson Education.
- 6. Herbert Schild, The Complete Reference, Java 2 (Fourth Edition), TMH.
- 7. D. S. Malik, *Java Programming*, Cengage Learning.

# **Database Management System (21AD53)**

Semester V							
No. of Lecture hour/Week	3	CIE Marks	50				
No. of Practical hours/week	2	SEE Marks	50				
Total No. of Lecture hours	50	Exam Hours	03				
L: T:P	3:0:1	Credits	04				

Modules	Course Content	Teaching Hours
Module 1	Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications.  Overview of Database Languages and Architectures: Data Models, Schemas and Instances. Three schema architecture, Data independence, Database languages and interfaces, The Database System Environment.  Conceptual Data Modelling using Entities and Relationships: Entity types, Entity sets, Attributes, Roles and Structural constraints, Weak entity types, ER diagrams, Examples.	10 Hours
Module 2	Relational Model: Relational Model Concepts, Relational Model Constraints and Relational database schemas, Update operations, Transactions, and dealing with constraint violations. Relational Algebra: Unary and Binary relational operations, additional relational operations (aggregate, grouping, etc.) Examples of Queries in relational algebra.  Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.	10 Hours
Module 3	SQL: SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL. Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL.  Database Application Development: Accessing databases from applications, An introduction to JDBC, JDBC classes and interfaces, SQLJ, Stored procedures, Case study: The internet Bookshop.	10 Hours
Module 4	Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies, Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. Examples on normal forms.  Normalization Algorithms: Inference Rules, Equivalence, and Minimal Cover, Properties of Relational Decompositions, Algorithms for Relational Database Schema Design, Nulls, Dangling tuples, and Alternate relational designs.	10Hours

Module 5	Transaction Processing: Introduction to Transaction Processing, Transaction and System Concepts, Desirable Properties of Transactions, Characterizing schedules based on recoverability, Characterizing schedules based on Serializability, Transaction support in SQL.  Concurrency Control in Databases: Two-phase locking techniques for Concurrency control, Concurrency control based on Timestamp ordering, Multiversion Concurrency control techniques, Validation Concurrency control techniques, Granularity of Data items and Multiple Granularity Locking.	10 Hours
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At the end of the course the students will be able to:

- Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS.
- Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.
- Design and build simple database systems and relate the concept of transaction, concurrency control and recovery in database.
- Demonstrate the Basics Concepts and SQL Queries of Database Management System
- Analyze the various constraints to populate the database through SQL Queries.
- Implement different working concepts of DBMS using SQL Queries
- Present the result of database creation and querying process, document it.

- 1. Ramez Elmasri, Shamkant B. *Navathe Fundamentals of Database Systems*, 7th Edition, Pearson, 2017.
- 2. Ramakrishnan, Gehrke, *Database Management Systems*, 3rd Edition, McGraw Hill, 2014
- 3. Silberschatz Korth, Sudharshan, *Database System Concepts*, 6th Edition, McGraw Hill, 2013.
- 4. Coronel, Morris, Rob, *Database Principles Fundamentals of Design, Implementation and Management*, Cengage Learning, 2012.

# **Automata Theory (21AD54)**

Semester V				
No. of Lecture hour/Week	3	CIE Marks	50	
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L: T: P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Why study the Theory of Computation, Languages and Strings: Strings, Languages. A Language Hierarchy, Computation.  Finite State Machines (FSM): Deterministic FSM, Regular languages, Designing FSM, Nondeterministic FSMs, From FSMs to Operational Systems, Simulators for FSMs, Minimizing FSMs, Canonical form of Regular languages, Finite State Transducers, Bidirectional Transducers.	08 Hours
Module 2	Regular Expressions (RE): what is a RE, Kleene's theorem, Applications of REs, Manipulating and Simplifying REs. Regular Grammars: Definition, Regular Grammars and Regular languages. Regular Languages (RL) and Non-regular Languages: How many RLs, To show that a language is regular, Closure properties of RLs, to show some languages are not RLs.	08 Hours
Module 3	Context-Free Grammars (CFG): Introduction to Rewrite Systems and Grammars, CFGs and languages, designing CFGs, simplifying CFGs, proving that a Grammar is correct, Derivation and Parse trees, Ambiguity, Normal Forms. Pushdown Automata (PDA): Definition of non-deterministic PDA, Deterministic and Non-deterministic PDAs, Non -determinism and Halting, alternative equivalent definitions of a PDA, alternatives that are not equivalent to PDA.	08 Hours
Module 4	Algorithms and Decision Procedures for CFLs: Decidable questions, Un-decidable questions. Turing Machine: Turing machine model, Representation, Language acceptability by TM, design of TM, Techniques for TM construction. Variants of Turing Machines (TM), The model of Linear Bounded automata.	08 Hours
Module 5	Decidability: Definition of an algorithm, decidability, decidable languages, Undecidable languages, halting problem of TM, Post correspondence problem. Complexity: Growth rate. of functions, the classes of P and NP, Quantum Computation: quantum computers, Church-Turing thesis.  Applications: G.1 Defining syntax of programming language, Appendix J: Security	08 Hours

At the end of the course the student will be able to:

- Acquire fundamental understanding of the core concepts in automata theory and Theory of Computation
- Learn how to translate between different models of Computation (e.g., Deterministic and Non-deterministic and Software models).
- Design Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers.
- Develop skills in formal reasoning and reduction of a problem to a formal model, with an emphasis on semantic precision and conciseness.
- Classify a problem with respect to different models of Computation.

- 1. John E Hopcroft, Rajeev Motwani, Jeffery D Ullman, *Introduction to Automata Theory, Languages, and Computation*, 3<sup>rd</sup> Edition, Pearson Education, 2013.
- 2. Michael Sipser, *Introduction to the Theory of Computation*, 3<sup>rd</sup> Edition, Cengage learning, 2013.
- 3. John C Martin, *Introduction to Languages and The Theory of Computation*, 3rd Edition, Tata Mc Graw –Hill Publishing Company Limited, 2013.
- 4. Peter Linz, *An Introduction to Formal Languages and Automata*, 3rd Edition, Narosa Publishers, 1998.
- 5. Basavaraj S. Anami, Karibasappa K G, *Formal Languages and Automata theory*, Wiley India, 2012.
- 6. C K Nagpal, Formal Languages and Automata Theory, Oxford University press, 2012.
- 7. Elaine Rich, *Automata, Computability and Complexity*, 1<sup>st</sup> Edition, Pearson education, 2012/2013
- 8. K L P Mishra, N Chandrasekaran, *Theory of Computer Science*, 3rd Edition, PHI, 2012.

# **Principles of Artificial Intelligence (21AD55)**

Semester V				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Practical hours/week	2	SEE Marks	50	
Total No. of Lecture hours	50	Exam Hours	03	
L:T:P	3:0:1	Credits	04	

Modules	Course Content	Teaching Hours
Module 1	Introduction, goals of AI, Types of AI, Types of agents, Intelligent Agent, Agent environment, Turing Test and Chatterbots, AI and Society, Applications of AI, Advantages, Disadvantages.	10 Hours
Module 2	Propositional Logic – Syntax, Semantics, Proof Systems, Resolution, Horn Clauses, Computability and Complexity, Applications and Limitations. First Order Predicate logic – Syntax, Semantics, Quantifiers and Normal Forms, Proof Calculi, Resolution, Automated Theorem Provers, Mathematical Examples, Applications. Limitations of Logic – The Search Space Problem, Decidability and Incompleteness, Modelling Uncertainty.	10 Hours
Module 3	Knowledge representation: Knowledge based agent in AI, Architecture of knowledge based agent, Inference system, Operations performed by KBA, Generic KBA, Levels of KBA, approaches to design KBA, Types of Knowledge, Relationship between knowledge and Intelligence, AI knowledge cycle, Approaches to knowledge representation, Requirements for knowledge representation system, Techniques for knowledge representation.	10 Hours
Module 4	Search algorithms: Properties of search algorithms, Types of search algorithms - Uninformed search algorithm, Informed search algorithms, Hill climbing algorithm, Means-Ends analysis, Adversarial search, Min-Max algorithm, Alpha-Beta pruning.	10 Hours
Module 5	AI Applications, Expert Systems Learning, Language Models, Information Retrieval, Information Extraction, Natural Language Processing, Machine Translation, Speech Recognition, Robot – Hardware, Perception, Planning, Moving.	10 Hours

# **Course outcomes:**

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

- Ability to apply Artificial Intelligence techniques for problem solving.
- Explain the limitations of current Artificial Intelligence techniques.

- 1. Elaine Rich, Kevin Knight, Shivashankar Nair, *Artificial Intelligence*, Tata McGraw Hill.
- 2. Patrick Henry Winston, Artificial Intelligence, AWL.
- 3. Dan W. Patterson, Artificial Intelligence and Expert systems, PHI.
- 4. Nils J Nilson, Artificial Intelligence, Elsevier, Morgan Kaufmann.

# <u>Professional Elective – 1</u> <u>Web Technology (21AD561)</u>

Semester V				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Introduction to HTML: What is HTML and Where did it come from?, HTML Syntax, Semantic Markup, Structure of HTML Documents, Quick Tour of HTML Elements, HTML5 Semantic Structure Elements, Introduction to CSS, What is CSS, CSS Syntax, Location of Styles, Selectors, The Cascade: How Styles Interact, The Box Model, CSS Text Styling	08 Hours
Module 2	HTML Tables and Forms: Introducing Tables, Styling Tables, Introducing Forms, Form Control Elements, Table and Form Accessibility, Microformats, Advanced CSS: Layout, Normal Flow, Positioning Elements, Floating Elements, Constructing Multicolumn Layouts, Approaches to CSS Layout, Responsive Design, CSS Frameworks	08 Hours
Module 3	JavaScript: Client-Side Scripting, what is JavaScript and What can it do? JavaScript Design Principles, Where does JavaScript Go?, Syntax, JavaScript Objects, The Document Object Model (DOM), JavaScript Events, Forms, Introduction to Server-Side Development with PHP, What is Server-Side Development, A Web Server's Responsibilities, Quick Tour of PHP, Program Control, Functions.	08 Hours
Module 4	PHP: Arrays and Superglobals, Arrays, \$_GET and \$_POST Superglobal Arrays, \$_SERVER Array, \$_Files Array, Reading/Writing Files, PHP Classes and Objects, Object-Oriented Overview, Classes and Objects in PHP, Object Oriented Design, Error Handling and Validation, What are Errors and Exceptions?, PHP Error Reporting, PHP Error and Exception Handling	08 Hours
Module 5	Managing State: The Problem of State in Web Applications, Passing Information via Query Strings, Passing Information via the URL Path, Cookies, Serialization, Session State, HTML5 Web Storage, Caching, Advanced JavaScript and jQuery, JavaScript Pseudo-Classes, jQuery Foundations, AJAX, Asynchronous File Transmission, Animation, Backbone MVC Frameworks, XML Processing and Web Services, XML Processing, JSON, Overview of Web Services	08 Hours

At the end of the course the student will be able to:

- Adapt HTML and CSS syntax and semantics to build web pages.
- Construct and visually format tables and forms using HTML and CSS.
- Develop Client-Side Scripts using JavaScript and Server-Side Scripts using PHP to
- generate and display the contents dynamically.
- Appraise the principles of object-oriented development using PHP.
- Inspect JavaScript frameworks like jQuery and Backbone which facilitates developer to focus on core features.

- 1. Randy Connolly, Ricardo Hoar, *Fundamentals of Web Development*, 1<sup>st</sup> Edition, Pearson Education India.
- 2. Robin Nixon, *Learning PHP*, *MySQL & JavaScript with jQuery*, *CSS and HTML5*, 4thEdition, O'Reilly Publications, 2015.
- 3. Luke Welling, Laura Thomson, *PHP and MySQL Web Development*, 5th Edition, Pearson Education, 2016.
- 4. Nicholas C Zakas, *Professional JavaScript for Web Developer*, 3rd Edition, Wrox/Wiley India, 2012.
- 5. David Sawyer Mcfarland, *JavaScript & jQuery: The Missing Manual*, 1<sup>st</sup> Edition, O'Reilly/Shroff Publishers & Distributors Pvt Ltd, 2014.
- 6. Zak Ruvalcaba Anne Boehm, *Murach's HTML5 and CSS3*, 3<sup>rd</sup> Edition, Murachs/Shroff Publishers & Distributors Pvt Ltd, 2016.

# **Professional Elective – 1**

# Linear Algebra (21AD562)

Semester V				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Introduction to Vectors: Vectors and Linear Combinations Lengths and Dot Products Matrices.  Solving Linear Equations Vectors and Linear Equations The Idea of Elimination Elimination Using Matrices Rules for Matrix Operations Inverse Matrices. Elimination = Factorization: A = LU Transposes and Permutations.	08 Hours
Module 2	Vector Spaces and Subspaces: Spaces of Vectors The Nullspace of A: Solving $Ax = 0$ and $Rx = 0$ The Complete Solution to $Ax = b$ Independence, Basis and Dimension Dimensions of the Four Subspaces  Orthogonality: Orthogonality of the Four Subspaces Projections	08 Hours
Module 3	<b>Determinants:</b> The Properties of Determinants Permutations and Cofactors Cramer's Rule, Inverses, and Volumes Eigenvalues and Eigenvectors Introduction to Eigenvalues Diagonalizing a Matrix	08 Hours
Module 4	The Singular Value Decomposition (SVD): Image Processing by Linear Algebra Bases and Matrices in the SVD Principal Component Analysis (PCA by the SVD) The Geometry of the SVD	08 Hours
Module 5	<b>Linear Transformations:</b> The Idea of a Linear Transformation The Matrix of a Linear Transformation The Search for a Good Basis	08 Hours

# **Course outcomes:**

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

- Explain linear equations, linear models, projections, linear transformations
- Illustrate orthogonal projections and apply Eigen vectors to solve differential equations.
- Apply singular value decomposition and analyze singular value decomposition to develop applications in image processing

- 1. Gilbert Strang *Introduction to linear algebra*, 5<sup>th</sup> edition, Wellesley Cambridge press.
- 2. David C Lay *Linear Algebra and its Application*, 4<sup>th</sup> Edition, Addison Wesley.

# <u>Professional Elective – 1</u> <u>Data Mining (21AI563)</u>

Semester V				
No. of Teaching hour/Week	3	CIE Marks	50	
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	<b>Data Mining:</b> Data, Types of Data, Data Mining Functionalities, Interestingness Patterns, Classification of Data Mining systems, Data mining Task primitives, Integration of Data mining system with a Data warehouse, Major issues in Data Mining, Data Pre-processing.	08 Hours
Module 2	Association Rule Mining: Mining Frequent Patterns, Associations and correlations, Mining Methods, Mining Various kinds of Association Rules, Correlation Analysis, Constraint based Association mining. Graph Pattern Mining, SPM.	08 Hours
Module 3	<b>Classification:</b> Classification and Prediction, Basic concepts, Decision tree induction, Bayesian classification, Rule, based classification, Lazy learner.	08 Hours
Module 4	Clustering and Applications: Cluster analysis, Types of Data in Cluster Analysis, Categorization of Major Clustering Methods, Partitioning Methods, Hierarchical Methods, Density, Based Methods, Grid, Based Methods, Outlier Analysis	08 Hours
Module 5	Advanced Concepts: Basic concepts in Mining data streams, Mining Time, series data, Mining sequence patterns in Transactional databases, Mining Object, Spatial, Multimedia, Text and Web data, Spatial Data mining, Multimedia Data mining, Text Mining, Mining the World Wide Web.	08 Hours

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

- Apply pre-processing methods for any given raw data.
- Extract interesting patterns from large amounts of data.
- Discover the role played by data mining in various fields.
- Choose and employ suitable data mining algorithms to build analytical applications.
- Evaluate the accuracy of supervised and unsupervised models and algorithms.

- 1. Jiawei Han & Micheline Kamber, *Data Mining Concepts and Techniques –*, 3rd Edition Elsevier.
- 2. Margaret H Dunham, Data Mining Introductory and Advanced topics –PEA.
- 3. Pang-Ning Tan, Michael Steinbach, Vipin Kumar: *Introduction to Data Mining*, Pearson, First impression, 2014.
- 4. Jiawei Han, Micheline Kamber, Jian Pei: *Data Mining -Concepts and Techniques*, 3rd Edition, Morgan Kaufmann Publisher, 2012.

# Open Elective – 1 Introduction to Data Structures and Algorithms (21AD571)

Semester V				
No. of Lecture hour/Week 3 CIE Marks 50				
No. of Practical hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L: T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	<b>Introduction to C:</b> Constants, variables, data types, input output operations, operators and expressions, control statements, arrays, strings, string handling functions, structures, unions and pointers, Dynamic Memory Allocation.	08 Hours
Module 2	Algorithms: Introduction to algorithms, Performance Analysis: Estimating Space complexity and Time complexity of algorithms, Asymptotic notations, Introduction to data structures, Types of data structures.	08 Hours
Module 3	Stacks: Definition, Stack Operations, Array Representation of Stacks, Stack Applications: Polish notation, Infix to postfix conversion, evaluation of postfix expression.  Queues: Definition, Array Representation, Queue Operations, Circular Queues, Deque, Priority Queues,	08 Hours
Module 4	Linked Lists: Definition, Representation of linked lists in Memory, Singly linked list, Doubly linked lists, Circular linked lists.  Trees: Terminology, Binary Trees, Array and linked Representation of Binary Trees, Binary Tree Traversals, Threaded binary trees, Binary Search Trees, Expression Tree.	08Hours
Module 5	Graphs: Definitions, Terminologies, Matrix and Adjacency List Representation of Graphs, Graph Traversal methods: Breadth First Search and Depth First Search Hashing: Hash Table organizations, Hashing Functions. Files and Their Organization: Data Hierarchy, File Attributes Text Files and Binary Files, Basic File Operations.	08 Hours

## **Course outcomes:**

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

- Use stack, Queue, Lists, Trees and Graphs in solving real world problems.
- Implement all data structures in a high-level language for problem solving.
- Analyse and compare various linear and non-linear data structures.
- Analyze the performance of the algorithms, state the efficiency using asymptotic notations and analyze mathematically the complexity of the algorithm.

- 1. Ellis Horowitz, Sartaj Sahni, *Fundamentals of Data Structures in C*, 2nd Edition, Universities Press, 2014.
- 2. Seymour Lipschutz, *Data Structures Schaum's Outlines*, Revised 1st Edition, McGraw Hill, 2014.
- 3. Gilberg, Forouzan, *Data Structures: A Pseudo-code approach with C*, 2nd Edition, Cengage Learning, 2014.
- 4. Reema Thareja, *Data Structures using C*, 3rd Edition, Oxford press, 2012.
- 5. Anany Levitin, *Introduction to the Design and Analysis of Algorithms*, 2nd Edition, Pearson, 2009.
- 6. Ellis Horowitz, Satraj Sahni, Rajasekaran, *Computer Algorithms/C++*, 2nd Edition, Universities Press, 2014.

# Open Elective – 1 Introduction to Database Management System (21AD572)

Semester V				
No. of Lecture hour/Week 3 CIE Marks 50				
No. of Practical hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L: T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications.  Overview of Database Languages and Architectures: Data Models, Schemas, and Instances. Three schema architecture and data independence, database languages, and interfaces, The Database System environment.	08 Hours
Module 2	Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations.  Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping	08 Hours
Module 3	Relational Algebra: Selection and projection set operations, renaming, joins, division, Examples of algebra over views.  Relational calculus: Tuple relational calculus, Domain relational calculus.  Overview of the SQL Query Language: Basic Structure of SQL Queries, Set Operations, Aggregate Functions – GROUPBY, HAVING, Nested Sub queries, Views, Triggers.	08 Hours
Module 4	Normalization: Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. Examples on normal forms.	08Hours
Module 5	Transaction Processing: Introduction to Transaction Processing, Transaction and System concepts, Desirable properties of Transactions, Characterizing schedules based on recoverability, Characterizing schedules based on Serializability,  Concurrency Control in Databases: Two-phase locking techniques for Concurrency control, Concurrency control based on Timestamp ordering, Multiversion Concurrency control techniques.	08Hours

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

- Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS.
- Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.
- Design and build simple database systems and relate the concept of transaction, concurrency control and recovery in database.

- 1. Ramez Elmasri, Shamkant B. Navathe, *Fundamentals of Database Systems*, 7th Edition, Pearson, 2017.
- 2. Ramakrishnan, Gehrke, *Database Management Systems*, 3rd Edition, McGraw Hill, 2014.
- 3. Silberschatz Korth, Sudharshan, *Database System Concepts*, 6th Edition, McGraw Hill, 2013.
- 4. Coronel, Morris, Rob, *Database Principles Fundamentals of Design, Implementation and Management*, Cengage Learning, 2012.

# Open Elective – 1 Programming in JAVA (21AD573)

Semester VI			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L:T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	An Overview of Java: Features of Java, JVM, Object-Oriented Programming, A First Simple Program, ASecond Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries.  Data Types Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings.	08 Hours
Module 2	Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The? Operator, Operator Precedence, Using Parentheses. Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements. Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, this Keyword, Garbage Collection, The finalize() Method, A Stack Class.	08 Hours
Module 3	A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Arrays Revisited. Inheritance: Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding, Dynamic Method Dispatch, Using Abstract Classes, Using final with Inheritance, The Object Class. Multithreading: Life cycle of a thread, Creating and Running a thread, Concurrency Problem.	08 Hours
Module 4	Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces. Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions.	08 Hours
Module 5	Enumerations: Enumerations, Type Wrappers. String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String. Data Conversion Using valueOf(), Changing the Case of Characters Within a String, Additional String Methods, String Buffer, StringBuilder.	08 Hours

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

- Explain the object-oriented concepts and JAVA.
- Develop computer programs to solve real world problems in Java.
- Develop simple GUI interfaces for a computer program to interact with users

- 1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007.
- 2. Mahesh Bhave and Sunil Patekar, *Programming with Java*, First Edition, Pearson Education, 2008.
- 3. Rajkumar Buyya,S Thamarasi selvi, xingchen chu, *Object oriented Programming with java*, Tata McGraw Hill education private limited.
- 4. E Balagurusamy, *Programming with Java A primer*, Tata McGraw Hill companies.
- 5. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

# Open Elective – 1 Introduction to Artificial Intelligence (21AD574)

Semester V				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Tutorial hours/week	0	SEE Marks	50	
<b>Total No. of Lecture hours</b>	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Introduction, goals of AI, Types of AI, Types of agents, Intelligent Agent, Agent environment, Turing Test and Chatterbots, AI and Society, Applications of AI, Advantages, Disadvantages.	08 Hours
Module 2	Propositional Logic – Syntax, Semantics, Proof Systems, Resolution, Horn Clauses, Computability and Complexity, Applications and Limitations. First Order Predicate logic – Syntax, Semantics, Quantifiers and Normal Forms, Proof Calculi, Resolution, Automated Theorem Provers, Mathematical Examples, Applications. Limitations of Logic – The Search Space Problem, Decidability and Incompleteness, Modelling Uncertainty.	08 Hours
Module 3	Knowledge representation: Knowledge based agent in AI, Architecture of knowledge based agent, Inference system, Operations performed by KBA, Generic KBA, Levels of KBA, Approaches to design KBA, Types of Knowledge, Relationship between knowledge and Intelligence, AI knowledge cycle, Approaches to knowledge representation, Requirements for knowledge representation system, Techniques for knowledge representation.	08 Hours
Module 4	Search algorithms: Properties of search algorithms, Types of search algorithms - Uninformed search algorithm, Informed search algorithms, Hill climbing algorithm, Means-Ends analysis, Adversarial search, Min-Max algorithm, Alpha-Beta pruning.	08 Hours
Module 5	AI Applications, Expert Systems Learning, Language Models, Information Retrieval, Information Extraction, Natural Language Processing, Machine Translation, Speech Recognition, Robot – Hardware, Perception, Planning, Moving.	08 Hours

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

- Ability to apply Artificial Intelligence techniques for problem solving.
- Explain the limitations of current Artificial Intelligence techniques.

- 5. Elaine Rich, Kevin Knight, Shivashankar Nair, *Artificial Intelligence*, Tata McGraw Hill.
- 6. Patrick Henry Winston, Artificial Intelligence, AWL.
- 7. Dan W. Patterson, Artificial Intelligence and Expert systems, PHI.
- 8. Nils J Nilson, Artificial Intelligence, Elsevier, Morgan Kaufmann.

# Open Elective – 1 Introduction To Phyton Programming (21AD575)

Semester V				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	Introduction data, expressions, statements: Introduction: Creativity and motivation, understanding programming, Terminology: Interpreter and compiler, Running Python, The First Program; Data types: Int, float, Boolean, string, and list, variables, expressions, statements, Operators and operands.	08 Hours
Module 2	<b>Control Flow, Loops:</b> Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (ifelif-else); Iteration: while, for, break, continue, pass statement.	08 Hours
Module 3	Functions and strings: Functions: Function calls, adding new functions, definition and uses, local and global scope, return values.  Strings: strings, length of string, string slices, immutability, multiline comments, string functions and methods;	08 Hours
Module 4	Lists, Tuples, Dictionaries Lists: List operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list parameters, List Comprehension;  Tuples: tuple assignment, tuple as return value, tuple comprehension; Dictionaries: operations and methods, comprehension;	08 Hours
Module 5	Regular expressions, files and exception: Regular expressions, Character matching in regular expressions, extracting data using regular expressions, Escape character Files and exception: Text files, reading and writing files, command line arguments, errors and exceptions, handling exceptions, modules	08 Hours

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

- Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.
- Demonstrate proficiency in handling Strings and File Systems.
- Represent compound data using Python lists, tuples, Strings, dictionaries.
- Read and write data from/to files in Python Programs.

- 9. Al Sweigart, *Automate the Boring Stuff with Python*, 1<sup>st</sup> Edition, No Starch Press, 2015. (Available under CC-BY-NC-SA license at https://automatetheboringstuff.com/)
- 10. Charles R. Severance, *Python for Everybody: Exploring Data Using Python 3*, 1<sup>st</sup> edition, Create Space Independent Publishing Platform, 2016. http://do1.dr-chuck.com/pythonlearn/EN\_us/pythonlearn.pdf
- 11. R. Nageswara Rao, Core Python Programming, Dream Tech publication
- 12. Vamsi Kurama, *Python Programming: A Modern Approach*, Pearson
- 13. Reema theraja, *Python Programming*, OXFORD publication

# **Application Development Using Python (21AD61)**

Semester VI				
No. of Teaching hour/Week 3 CIE Marks				
No. of Practical hours/week	2	SEE Marks	50	
Total No. of Lecture hours	50	Exam Hours	03	
L:T:P	3:0:1	Credits	04	

Modules	Course Content	Teaching Hours
Module 1	Python Basics: Entering Expressions into the Interactive Shell, The Integer, Floating-Point, and String Data Types, String Concatenation and Replication, Storing Values in Variables, Your First Program, Dissecting Your Program, Flow control, Boolean Values, Comparison Operators, Boolean Operators, Mixing Boolean and Comparison Operators, Elements of Flow Control, Program Execution, Flow Control Statements, Importing Modules, Ending a Program Early with sys.exit(), Functions, def Statements with Parameters, Return Values and return Statements, The None Value, Keyword Arguments and print(), Local and Global Scope, The global Statement, Exception Handling, A Short Program: Guess the Number	10 Hours
Module 2	Lists: The List Data Type, Working with Lists, Augmented Assignment Operators, Methods, Example Program: Magic 8 Ball with a List, List-like Types: Strings and Tuples, References, Dictionaries and Structuring Data, The Dictionary Data Type, Pretty Printing, Using Data Structures to Model Real-World Things, Manipulating Strings, Working with Strings, Useful String Methods, Project: Password Locker, Project: Adding Bullets to Wiki Markup	10 Hours
Module 3	Pattern Matching with Regular Expressions: Finding Patterns of Text Without Regular Expressions, Finding Patterns of Text with Regular Expressions, More Pattern Matching with Regular Expressions, Greedy and Non greedy Matching, The findall() Method, Character Classes, Making Your Own Character Classes, The Caret and Dollar Sign Characters, The Wildcard Character, Review of Regex Symbols, Case-Insensitive Matching, Substituting Strings with the sub() Method, Managing Complex Regexes, Combining re .IGNORECASE, re .DOTALL, and re .VERBOSE, Project: Phone Number and Email Address Extractor, Reading and Writing Files, Files and File Paths, The os.path Module, The File Reading/Writing Process, Saving Variables with the shelve Module, Saving Variables with the pprint. pformat() Function, Project: Generating Random Quiz Files, Project: Multiclip board, Organizing Files, The shutil Module, Walking a Directory Tree, Compressing Files with the zipfile Module, Project: Renaming Files with American-Style Dates to European-Style Dates, Project: Backing Up a Folder into a ZIP File, Debugging, Raising Exceptions, Getting the Traceback as a String, Assertions, Logging, IDLE"s Debugger	10 Hours

Module 4	Classes and objects: Programmer – defined types, Attributes, Rectangles, Instances as return values, Objects are mutable, Copying, Classes and functions, Time, Pure functions, Modifiers, Prototyping versus planning, Classes and methods, Object-oriented features, Printing objects, Another example, A more complicated example, The init method, Thestr method, Operator overloading, Type-based dispatch, Polymorphism, Interface and implementation, Inheritance, Card objects, Class attributes, Comparing cards, Decks, Printing the deck, Add, remove, shuffle and sort, Inheritance, Class diagrams, Data encapsulation	10 Hours
Module 5	Web Scraping Project: MAPIT.PY with the web browser Module, Downloading Files from the Web with the requests Module, Saving Downloaded Files to the Hard Drive, HTML, Parsing HTML with the Beautiful Soup Module, Project: "I"m Feeling Lucky" Google Search, Project: Downloading All XKCD Comics, Controlling the Browser with the selenium Module, Working with Excel Spreadsheets, Excel Documents, Installing the openpyxl Module, Reading Excel Documents, Project: Reading Data from a Spreadsheet, Writing Excel Documents, Project: Updating a Spreadsheet, Setting the Font Style of Cells, Font Objects, Formulas, Adjusting Rows and Columns, Charts, Working with PDF and Word Documents, PDF Documents, Project: Combining Select Pages from Many PDFs, Word Documents, Working with CSV files and JSON data, The csv Module, Project: Removing the Header from CSV Files, JSON and APIs, The json Module, Project: Fetching Current Weather Data	10 Hours

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

- Demonstrate proficiency in handling of loops and creation of functions.
- Identify the methods to create and manipulate lists, tuples and dictionaries.
- Discover the commonly used operations involving regular expressions and file system.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Determine the need for scraping websites and working with CSV, JSON and other file formats.

- 1. Al Sweigart, *Automate the Boring Stuff with Python*,1stEdition, No Starch Press, 2015. (Available under CC-BY-NC-SA license at https://automatetheboringstuff.com/)
- 2. Allen B. Downey, *Think Python: How to Think Like a Computer Scientist*, 2nd Edition, Green Tea Press, 2015. (Available under CC-BY-NC license at <a href="http://greenteapress.com/thinkpython2/thinkpython2.pdf">http://greenteapress.com/thinkpython2/thinkpython2.pdf</a>).
- 3. Gowrishankar S, Veena A, *Introduction to Python Programming*, 1st Edition, CRC Press/Taylor & Francis, 2018.
- 4. Jake VanderPlas, *Python Data Science Handbook: Essential Tools for Working with Data*, 1st Edition, O"Reilly Media, 2016.

# **BIG DATA ANALYTICS (21AD62)**

Semester VI			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Practical hours/week	2	SEE Marks	50
<b>Total No. of Lecture hours</b>	50	Exam Hours	03
L:T:P	3:0:1	Credits	04

Modules	Course Content	Teaching Hours
Module 1	Introduction to Big Data Analytics: Big Data, Scalability and Parallel Processing, Designing Data Architecture, Data Sources, Quality, Pre-Processing and Storing, Data Storage and Analysis, Big Data Analytics Applications and Case Studies.	08 Hours
Module 2	Introduction to Hadoop (T1): Introduction, Hadoop and its Ecosystem, Hadoop Distributed File System, MapReduce Framework and Programming Model, Hadoop Yarn, Hadoop Ecosystem Tools. Hadoop Distributed File System Basics (T2): HDFS Design Features, Components, HDFS User Commands. Essential Hadoop Tools (T2): Using Apache Pig, Hive, Sqoop, Flume, Oozie, HBase.	08 Hours
Module 3	NoSQL Big Data Management, MongoDB and Cassandra: Introduction, NoSQL Data Store, NoSQL Data Architecture Patterns, NoSQL to Manage Big Data, Shared-Nothing Architecture for Big Data Tasks, MongoDB, Databases, Cassandra Databases.	08 Hours
Module 4	MapReduce, Hive and Pig: Introduction, MapReduce Map Tasks, Reduce Tasks and MapReduce Execution, Composing MapReduce for Calculations and Algorithms, Hive, HiveQL, Pig.	08 Hours
Module 5	Machine Learning Algorithms for Big Data Analytics: Introduction, Estimating the relationships, Outliers, Variances, Probability Distributions, and Correlations, Regression analysis, Finding Similar Items, Similarity of Sets and Collaborative Filtering, Frequent Item sets and Association Rule Mining. Text, Web Content, Link, and Social Network Analytics: Introduction, Text mining, Web Mining, Web Content and Web Usage Analytics, Page Rank, Structure of Web and analyzing a Web Graph, Social Network as Graphs and Social Network Analytics.	08 Hours

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

- Understand fundamentals of Big Data analytics.
- Investigate Hadoop framework and Hadoop Distributed File system.
- Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data.
- Demonstrate the MapReduce programming model to process the big data along with Hadoop tools.
- Use Machine Learning algorithms for real world big data.
- Analyze web contents and Social Networks to provide analytics with relevant visualization tools.

- 1. Raj Kamal and Preeti Saxena, *Big Data Analytics Introduction to Hadoop, Spark, and Machine-Learning*, McGraw Hill Education, 2018.
- 2. Douglas Eadline, *Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem*, 1<sup>st</sup> Edition, Pearson Education, 2016.
- 3. Tom White, *Hadoop: The Definitive Guide*, 4th Edition, O'Reilly Media, 2015.
- 4. Boris Lublinsky, Kevin T Smith, Alexey Yakubovich, *Professional Hadoop Solutions*, 1<sup>st</sup> Edition, Wrox Press, 2014.
- 5. Eric Sammer, *Hadoop Operations: A Guide for Developers and Administrators*,1<sup>st</sup> Edition, O'Reilly Media, 2012.
- 6. Arshdeep Bahga, Vijay Madisetti, *Big Data Analytics: A Hands-On Approach*, 1st Edition, VPT Publications, 2018.

# **Principles of Data Science (21AD63)**

Semester VI			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	2	SEE Marks	50
<b>Total No. of Lecture hours</b>	50	Exam Hours	03
L:T:P	3:0:1	Credits	04

Modules	Course Content	Teaching Hours
Module 1	Introduction Data Science: Benefits and uses – facets of data - Data Science Process: Overview – Defining research goals – Retrieving data – Data preparation - Exploratory Data analysis – build the model– presenting findings and building applications - Data Mining - Data Warehousing – Basic Statistical descriptions of Data	10 Hours
Module 2	<b>Describing Data:</b> Types of Data - Types of Variables - Describing Data with Tables and Graphs –Describing Data with Averages - Describing Variability - Normal Distributions and Standard (z) Scores	10 Hours
Module 3	<b>Describing Relationships:</b> Correlation —Scatter plots — correlation coefficient for quantitative data —computational formula for correlation coefficient — Regression —regression line —least squares regression line — Standard error of estimate — interpretation of r2 —multiple regression equations — regression towards mean.	10 Hours
Module 4	<b>Probability:</b> Hours Basic definitions, Probability, Bayesian versus Frequentist, Frequentist approach, Compound events, Conditional probability, The rules of probability, Collectively exhaustive events, Bayesian ideas revisited, Bayes theorem, Random variables	10 Hours
Module 5	<b>Statistics:</b> Basic of statistics, obtaining sample data, point estimates sample distributions, confidence intervals, hypothesis test, type I type II errors. hypothesis test for categorical variables.	10 Hours

# **Course outcomes:**

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

- Explain different types of data and their relationships.
- Apply mathematical concepts to data science problems
- Analyze and illustrate probability and statistical techniques

- 1. Sinan Ozdemir Principles of Data Science, PACKT Publisher, First Edition, 2016.
- 2. Gilbert Strang *Introduction to Linear Algebra*, Wellesley-Cambridge Press, Fifth Edition, 2016.
- 3. Cathy O'Neil, Rachel Schutt *Doing Data Science: Straight Talk from the Frontline*, O'Reilly Media, 2013

# **Cloud Computing (21AD64)**

Semester VI			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L:T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Introduction: Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments. Virtualization: Introduction, Characteristics of Virtualized, Environments, Taxonomy of Virtualization Techniques, Execution Virtualization.	08 Hours
Module 2	Virtualization and Cloud Computing: Other Types of Virtualization, Pros and Cons of Virtualization, Technology Examples. Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies.	08 Hours
Module 3	Cloud Computing Architecture: Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Open Challenges. Cloud Security: Risks, Top concern for cloud users, privacy impact assessment, trust, OS security, VM Security.	08 Hours
Module 4	Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, what is a Thread? Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka: Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model.	08 Hours
Module 5	Data Intensive Computing: Map-Reduce Programming, Data-Intensive Computing, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming. Cloud Applications: HealthCare: ECG analysis in the cloud, Biology: gene expression data analysis for cancer diagnosis, Geoscience: satellite image processing	08 Hours

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

- Explain cloud computing, virtualization and classify services of cloud computing
- Illustrate architecture and programming in cloud
- Describe the platforms for development of cloud applications and list the application of cloud.

- 1. Rajkumar Buyya, Christian Vecchiola, Thamarai Selvi, *Mastering Cloud Computing*, McGraw Hill Education.
- 2. Dan C. Marinescu Morgan Kaufmann, *Cloud Computing Theory and Practice*, , Elsevier, 2013.

## <u>Professional Elective - 2</u> <u>Research Methodology and Intellectual Property Rights (21AD651)</u>

Semester VI				
No. of Teaching hour/Week 3 CIE Marks 50				
No. of Tutorial hours/week	0	SEE Marks	50	
Total No. of Lecture hours	40	Exam Hours	03	
L:T:P	3:0:0	Credits	03	

Modules	Course Content	Teaching Hours
Module 1	<b>Research methodology:</b> Meaning of research problem, Sources of research problem, Criteria Characteristics of a good research problem, Errors in selecting a research problem, Scope and objectives of research problem. Approaches of investigation of solutions for research problem, data collection, analysis, Plagiarism, Research ethics	08 Hours
Module 2	<b>Results and analysis:</b> Importance and scientific methodology in recording results, importance of negative results, different ways of recording, industrial requirement, artifacts versus true results, types of analysis (analytical, objective, subjective), hypothesis, concept, theory, model etc.	08 Hours
Module 3	<b>Technical writing</b> : Effective technical writing, how to write a manuscript/ response to reviewers' comments, preparation of research article/ research report, Writing a Research Proposal - presentation and assessment by a review committee.	08 Hours
Module 4	Intellectual property rights: Nature of Intellectual Property: Patents, Designs, Trade Mark and Copyright. Process of Patenting and Development: technological research, innovation, patenting & development. Procedure for grants of patents, Patenting under PCT.	08 Hours
Module 5	Patent rights and new developments in IPR: Scope of Patent Rights. Licensing and transfer of technology. Patent information and databases. Geographical Indications. New Developments in IPR, Administration of Patent System.	08 Hours

#### **Course outcomes:**

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

- Understand that today's world is controlled by Computer, Information Technology, buttomorrow world will be ruled by ideas, concept, and creativity.
- Understand research problem formulation & Analyze research related information and Follow research ethics.
- Correlate the results of any research article with other published results. Write a review article in the field of engineering.
- Appreciate the importance of IPR and protect their intellectual property. Understand that IPR protection provides an incentive to inventors for further research work and investment in R & D, which leads to creation of new and better products, and in turn brings about, economic growth and social benefits.

- 1. Ranjit Kumar, *Research Methodology- A step by step guide for beginners*, Pearson Education, Australia, 2005.
- 2. Ann M. Korner, Guide to Publishing a Scientific paper, Bio script Press 2004.
- 3. T. Ramappa, "Intellectual Property Rights Under WTO", S. Chand, 2008

### <u>Professional Elective - 2</u> <u>Introduction to Machine Learning (21AD652)</u>

Semester VI			
No. of Lecture hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L: T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Introduction to machine learning: Need for Machine Learning, Machine Learning Explained, and Machine Learning in relation to other fields, Types of Machine Learning. Challenges of Machine Learning, Machine Learning process, Machine Learning applications. Understanding Data: What is data, types of data, big data analytics and types of analytics, big data analytics framework, Descriptive statistics, univariate data analysis and visualization	08 Hours
Module 2	Understanding Data Bivariate and Multivariate data, Multivariate statistics, Essential mathematics for Multivariate data, Overview hypothesis, Feature engineering and dimensionality reduction techniques, Basics of Learning Theory: Introduction to learning and its types, Introduction computation learning theory, Design of learning system, Introduction concept learning.	08 Hours
Module 3	<b>Supervised Learning: Regression:</b> Introduction to linear regression, Gradient descent algorithm, Polynomial regression Regularization techniques: L1 and L2 regularization, Model evaluation: mean squared error, R-squared score. <b>Supervised Learning:</b> Classification, Introduction to logistic regression, Decision trees and random forests, Support vector machines (SVM), Evaluation metrics for classification: accuracy, precision, recall, F1-score.	08 Hours
Module 4	Unsupervised Learning: Clustering: Introduction to clustering algorithms, K-means clustering, Hierarchical clustering, Density-based clustering, Evaluation metrics for clustering: inertia, silhouette score.  Unsupervised Learning: Dimensionality Reduction: Introduction to dimensionality reduction, Principal Component Analysis (PCA), t-SNE algorithm, Applications of dimensionality reduction	08 Hours
Module 5	Neural Networks: Introduction to neural networks, Basic structure of a neural network, Activation functions, Backpropagation algorithm, Overfitting and regularization techniques.  Deep Learning: Introduction to deep learning, Convolutional Neural Networks (CNNs) for image recognition, Transfer learning  Applications of Machine Learning: Image recognition, Natural Language Processing (NLP), Recommendation systems, Fraud detection, Predictive maintenance.	08 Hours

#### **Course Outcome:**

At the end of the course the student will be able to:

- Design intelligent agents for solving simple gaming problems.
- Have a good understanding of machine leaning in relation to other fields and fundamental issues and Challenges of machine learning.
- Understand data and applying machine learning algorithms to predict the outputs.
- Model the neuron and Neural Network, and to analyse ANN learning and its applications.

#### **Reference Book:**

1. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021.

### <u>Professional Elective – 2</u> <u>Image Processing (21AD653)</u>

Semester VI					
No. of Lecture hour/Week 3 CIE Marks 50					
No. of Practical hours/week	0	SEE Marks	50		
Total No. of Lecture hours	40	Exam Hours	03		
L: T:P	Credits	03			

Modules	Course Content	Teaching Hours
Module 1	Introduction to Computer Graphics: Introduction of Coordinate representation and Pixel, Raster Scan, Random Scan systems, Video controller and raster scan display processor.  Introduction to Image Processing: Fundamentals, Application, Image processing system components, Image sensing and acquisition, Sampling and quantization, Neighbours of pixel adjacency connectivity, regions and boundaries, Distance measures.	08 Hours
Module 2	Image Enhancement in the Spatial Domain: Image Sampling and Quantization, Some Basic Relationships Between Pixels, Linear and Nonlinear Operations. Some Basic Intensity Transformation Functions, Histogram Processing, Fundamentals of Spatial Filtering, Smoothing Spatial Filters, Sharpening Spatial Filters.	08 Hours
Module 3	Image Segmentation: Introduction, Detection of isolated points, line detection, Edge detection, Edge linking, Region based segmentation- Region growing, split and merge technique, local processing, regional processing, Hough transform, Segmentation using Threshold.  Frequency Domain: Preliminary Concepts, The Discrete Fourier Transform (DFT) of Two Variables, Properties of the 2-DDFT, Filtering in the Frequency Domain, Image Smoothing and Image Sharpening.	08 Hours
Module 4	Restoration: Noise models, Restoration using spatial filtering and frequency domain filtering, Position-Invariant degradations, Estimating the Degradation Function, Inverse Filtering, Minimum Mean Square Error (Wiener) Filtering, Constrained Least Squares Filtering.  Morphological Image Processing: Boundary extraction, Region filtering, Connected component extraction, Convex hull, Thinning, Thickening, skeletons, pruning.	08Hours
Module 5	Image Compression: Introduction, Coding redundancy, Interpixel redundancy, Image compression model, Lossy and Lossless compression, Huffman coding, Arithmetic Coding, LZW coding.  Color Image Processing: Color Fundamentals, Color Models, Pseudo color Image Processing.	08Hours

#### **Course outcomes:**

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

- Describe the fundamentals of digital image processing.
- Understand image formation and the role human visual system plays in perception of gray and color image data.
- Apply image processing techniques in both the spatial and frequency (Fourier) domains.
- Design and evaluate image analysis techniques.
- Learn image restoration and enhancement techniques, colour image processing.

- 1. Rafel C Gonzalez, Richard E. Woods, *Digital Image Processing*, 3rd Edition, PHI, 2010.
- 2. S.Jayaraman, S. Esakkirajan T, T. Veerakumar, *Digital Image Processing*, Tata McGraw Hill, 2014.
- 3. A K. Jain, Fundamentals of Digital Image Processing, Pearson, 2004.
- 4. Rafel C. Gonzalez, Richard E. Woods, *Digital Image Processing Using Matlab*, Pearson Education.

### <u>Professional Elective – 2</u> <u>Social Network Analysis (21AD654)</u>

Semester VI					
No. of Lecture hour/Week 3 CIE Marks 50					
No. of Practical hours/week	0	SEE Marks	50		
Total No. of Lecture hours	40	Exam Hours	03		
L: T:P	3:0:0	Credits	03		

Modules	Course Content	Teaching Hours
Module 1	Introduction to Social Media Analytics (SMA): Social media landscape, Need for SMA, SMA in Small organizations, SMA in large organizations, Application of SMA in different areas.  Network fundamentals and models: The social networks perspective - nodes, ties and influencers, Social network and web data and methods. Graphs and Matrices- Basic measures for individuals and networks. Information visualization.	08 Hours
Module 2	Making connections: Link analysis. Random graphs and network evolution. Social contexts- Affiliation and identity.  Web analytics tools: Click stream analysis, A/B testing, online surveys, Web crawling and Indexing. Natural Language Processing Techniques for Micro-text Analysis	08 Hours
Module 3	Content in Social Media: Introduction to Social Data, Defining Content-Focus on Text and Unstructured data. Finding the Right Data, Using content feature to identify topics.  Social Media Data Analysis: Data identification, Data Analysis, The Social Analytics Process, Customizing and Modifying Tools, Visually Representing Unstructured Data, Topic Modelling.	08 Hours
Module 4	Facebook Analytics: Introduction, parameters, demographics. Analyzing page audience. Reach and Engagement analysis. Postperformance on FB. Social campaigns. Measuring and Analyzing social campaigns, defining goals and evaluating outcomes, Network Analysis.  Information Interpretation: Social information filtering, Social media in public sector, Business use of social media, Common Visualizations, Visualization as an Aid to analytics, Creating features from text: NLP, Identifying opinion.	08Hours
Module 5	Processing and Visualizing Data: Influence Maximization, Link Prediction, Collective Classification, Applications in Advertising and Game Analytics. Introduction to Python Programming, Collecting and analyzing social media data; visualization and modelling pattern in social media data.  Data-Driven Innovation: Healthcare, Policy makers, small, medium and large businesses, Social Media services online, Privacy.	08 Hours

#### **Course outcomes:**

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

- Comprehend social media analytics and its significance.
- Utilize analytics tools' skills required for analyzing the effectiveness of social media.
- Identify the innovation potential and impact of social media data in organizations.

- 1. Ganis, Avinash Kohirkar, Matthew, Social Media Analytics: Techniques and Insights for Extracting Business Value Out of Social Media, Pearson, 2016.
- 2. Jennifer Golbeck, Analyzing the Social Web, Elsevier, 2013
- 3. Azizi Othman, Media Web Mining and Analysis, Willey, 2019.
- 4. Marshall Sponder, Social Media Analytics, 2nd Edition, McGraw Hill, 2012.

### Open Elective – 2 Introduction To Internet of Things (21AD661)

Semester VI			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L:T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	<b>Emergence of IoT:</b> Introduction, Evolution of IoT, Enabling IoT and the Complex Interdependence of Technologies.	08 Hours
Module 2	<b>IoT Sensing and Actuation</b> : Introduction, Sensors, Sensor Characteristics, Sensorial Deviations, Sensing Types, Actuators, Actuator Types, Actuator Characteristics.	08 Hours
Module 3	IoT Processing Topologies and Types: Data Format, Importance of Processing in IoT, Processing Topologies, IoT Device Design and Selection Consideration, Sensor Cloud.	08 Hours
Module 4	<b>IoT Connectivity Technologies:</b> Introduction, IEEE 802.15.4, Zigbee, Thread, ISA100.11A, WirelessHART, RFID, NFC.	08 Hours
Module 5	<b>IoT Communication Technologies:</b> Introduction, Infrastructure Protocols, Discovery Protocols, Data Protocols, Identification Protocols.	08 Hours

#### **Course outcomes:**

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

- Understand the evolution of IoT, IoT networking components, and addressing strategies in IoT.
- Analyse various sensing devices and actuator types.
- Demonstrate the processing in IoT.
- Apply different connectivity technologies.
- Understand the communication technologies, protocols and interoperability in IoT.

- 1. Sudip Misra, Anandarup Mukherjee, Arijit Roy, "*Introduction to IoT*", Cambridge University Press 2021.
- 2. S. Misra, C. Roy, and A. Mukherjee, 2020. *Introduction to Industrial Internet of Things and Industry 4.0.* CRC Press.
- 3. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)",1st Edition, VPT, 2014
- 4. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything",1st Edition, Apress Publications, 2013

# Open Elective – 2 Introduction to Machine Learning (21AD662)

Semester VI			
No. of Lecture hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L: T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Introduction to machine learning: Need for Machine Learning, Machine Learning Explained, and Machine Learning in relation to other fields, Types of Machine Learning. Challenges of Machine Learning, Machine Learning process, Machine Learning applications.  Understanding Data: What is data, types of data, big data analytics and types of analytics, big data analytics framework, Descriptive statistics, univariate data analysis and visualization	08 Hours
Module 2	Understanding Data: Bivariate and Multivariate data, Multivariate statistics, Essential mathematics for Multivariate data, Overview hypothesis, Feature engineering and dimensionality reduction techniques,  Basics of Learning Theory: Introduction to learning and its types, Introduction computation learning theory, Design of learning system, Introduction concept learning.	08 Hours
Module 3	Supervised Learning Regression: Introduction to linear regression, Gradient descent algorithm, Polynomial regression Regularization techniques: L1 and L2 regularization, Model evaluation: mean squared error, R-squared score.  Supervised Learning: Classification, Introduction to logistic regression, Decision trees and random forests, Support vector machines (SVM), Evaluation metrics for classification: accuracy, precision, recall, F1-score.	08 Hours
Module 4	Unsupervised Learning Clustering: Introduction to clustering algorithms, K-means clustering, Hierarchical clustering, Density-based clustering, Evaluation metrics for clustering: inertia, silhouette score.  Unsupervised Learning: Dimensionality Reduction: Introduction to dimensionality reduction, Principal Component Analysis (PCA), t-SNE algorithm, Applications of dimensionality reduction	08 Hours
Module 5	Neural Networks: Introduction to neural networks, Basic structure of a neural network, Activation functions, Backpropagation algorithm, Overfitting and regularization techniques.  Deep Learning: Introduction to deep learning, Convolutional Neural Networks (CNNs) for image recognition, Transfer learning  Applications of Machine Learning: Image recognition, Natural Language Processing (NLP), Recommendation systems, Fraud detection, Predictive maintenance.	08 Hours

#### **Course Outcome:**

At the end of the course the student will be able to:

- Design intelligent agents for solving simple gaming problems.
- Have a good understanding of machine leaning in relation to other fields and fundamental issues and Challenges of machine learning.
- Understand data and applying machine learning algorithms to predict the outputs.
- Model the neuron and Neural Network, and to analyse ANN learning and its applications.

#### **Reference Book:**

1. S. Sridhar, M Vijayalakshmi, *Machine Learning*, Oxford, 2021.

# Open Elective – 2 Introduction to Cyber Security (21AD663)

Semester VI			
No. of Lecture hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L: T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Introduction to Cyber Security: Definition of Cyber Security, Importance of Cyber Security, Cyber Security Threats and Attacks, Cyber Security Vulnerabilities.  Types of Cyber Attacks: Phishing Attacks, Malware Attacks Denial of Service Attacks, Social Engineering Attacks.	08 Hours
Module 2	Techniques for Protecting Against Cyber Attacks: Encryption and Cryptography, Firewalls and Intrusion Detection Systems, Access Controls and Password Management, Data Backup and Recovery.	08 Hours
Module 3	Legal and Ethical Issues in Cyber Security: Privacy and Data Protection, Intellectual Property and Copyright, Cybercrime and Cyber Law, The Legal Perspectives, An Indian Perspective, Cybercrime and the Indian ITA 2000.  Introduction to Cybercrime:  Definition and Origins of the Word, Cybercrime and Information Security, who are Cybercriminals, Classifications of Cybercrimes,	08 Hours
Module 4	Cyber offenses: How Criminals Plan Them: Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cybercafe and Cybercrimes.  Botnets: The Fuel for Cybercrime, Attack Vector	08 Hours
Module 5	Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, Attacks on Wireless Networks. Ethical Hacking and Penetration Testing.  Case Studies in Cyber Security: Analysis of real-world cyber-attacks, Impact of cyber-attacks on individuals and organizations, best practices for responding to cyber-attacks.	08 Hours

#### **Course Outcome:**

At the end of the course the student will be able to:

- Describe the basic principles of cyber security and its importance in modern society.
- Identify common types of cyber-attacks, such as phishing, malware, and denial of service attacks, and explain how these attacks work.
- Evaluate different techniques for protecting against cyber-attacks, including encryption, firewalls, and intrusion detection systems.
- Discuss the legal and ethical issues associated with cyber security, such as privacy, intellectual property, and cybercrime.
- Analyze case studies of real-world cyber-attacks and their impact on individuals and organization.

- 1. Raef Meeuwisse, Cybersecurity for Beginners.
- 2. P.W. Singer and Allan Friedman, *Cybersecurity and Cyberwar: What Everyone Needs to Know*".
- 3. SunitBelapure and Nina Godbole, *Cyber Security: Understanding Cyber Crimes, Computer. Forensics And Legal Perspectives*, Wiley India Pvt Ltd, 2013.
- 4. Debra Little John Shinder and Michael Cross, *Scene of the cybercrime*, 2<sup>nd</sup> Edition, Syngress publishing Inc, Elsevier Inc, 2008
- 5. William Stallings, Network Security Essentials: Applications and Standards.
- 6. Michael T. Goodrich and Roberto Tamassia, Introduction to Computer Security.
- 7. Robert M Slade, Software Forensics, Tata McGraw Hill, New Delhi, 2005.
- 8. Bernadette H Schell, Clemens Martin, Cybercrime, ABC CLIO Inc, California, 2004.
- 9. Nelson Phillips and Enfinger Steuart, *Computer Forensics and Investigations*, Cengage Learning, New Delhi, 2009.
- 10. Kevin Mandia, Chris Prosise, Matt Pepe, *Incident Response and Computer Forensics*, Tata McGraw -Hill, New Delhi, 2006.

# Open Elective – 2 Introduction to Web Technology (21AD664)

Semester V			
No. of Teaching hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L:T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Introduction to HTML: What is HTML and Where did it come from?, HTML Syntax, Semantic Markup, Structure of HTML Documents, Quick Tour of HTML Elements, HTML5 Semantic Structure Elements, Introduction to CSS, What is CSS, CSS Syntax, Location of Styles, Selectors, The Cascade: How Styles Interact, The Box Model, CSS Text Styling	08 Hours
Module 2	HTML Tables and Forms: Introducing Tables, Styling Tables, Introducing Forms, Form Control Elements, Table and Form Accessibility, Microformats, Advanced CSS: Layout, Normal Flow, Positioning Elements, Floating Elements, Constructing Multicolumn Layouts, Approaches to CSS Layout, Responsive Design, CSS Frameworks	08 Hours
Module 3	JavaScript: Client-Side Scripting, what is JavaScript and What can it do? JavaScript Design Principles, Where does JavaScript Go?, Syntax, JavaScript Objects, The Document Object Model (DOM), JavaScript Events, Forms, Introduction to Server-Side Development with PHP, What is Server-Side Development, A Web Server's Responsibilities, Quick Tour of PHP, Program Control, Functions.	08 Hours
Module 4	PHP: Arrays and Superglobals, Arrays, \$_GET and \$_POST Superglobal Arrays, \$_SERVER Array, \$_Files Array, Reading/Writing Files, PHP Classes and Objects, Object-Oriented Overview, Classes and Objects in PHP, Object Oriented Design, Error Handling and Validation, What are Errors and Exceptions?, PHP Error Reporting, PHP Error and Exception Handling	08 Hours
Module 5	Managing State: The Problem of State in Web Applications, Passing Information via Query Strings, Passing Information via the URL Path, Cookies, Serialization, Session State, HTML5 Web Storage, Caching, Advanced JavaScript and jQuery, JavaScript Pseudo-Classes, jQuery Foundations, AJAX, Asynchronous File Transmission, Animation, Backbone MVC Frameworks, XML Processing and Web Services, XML Processing, JSON, Overview of Web Services	08 Hours

#### **Course outcomes:**

At the end of the course the student will be able to:

- Adapt HTML and CSS syntax and semantics to build web pages.
- Construct and visually format tables and forms using HTML and CSS.
- Develop Client-Side Scripts using JavaScript and Server-Side Scripts using PHP to
- generate and display the contents dynamically.
- Appraise the principles of object-oriented development using PHP.
- Inspect JavaScript frameworks like jQuery and Backbone which facilitates developer to focus on core features.

- 1. Randy Connolly, Ricardo Hoar, *Fundamentals of Web Development*, 1<sup>st</sup> Edition, Pearson Education India.
- 2. Robin Nixon, *Learning PHP*, *MySQL & JavaScript with jQuery*, *CSS and HTML5*, 4thEdition, O'Reilly Publications, 2015.
- 3. Luke Welling, Laura Thomson, *PHP and MySQL Web Development*, 5th Edition, Pearson Education, 2016.
- 4. Nicholas C Zakas, *Professional JavaScript for Web Developer*, 3rd Edition, Wrox/Wiley India, 2012.
- 5. David Sawyer Mcfarland, *JavaScript & jQuery: The Missing Manual*, 1<sup>st</sup> Edition, O'Reilly/Shroff Publishers & Distributors Pvt Ltd, 2014.
- 6. Zak Ruvalcaba Anne Boehm, *Murach's HTML5 and CSS3*, 3<sup>rd</sup> Edition, Murachs/Shroff Publishers & Distributors Pvt Ltd, 2016.

## Open Elective – 2 Animation and Visualization (21AD665)

Semester VI			
No. of Lecture hour/Week	3	CIE Marks	50
No. of Tutorial hours/week	0	SEE Marks	50
Total No. of Lecture hours	40	Exam Hours	03
L: T:P	3:0:0	Credits	03

Modules	Course Content	Teaching Hours
Module 1	Basics of Animations-Development: Idea Creation, Evolving a Storyline.  Character Design: The Evolution of 2D Character Design, The Evolution of 3D Character Design, Animation Style, Concept and Environment Design.  Project Financing: Animation Markets, Scheduling and Budgeting, Investment, Marketing, and Distribution Possibilities.	08 Hours
Module 2	<b>Principles of Animation:</b> Key Poses, Breakdowns, and Inbetweens, Timing, Extreme Positions, Arcs and Paths of Action, Holds, Emphasis, Anticipation, Weight and Weighted Movement, Flexibility and Fluid Joint Movement, Overlapping Action, Generic Walks, Walk Cycles, Runs and Run Cycles, Silhouetting, Dialogue and Lip Sync, Laughter, Takes, Eyes and Expressions.	08 Hours
Module 3	<ul> <li>2D Animation Overview: It's All about Pencils and Paper Script, The Tools of the Trade.</li> <li>2D Animation Basics: Keys, In-betweens, and Timing, Dope (Exposure) Sheets and Production Folders, Flipping and Peg Bars, Using Peg Bars.</li> </ul>	08 Hours
Module 4	Visualization Techniques: Data visualization techniques, Information visualization techniques, Scientific visualization techniques, Introduction to visualization software.  Motion Graphics: Introduction to motion graphics, Basic motion graphics techniques, Motion graphics software	08 Hours
Module 5	3D Animation Techniques: Introduction to 3D modelling and animation, Basic 3D modelling techniques, Texturing and lighting, Rigging and animation, Introduction to 3D animation software.  Computer-Generated Imaging: Introduction to computergenerated imaging, 3D rendering techniques, Compositing techniques, Introduction to CGI software	08 Hours

#### **Course Outcome:**

At the end of the course the student will be able to:

- Understand the Basics of Animation techniques.
- Describe principles animation techniques.
- Demonstrate the functions of 2D Animation techniques.
- Apply game theory in real-time animated projects.
- Apply the models of the Game theory problems.

- 1. Sketching for Beginners: Step-by-step Guide to Getting Started with Your Drawing.
- 2. Perspective Made Easy (Dover Art Instruction).
- 3. Roger B Myerson, Game theory: Analysis of Conflict, Harvard University Press, 1997.
- 4. Joel Watson, An Introduction to Game Theory: Strategy, W W Norton and Company.
- 5. Noam Nisan, Tim Roughgarden, Eva Tardos, Vijay V Vazirani, *Algorithmic Game Theory*, Cambridge University Press.
- 6. Richard Williams, The Animator's Survival Kit.
- 7. Ollie Johnston and Frank Thomas, *The Illusion of Life: Disney Animation*.
- 8. Prof. Sham Tickoo, A Comprehensive Guide Learning: Autodesk, Maya 2019.
- 9. Tony White, *Animation from Pencil to Pixels*, Classical Techniques for Digital Animators, Focal Press is an imprint of Elsevier.
- 10. Martin Osborne, *An introduction to game theory*, Oxford University Press, Indian Edition, 2004.