INSTITUTE OF ENGINEERING & TECHNOLOGY

SITAPUR ROAD, LUCKNOW

Evaluation Scheme & Syllabus

For

B.Tech. Third Year

Computer Science and Engineering

(Effective from the Session: 2024-25)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

B.TECH (COMPUTER SCIENCE & ENGINEERING) CURRICULUM STRUCTURE

SEMESTER- V														
S. No.	**Subject Codes**	**Subject**	**Type of Course**	**Periods**			**Evaluation Scheme**				**End Semester**		**Total**	**Credits**
				L	**T**	**P**	**CT**	**TA**	**Total**	**PS**	**TE**	**PE**		
1	ICS501	Database Management System	PC	3	1	0	20	10	30	--	70	--	100	4
2	ICS502	Design and Analysis of Algorithm	PC	3	1	0	20	10	30	--	70		100	4
3	ICS503	Compiler Design	PC	3	1	0	20	10	30	--	70		100	4
4	Program Elective-I	Program Elective Course I	PEC	3	0	0	20	10	30	--	70		100	3
5	Program Elective-II	Program Elective Course II	PEC	3	0	0	20	10	30	--	70		100	3
6	ICS551	Database Management System Lab	PL	0	0	2	--	--	--	50	--	50	100	1
7	ICS552	Design and Analysis of Algorithm Lab	PL	0	0	2	--	--	--	50	--	50	100	1
8	ICS553	Compiler Design Lab	PL	0	0	2	--	--	--	50	--	50	100	1
9	ICS554	Mini Project or Internship Assessment*	PL	0	0	2	--	--	--	100	--	--	100	1
10		MOOCs (Essential for Hons. Degree)												
		Total		**15**	**3**	**8**							**900**	**22**

*The Mini Project or internship (4 weeks) conducted during summer break after IV semester and will be assessed during V semester.

SEMESTER- VI													
Sl. No.	**Subject Codes**	**Subject**	**Type of Course**	**Periods**			**Evaluation Scheme**				**End Semester**		**Total**	**Credits**
				L	**T**	**P**	**CT**	**TA**	**Total**	**PS**	**TE**	**PE**		
1	ICS601	Software Engineering	PC	3	1	0	20	10	30	--	70	--	100	4
2	ICS602	Artificial Intelligence	PC	3	1	0	20	10	30	--	70		100	4
3	ICS603	Computer Networks	PC	3	1	0	20	10	30	--	70		100	4
4	Program Elective-III	Program Elective Course-III	PEC	3	0	0	20	10	30	--	70		100	3
5		Open Elective Elective II	OEC	3	0	0	20	10	30	--	70		100	3
6	ICS651	Software Engineering Lab	PL	0	0	2	--	--	--	50	--	50	100	1
7	ICS652	Artificial Intelligence Lab	PL	0	0	2	--	--	--	50	--	50	100	1
8	ICS653	Computer Networks Lab	PL	0	0	2	--	--	--	50	--	50	100	1
9	ICS654	Seminar/ Startup	PL	0	0	2	--	--	--	100	--	--	100	1
10		MOOCs (Essential for Hons. Degree)												
		Total		**15**	**3**	**8**							**900**	**22**

Program Elective-I

1. ICS051 – Computer Graphics
2. ICS052 - Web Technology and Design
3. IAI051 - Mathematics for AI and Data Science
4. ICS053 - Object Oriented System Design
5. ICS054 – Data Analytics

Program Elective-II

1. ICS055 – Data Compression
2. ICS056 – Image Processing
3. ICS057 - Human Computer Interface
4. ICS058- Cloud Computing
5. ICS059 – Machine Learning Techniques

Program Elective-III

1. ICS061 - Natural Language Processing
2. ICS062 – Distributed System
3. ICS063 –Real Time Systems
4. ICS064 - Application of Soft Computing
5. ICS065 – Big Data

B.TECH. (CSE)

FIFTH SEMESTER (DETAILED SYLLABUS)

ICS 501	Database Management System	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Apply knowledge of database for real life applications.	K_3
CO 2	Apply query processing techniques to automate the real time problems of databases.	K_3, K_4
CO 3	Identify and solve the redundancy problem in database tables using normalization.	K_2, K_3
CO 4	Understand the concepts of transactions, their processing so they will familiar with broad range of database management issues including data integrity, security and recovery.	K_2, K_4
CO 5	Design, develop and implement a small database project using database tools.	K_3, K_5

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.	**08**
II	**Relational data Model and Language:** Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction on SQL: Characteristics of SQL, Advantage of SQL. SQl Data Type and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL	**08**
III	**Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, 8 third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	**08**
IV	**Transaction Processing Concept:** Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System.	**08**
V	**Concurrency Control Techniques:** Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.	**08**

Text books:

1. Korth, Silbertz, Sudarshan," Database Concepts", McGraw Hill
2. Date C J, "An Introduction to Database Systems", Addision Wesley
3. Elmasri, Navathe, " Fundamentals of Database Systems", Addision Wesley
4. O'Neil, Databases, Elsevier Pub.
5. RAMAKRISHNAN" Database Management Systems",McGraw Hill
6. Leon & Leon,"Database Management Systems", Vikas Publishing House
7. Bipin C. Desai, " An Introduction to Database Systems", Gagotia Publications
8. Majumdar & Bhattacharya, "Database Management System", TMH

ICS 502	Design and Analysis of Algorithm	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to understand	
CO 1	Design algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands.	K_4
CO 2	Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate).	K_5
CO 3	Understand the mathematical criterion for deciding whether an algorithm is efficient, and know many practically important problems that do not admit any efficient algorithms.	K_2, K_5
CO 4	Apply classical sorting, searching, optimization and graph algorithms.	K_2, K_4
CO 5	Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.	K_2, K_3
	DETAILED SYLLABUS	**3-1-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** Algorithms, Analyzing Algorithms, Complexity of Algorithms, Growth of Functions, Performance Measurements, Sorting and Order Statistics - Shell Sort, Quick Sort, Merge Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time.	**08**
II	**Advanced Data Structures:** Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps, Tries, Skip List	**08**
III	**Divide and Conquer** with Examples Such as Sorting, Matrix Multiplication, Convex Hull and Searching. **Greedy Methods** with Examples Such as Optimal Reliability Allocation, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms.	**08**
IV	**Dynamic Programming** with Examples Such as Knapsack. All Pair Shortest Paths – Warshal's and Floyd's Algorithms, Resource Allocation Problem. Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.	**08**
V	**Selected Topics:** Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms	**08**

Text books:

1. Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.
2. E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms",
3. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.
4. LEE "Design & Analysis of Algorithms (POD)",McGraw Hill
5. Richard E.Neapolitan "Foundations of Algorithms" Jones & Bartlett Learning
6. Jon Kleinberg and Éva Tardos, Algorithm Design, Pearson, 2005.
7. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.
8. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997
9. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.
10. Harsh Bhasin,"Algorithm Design and Analysis",First Edition,Oxford University Press.
11. Gilles Brassard and Paul Bratley, Algorithmics:Theory and Practice,Prentice Hall,1995.

ICS 503	Compiler Design	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Acquire knowledge of different phases and passes of the compiler and also able to use the compiler tools like LEX, YACC, etc. Students will also be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.	K_3, K_5
CO 2	Understand the parser and its types i.e. Top-Down and Bottom-up parsers and construction of LL, SLR, CLR, and LALR parsing table.	K_2, K_5
CO 3	Implement the compiler using syntax-directed translation method and get knowledge about the synthesized and inherited attributes.	K_4, K_5
CO 4	Acquire knowledge about run time data structure like symbol table organization and different techniques used in that.	K_2, K_3
CO 5	Understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.	K_2, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Compiler**: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.	**08**
II	**Basic Parsing Techniques:** Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.	**08**
III	**Syntax-directed Translation:** Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.	**08**
IV	**Symbol Tables**: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.	**08**
V	**Code Generation:** Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.	**08**

Text books:

1. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education
2. K. Muneeswaran,Compiler Design,First Edition,Oxford University Press
3. J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, McGraw-Hill,2003.
4. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.
5. V Raghvan, " Principles of Compiler Design", McGraw-Hill,
6. Kenneth Louden," Compiler Construction", Cengage Learning.
7. Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

ICS 051	Computer Graphics	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand the graphics hardware used in field of computer graphics.	K_2
CO 2	Understand the concept of graphics primitives such as lines and circle based on different algorithms.	K_2, K_4
CO 3	Apply the 2D graphics transformations, composite transformation and Clipping concepts.	K_4
CO 4	Apply the concepts of and techniques used in 3D computer graphics, including viewing transformations.	K_2, K_3
CO 5	Perform the concept of projections, curve and hidden surfaces in real life.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction and Line Generation:** Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.	**08**
II	**Transformations:** Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing. **Windowing and Clipping:** Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping	**08**
III	**Three Dimensional:** 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3- D viewing, projections, 3-D Clipping.	**08**
IV	**Curves and Surfaces:** Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.	**08**
V	**Hidden Lines and Surfaces:** Back Face Detection algorithm, Depth buffer method, A-buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.	**08**

Text books:

1. Donald Hearn and M Pauline Baker, "Computer Graphics C Version", Pearson Education
2. Foley, Vandam, Feiner, Hughes – "Computer Graphics principle", Pearson Education.
3. Rogers, " Procedural Elements of Computer Graphics", McGraw Hill
4. W. M. Newman, R. F. Sproull – "Principles of Interactive computer Graphics" – McGraw Hill.
5. Amrendra N Sinha and Arun D Udai," Computer Graphics", McGraw Hill.
6. R.K. Maurya, "Computer Graphics " Wiley Dreamtech Publication.
7. Mukherjee, Fundamentals of Computer graphics & Multimedia, PHI Learning Private Limited.
8. Donald Hearn and M Pauline Baker, "Computer Graphics with Open GL", Pearson education

ICS 052	Web Technology and Design	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Explain web development Strategies and Protocols governing Web.	K_1, K_3
CO 2	Design web pages using HTML, XML, CSS and JavaScript.	K_1, K_2
CO 3	Design interactive web applications using Servlets and JSP, react js	K_2, K_4
CO 4	Understand the basic concept of full stack development and its application.	K_2, K_3
CO 5	Introduce basics concept of Web Hosting and apply the concept of SEO	K_2, K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Basic principles involved in designing and developing a website; Introduction to WWW-clients, servers, browsers editors; internet addressing, inetaddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.	**08**
II	**Client-Side Technologies:** HTML, XML, CSS, Java Script, JSON; Web scripting framework-AngularJS/ReactJS/AJAX	**08**
III	**Server-Side Languages & Technologies:** Java, Python, PHP, JSP, Servlet, EJB; Web framework-ExpressJS/NodeJS/Django/Flask; Database & server- MongoDB, Oracle, JDBC, connecting to a database using JDBC, Apache tomcat server, WAMP Server	**08**
IV	**Major Web Applications:** MERN stack, full stack, MEAN stack; Full stack development with MongoDB; Devops principles	**08**
V	**Web Hosting:** Web Hosting Basics, Types of Hosting Packages, registering domains, Defining Name Servers, Using Control Panel, Creating Emails in Cpanel, Using FTP Client, Maintaining a website.	**08**

Text Books:

1. Web Design, Joel Sklar, Cengage Learning Publishing
2. Developing Web Applications, Ralph Moseley, and M. T. Savaliya, Wiley-India
3. Web Technologies, Uttam K Roy, Oxford University Press
4. The Complete Reference PHP – Steven Holzner, Tata McGraw-Hill
5. Herbert Schieldt, "The Complete Reference:Java", TMH.
6. Hans Bergsten, "Java Server Pages", SPD O'Reilly
7. Margaret Levine Young, "The Complete Reference Internet", TMH
8. Naughton, Schildt, "The Complete Reference JAVA2", TMH
9. Balagurusamy E, "Programming in JAVA", TMH
10. Burdman, Jessica, "Collaborative Web Development" Addison Wesley
11. Xavier, C, "Web Technology and Design", New Age International
12. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication
13. Vasan Subramanian,"Pro MERN Stack" Apress publication

IAI 051	Mathematics for AI and Data Science	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand and apply the probability distributions, random number generation and density estimations to perform analysis of various kinds of data	K_2, K_4, K_5
CO 2	Understand and manipulate data, design and perform simple Monte Carlo experiments, and be able to use resampling methods	K_5
CO 3	Perform statistical analysis on variety of data	K_2, K_5
CO 4	Perform appropriate statistical tests using R and visualize the outcome	K_2, K_4
CO 5	Discuss the results obtained from their analyses after creating customized graphical and numerical summaries	K_2, K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Descriptive Statistics:** Diagrammatic representation of data, measures of central tendency, measures of dispersion, measures of skewness and kurtosis, correlation, inference procedure for correlation coefficient, bivariate correlation, multiple correlations, linear regression and its inference procedure, multiple regression. **Probability:** Measures of probability, conditional probability, independent event, Bayes' theorem, random variable, discrete and continuous probability distributions, expectation and variance, markov inequality, chebyshev's inequality, central limit theorem.	**08**
II	**Inferential Statistics:** Sampling & Confidence Interval, Inference & Significance. Estimation and Hypothesis Testing, Goodness of fit, Test of Independence, Permutations and Randomization Test, t-test/z-test (one sample, independent, paired), ANOVA, chi-square. **Linear Methods for Regression Analysis:** multiple regression analysis, orthogonalization by Householder transformations (QR); singular value decomposition (SVD); linear dimension reduction using principal component analysis (PCA).	**08**
III	**Pseudo-Random Numbers:** Random number generation, Inverse-transform, acceptance-rejection, transformations, multivariate probability calculations. **Monte Carlo Integration:** Simulation and Monte Carlo integration, variance reduction, Monte Carlo hypothesis testing, antithetic variables/control variates, importance sampling, stratified sampling Markov chain Monte Carlo (McMC): Markov chains; Metropolis-Hastings algorithm; Gibbs sampling; convergence	**08**
IV	**Vector Spaces-** Vector Space, Subspace , Linear Combination, Linear Independence, Basis, Dimension, Finding a Basis of a Vector Space , Coordinates, Change of Basis **Inner Product Spaces-** Inner Product, Length, Orthogonal Vectors, Triangle Inequality, Cauchy-Schwarz Inequality, Orthonormal (Orthogonal) Basis, Gram-Schmidt Process	**08**
V	**Linear Transformations**- Linear Transformations and Matrices for Linear Transformation, Kernel and Range of a Linear Transformations, Change of Basis **Eigenvalues and Eigenvectors**- Definition of Eigenvalue and Eigenvector, Diagonalization , Symmetric Matrices and Orthogonal Diagonalization	**08**

Text Books:

1. S.C. Gupta & V.K. Kapoor, "Fundamentals of Mathematical Statistics", Sultan Chand & Sons
2. Sheldon M. Ross, "Introduction to Probability and Statistics for Engineers and Scientists", Academic Press.
3. Dudewicz, E.J., Mishra, S.N., "Modern Mathematical Statistics", Willy
4. Purohit S. G., Gore S. D., Deshmukh S. K., "Statistics using R, Narosa
5. Rizzo, M. L., "Statistical Computing with R", Boca Raton, FL: Chapman & Hall/CRC Press
6. Normal Maltoff, The Art of R programming, William

7. Dalgaard, Peter, “Introductory statistics with R”, Springer Science & Business Media
8. M. D. Ugarte, A. F. Militino, A. T. Arnholt, “Probability and Statistics with R”, CRC Press
9. Kundu, D. and Basu, A., “Statistical computing – existing methods and recent developments”, Narosa
10. Gentle, James E., Härdle, Wolfgang Karl, Mori, Yuich, “Handbook of Computational Statistics”, Springer
11. Givens and Hoeting, “Computational Statistics”, Wiley Series in Prob. and Statistics
12. Elementary Linear Algebra by Ron Larson, 8th edition, Cengage Learning, 2017

ICS 053	Object Oriented System Design	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand the application development and analyze the insights of object oriented programming to implement application	K_2, K_4
CO 2	Understand, analyze and apply the role of overall modeling concepts (i.e. System, structural)	K_2, K_3
CO 3	Understand, analyze and apply oops concepts (i.e. abstraction, inheritance)	K_2, K_3, K_4
CO 4	Understand the basic concepts of C++ to implement the object oriented concepts	K_2, K_3
CO 5	To understand the object oriented approach to implement real world problem.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modelling, principles of modelling, object oriented modelling, Introduction to UML, conceptual model of the UML, Architecture.	**08**
II	**Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams. Class &Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams. **Collaboration Diagrams:** Terms, Concepts, depicting a message, polymorphism in collaboration Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call-back mechanism, broadcast messages. **Basic Behavioural Modeling:** Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams.	**08**
III	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. **Structured analysis and structured design (SA/SD),** Jackson Structured Development (JSD).Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation. **Object oriented programming style:** reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.	**08**
IV	**C++ Basics :** Overview, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures **C++ Functions :** Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions	**08**
V	**Objects and Classes :** Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion. Inheritance : Concept of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class **Polymorphism :** Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism	**08**

Text Books:

1. James Rumbaugh et. al, “Object Oriented Modeling and Design”, Pearson Education
2. Grady Booch, James Rumbaugh, Ivar Jacobson, “The Unified Modeling Language User Guide”, Pearson Education
3. Object Oriented Programming With C++, E Balagurusamy, McGraw Hill.
4. C++ Programming, Black Book, Steven Holzner, Dreamtech
5. Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia
6. Object Oriented Programming with ANSI and Turbo C++, Ashok Kamthane, Pearson
7. The Compete Reference C++, Herbert Schlitz, McGraw Hill.

ICS 054	Data Analytics	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to :		
CO 1	Describe the life cycle phases of Data Analytics through discovery, planning and building.	K1,K2
CO 2	Understand and apply Data Analysis Techniques.	K2, K3
CO 3	Implement various Data streams.	K3
CO 4	Understand item sets, Clustering, frame works & Visualizations.	K2
CO 5	Apply R tool for developing and evaluating real time applications.	K3,K5,K6

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Data Analytics:** Sources and nature of data, classification of data (structured, semi-structured, unstructured), characteristics of data, introduction to Big Data platform, need of data analytics, evolution of analytic scalability, analytic process and tools, analysis vs reporting, modern data analytic tools, applications of data analytics. **Data Analytics Lifecycle:** Need, key roles for successful analytic projects, various phases of data analytics lifecycle – discovery, data preparation, model planning, model building, communicating results, operationalization.	**08**
II	**Data Analysis:** Regression modeling, multivariate analysis, Bayesian modeling, inference and Bayesian networks, support vector and kernel methods, analysis of time series: linear systems analysis & nonlinear dynamics, rule induction, neural networks: learning and generalisation, competitive learning, principal component analysis and neural networks, fuzzy logic: extracting fuzzy models from data, fuzzy decision trees, stochastic search methods.	**08**
III	**Mining Data Streams:** Introduction to streams concepts, stream data model and architecture, stream computing, sampling data in a stream, filtering streams, counting distinct elements in a stream, estimating moments, counting oneness in a window, decaying window, Real-time Analytics Platform (RTAP) applications, Case studies – real time sentiment analysis, stock market predictions.	**08**
IV	**Frequent Itemsets and Clustering:** Mining frequent itemsets, market based modelling, Apriori algorithm, handling large data sets in main memory, limited pass algorithm, counting frequent itemsets in a stream, clustering techniques: hierarchical, K-means, clustering high dimensional data, CLIQUE and ProCLUS, frequent pattern based clustering methods, clustering in non-euclidean space, clustering for streams and parallelism.	**08**
V	**Frame Works and Visualization:** MapReduce, Hadoop, Pig, Hive, HBase, MapR, Sharding, NoSQL Databases, S3, Hadoop Distributed File Systems, Visualization: visual data analysis techniques, interaction techniques, systems and applications. **Introduction to R** - R graphical user interfaces, data import and export, attribute and data types, descriptive statistics, exploratory data analysis, visualization before analysis, analytics for unstructured data.	**08**

Text books:

1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer
2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press.
3. Bill Franks, Taming the Big Data Tidal wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, John Wiley & Sons.
4. John Garrett, Data Analytics for IT Networks : Developing Innovative Use Cases, Pearson Education
5. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business

Intelligence and Analytic Trends for Today's Businesses", Wiley
6. David Dietrich, Barry Heller, Beibei Yang, “Data Science and Big Data Analytics”, EMC Education Series,John Wiley
7. Frank J Ohlhorst, “Big Data Analytics: Turning Big Data into Big Money”, Wiley and SAS Business Series
8. Colleen Mccue, “Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis”,Elsevier
9. Michael Berthold, David J. Hand,” Intelligent Data Analysis”, Springer
10. Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, “Understanding Big Data: Analytics for Enterprise ClassHadoop and Streaming Data”, McGraw Hill
11. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer
12. Mark Gardner, “Beginning R: The Statistical Programming Language”, Wrox Publication
13. Pete Warden, Big Data Glossary, O’Reilly
14. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons
15. Pete Warden, Big Data Glossary, O’Reilly.

ICS 055	Data Compression	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the evolution and fundamental concepts of Data Compression and Coding Techniques.	K_1, K_2
CO 2	Apply and compare different static coding techniques (Huffman & Arithmetic coding) for text compression.	K_2, K_3
CO 3	Apply and compare different dynamic coding techniques (Dictionary Technique) for text compression.	K_2, K_3
CO 4	Evaluate the performance of predictive coding technique for Image Compression.	K_2, K_3
CO 5	Apply and compare different Quantization Techniques for Image Compression.	K_2,K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.	**08**
II	The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.	**08**
III	Coding a sequence, Generating a binary code, Comparison of Binary and Huffman coding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Moveto- front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markoy Compression.	**08**
IV	Distortion criteria, Models, Scalar Ouantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.	**08**
V	Advantages of Vector Quantization over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured VectorQuantizers.	**08**

Text books:

1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers
2. Elements of Data Compression,Drozdek, Cengage Learning
3. Introduction to Data Compression, Second Edition, Khalid Sayood,The Morgan aufmann Series
4. Data Compression: The Complete Reference 4th Edition byDavid Salomon, Springer
5. Text Compression1st Edition by Timothy C. Bell Prentice Hall

ICS 056	Image Processing	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able:	
CO 1	Explain the basic concepts of two-dimensional signal acquisition, sampling, quantization and color model.	K_1, K_2
CO 2	Apply image processing techniques for image enhancement in both the spatial and frequency domains.	K_2, K_3
CO 3	Apply and compare image restoration techniques in both spatial and frequency domain.	K_2, K_3
CO 4	Compare edge based and region based segmentation algorithms for ROI extraction.	K_3, K_4
CO 5	Explain compression techniques and descriptors for image processing.	K_2, K_3
	DETAILED SYLLABUS	**3-0-0**

Unit	Topic	Proposed Lecture
I	**DIGITAL IMAGE FUNDAMENTALS:** Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels – Color image fundamentals – RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms – DFT, DCT.	**08**
II	**IMAGE ENHANCEMENT:** Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.	**08**
III	**IMAGE RESTORATION:** Image Restoration – degradation model, Properties, Noise models – Mean Filters – Order Statistics– Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering	**08**
IV	**IMAGE SEGMENTATION:** Edge detection, Edge linking via Hough transform – Thresholding – Region based segmentation – Region growing – Region splitting and merging – Morphological processing-erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.	**08**
V	**IMAGE COMPRESSION AND RECOGNITION:** Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture – Patterns and Pattern classes – Recognition based on matching.	**08**

Text books:

1. Rafael C. Gonzalez, Richard E. Woods,Digital Image Processing Pearson, Third Edition, 2010
2. Anil K. Jain,Fundamentals of Digital Image Processing Pearson, 2002.
3. Kenneth R. Castleman,Digital Image Processing Pearson, 2006.
4. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins,Digital Image Processing using MATLAB Pearson Education, Inc., 2011.
5. D,E. Dudgeon and RM. Mersereau,Multidimensional Digital Signal Processing Prentice Hall Professional Technical Reference, 1990.
6. William K. Pratt,Digital Image Processing John Wiley, New York, 2002
7. Milan Sonka et al Image processing, analysis and machine vision Brookes/Cole, Vikas Publishing House, 2nd edition, 1999

ICS 057	Human Computer Interface	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to	
CO 1	Understand and analyze the common methods in the user-centered design process and the appropriateness of individual methods for a given problem.	K_2, K_4
CO 2	Apply , adapt and extend classic design standards, guidelines, and patterns.	K_3, K_5
CO 3	Employ selected design methods and evaluation methods at a basic level of competence.	K_4, K_5
CO 4	Build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes.	K_4, K_5
CO 5	Demonstrate sufficient theory of human computer interaction, experimental methodology and inferential statistics to engage with the contemporary research literature in interface technology and design.	K_3, K_4
	DETAILED SYLLABUS	**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Importance of user Interface – definition, importance of 8 good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	**08**
II	**Design process:** Human interaction with computers, importance of 8 human characteristics human consideration, Human interaction speeds, understanding business junctions. III Screen Designing : Design goals – Scre	**08**
III	**Screen Designing :** Design goals – Screen planning and purpose, 8 organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.	**08**
IV	**Windows :** New and Navigation schemes selection of window, 8 selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	**08**
V	**Software tools :** Specification methods, interface – Building Tools. 8 Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.	**08**

Text books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale Human Computer Interaction, 3rd Edition Prentice Hall, 2004.
2. Jonathan Lazar Jinjuan Heidi Feng, Harry Hochheiser, Research Methods in HumanComputer Interaction, Wiley, 2010.
3. Ben Shneiderman and Catherine Plaisant Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition, pp. 672, ISBN 0- 321-53735-1, March 2009), Reading, MA: Addison-Wesley Publishing Co.

ICS 058	Cloud Computing	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Describe architecture and underlying principles of cloud computing.	K_3
CO 2	Explain need, types and tools of Virtualization for cloud.	K_3, K_4
CO 3	Describe Services Oriented Architecture and various types of cloud services.	K_2, K_3
CO 4	Explain Inter cloud resources management cloud storage services and their providers Assess security services and standards for cloud computing.	K_2, K_4
CO 5	Analyze advanced cloud technologies.	K_3, K_6

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction To Cloud Computing:** Definition of Cloud – Evolution of Cloud Computing – Underlying Principles of Parallel and Distributed Computing – Cloud Characteristics – Elasticity in Cloud – On-demand Provisioning.	**08**
II	**Cloud Enabling Technologies Service Oriented Architecture:** REST and Systems of Systems – Web Services – Publish, Subscribe Model – Basics of Virtualization – Types of Virtualization – Implementation Levels of Virtualization – Virtualization Structures – Tools and Mechanisms – Virtualization of CPU – Memory – I/O Devices –Virtualization Support and Disaster Recovery.	**08**
III	**Cloud Architecture, Services And Storage:** Layered Cloud Architecture Design – NIST Cloud Computing Reference Architecture – Public, Private and Hybrid Clouds – laaS – PaaS – SaaS – Architectural Design Challenges – Cloud Storage – Storage-as-a-Service – Advantages of Cloud Storage – Cloud Storage Providers – S3.	**08**
IV	**Resource Management And Security In Cloud:** Inter Cloud Resource Management – Resource Provisioning and Resource Provisioning Methods – Global Exchange of Cloud Resources – Security Overview – Cloud Security Challenges – Software-as-a-Service Security – Security Governance – Virtual Machine Security – IAM – Security Standards.	**08**
V	**Cloud Technologies And Advancements Hadoop:** MapReduce – Virtual Box — Google App Engine – Programming Environment for Google App Engine — Open Stack – Federation in the Cloud – Four Levels of Federation – Federated Services and Applications – Future of Federation.	**08**

Text books:

1. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, "Distributed and Cloud Computing, From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2012.
2. Rittinghouse, John W., and James F. Ransome, ―Cloud Computing: Implementation, Management and Security, CRC Press, 2017.
3. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, ―Mastering Cloud Computing, Tata Mcgraw Hill, 2013.
4. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing – A Practical Approach, Tata Mcgraw Hill, 2009.
5. George Reese, "Cloud Application Architectures: Building Applications and Infrastructure in the Cloud: Transactional Systems for EC2 and Beyond (Theory in Practice), O'Reilly, 2009.

ICS 059	Machine Learning Techniques	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:		
CO 1	To understand the need for machine learning for various problem solving	K_1 , K_2
CO 2	To understand a wide variety of learning algorithms and how to evaluate models generated from data	K_1 , K_3
CO 3	To understand the latest trends in machine learning	K_2 , K_3
CO 4	To design appropriate machine learning algorithms and apply the algorithms to a real-world problems	K_4 , K_6
CO 5	To optimize the models learned and report on the expected accuracy that can be achieved by applying the models	K_4, K_5
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**INTRODUCTION** – Learning, Types of Learning, Well defined learning problems, Designing a Learning System, History of ML, Introduction of Machine Learning Approaches – (Artificial Neural Network, Clustering, Reinforcement Learning, Decision Tree Learning, Bayesian networks, Support Vector Machine, Genetic Algorithm), Issues in Machine Learning and Data Science Vs Machine Learning;	**08**
II	**REGRESSION:** Linear Regression and Logistic Regression **BAYESIAN LEARNING -** Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm. **SUPPORT VECTOR MACHINE:** Introduction, Types of support vector kernel – (Linear kernel, polynomial kernel,and Gaussiankernel), Hyperplane – (Decision surface), Properties of SVM, and Issues in SVM.	**08**
III	**DECISION TREE LEARNING** - Decision tree learning algorithm, Inductive bias, Inductive inference with decision trees, Entropy and information theory, Information gain, ID-3 Algorithm, Issues in Decision tree learning. **INSTANCE-BASED LEARNING** – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning.	**08**
IV	**ARTIFICIAL NEURAL NETWORKS** – Perceptron's, Multilayer perceptron, Gradient descent and the Delta rule, Multilayer networks, Derivation of Backpropagation Algorithm, Generalization, Unsupervised Learning – SOM Algorithm and its variant; **DEEP LEARNING** - Introduction,concept of convolutional neural network , Types of layers – (Convolutional Layers , Activation function , pooling , fully connected) , Concept of Convolution (1D and 2D) layers, Training of network, Case study of CNN *for e.g.* on Diabetic Retinopathy, Building a smart speaker, Self-deriving car etc.	**08**
V	**REINFORCEMENT LEARNING**–Introduction to Reinforcement Learning , Learning Task,Example of Reinforcement Learning in Practice, Learning Models for Reinforcement – (Markov Decision process , Q Learning - Q Learning function, Q Learning Algorithm), Application of Reinforcement Learning,Introduction to Deep Q Learning. **GENETIC ALGORITHMS:** Introduction, Components, GA cycle of reproduction, Crossover, Mutation, Genetic Programming, Models of Evolution and Learning, Applications.	**08**

Text books:

1. Tom M. Mitchell, ―Machine Learning, McGraw-Hill Education (India) Private Limited, 2013.
2. Ethem Alpaydin, ―Introduction to Machine Learning (Adaptive Computation and Machine Learning), The MIT Press 2004.
3. Stephen Marsland, ―Machine Learning: An Algorithmic Perspective, CRC Press, 2009.
4. Bishop, C., Pattern Recognition and Machine Learning. Berlin: Springer-Verlag.
5. M. Gopal, "Applied Machine Learning", McGraw Hill Education

ICS-551	Database Management Systems Lab	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand and apply oracle 11 g products for creating tables, views, indexes, sequences and other database objects.	K_2, K_4
CO 2	Design and implement a database schema for company data base, banking data base, library information system, payroll processing system, student information system.	K_3, K_5
CO 3	Write and execute simple and complex queries using DDL, DML, DCL and TCL	K_4, K_5
CO 4	Write and execute PL/SQL blocks, procedure functions, packages and triggers, cursors.	K_4, K_5
CO 5	Enforce entity integrity, referential integrity, key constraints, and domain constraints on database.	K_3, K_4

DETAILED SYLLABUS

1. Installing oracle/ MYSQL
2. Creating Entity-Relationship Diagram using case tools.
3. Writing SQL statements Using ORACLE /MYSQL:
   a) Writing basic SQL SELECT statements.
   b) Restricting and sorting data.
   c) Displaying data from multiple tables.
   d) Aggregating data using group function.
   e) Manipulating data.
   f) Creating and managing tables.
4. Normalization
5. Creating cursor
6. Creating procedure and functions
7. Creating packages and triggers
8. Design and implementation of payroll processing system
9. Design and implementation of Library Information System
10. Design and implementation of Student Information System
11. Automatic Backup of Files and Recovery of Files
12. Mini project (Design & Development of Data and Application) for following :
    a) Inventory Control System.
    b) Material Requirement Processing.
    c) Hospital Management System.
    d) Railway Reservation System.
    e) Personal Information System.
    f) Web Based User Identification System.
    g) Timetable Management System.
    h) Hotel Management System

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner. It is also suggested that open source tools should be preferred to conduct the lab (MySQL , SQL server, Oracle ,MongoDB ,Cubrid , MariaDB etc.).

ICS-552	Design and Analysis of Algorithm Lab	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Implement algorithm to solve problems by iterative approach.	K_2, K_4
CO 2	Implement algorithm to solve problems by divide and conquer approach	K_3, K_5
CO 3	Implement algorithm to solve problems by Greedy algorithm approach.	K_4, K_5
CO 4	Implement algorithm to solve problems by Dynamic programming, backtracking, branch and bound approach.	K_4, K_5
CO 5	Implement algorithm to solve problems by branch and bound approach.	K_3, K_4

DETAILED SYLLABUS

1. Program for Recursive Binary & Linear Search.
2. Program for Heap Sort.
3. Program for Merge Sort.
4. Program for Selection Sort.
5. Program for Insertion Sort.
6. Program for Quick Sort.
7. Knapsack Problem using Greedy Solution
8. Perform Travelling Salesman Problem
9. Find Minimum Spanning Tree using Kruskal's Algorithm
10. Implement N Queen Problem using Backtracking
11. Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.
12. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of n> 5000, and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.
13. Implement , the 0/1 Knapsack problem using
    (a) Dynamic Programming method (b) Greedy method.
14. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
15. Find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program.
16. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.
17. Write programs to (a) Implement All-Pairs Shortest Paths problem using Floyd's algorithm.
    (b) Implement Travelling Sales Person problem using Dynamic programming.
18. Design and implement to find a subset of a given set S = {Sl, S2,.....,Sn} of n positive integers whose SUM is equal to a given positive integer d. For example, if S ={1, 2, 5, 6, 8} and d= 9, there are two solutions {1,2,6}and {1,8}. Display a suitable message, if the given problem instance doesn't have a solution.
19. Design and implement to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner. It is also suggested that open source tools should be preferred to conduct the lab (C, C++ etc.).

ICS 553	Compiler Design Lab	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to:	
CO 1	Identify patterns, tokens & regular expressions for lexical analysis.	K_2, K_4
CO 2	Design Lexical analyser for given language using C and LEX /YACC tools	K_3, K_5
CO 3	Design and analyze top down and bottom up parsers.	K_4, K_5
CO 4	Generate the intermediate code	K_4, K_5
CO 5	Generate machine code from the intermediate code forms	K_3, K_4

DETAILED SYLLABUS

1. Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.
2. Implementation of Lexical Analyzer using Lex Tool
3. Generate YACC specification for a few syntactic categories.
   a) Program to recognize a valid arithmetic expression that uses operator +, – , * and /.
   b) Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.
   c) Implementation of Calculator using LEX and YACC
   d) Convert the BNF rules into YACC form and write code to generate abstract syntax tree
4. Write program to find ε – closure of all states of any given NFA with ε transition.
5. Write program to convert NFA with ε transition to NFA without ε transition.
6. Write program to convert NFA to DFA
7. Write program to minimize any given DFA.
8. Develop an operator precedence parser for a given language.
9. Write program to find Simulate First and Follow of any given grammar.
10. Construct a recursive descent parser for an expression.
11. Construct a Shift Reduce Parser for a given language.
12. Write a program to perform loop unrolling.
13. Write a program to perform constant propagation.
14. Implement Intermediate code generation for simple expressions.
15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner. It is also suggested that open source tools should be preferred to conduct the lab (C, C++ , Lex or Flex and YACC tools (Unix/Linux utilities)etc.).

ICS 601	Software Engineering	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course, the student will be able to		
CO 1	Explain various software characteristics and analyze different software Development Models.	K_1, K_2
CO 2	Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards.	K_1, K_2
CO 3	Compare and contrast various methods for software design	K_2, K_3
CO 4	Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing.	K_3
CO 5	Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.	K_5

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	**08**
II	**Software Requirement Specifications (SRS):** Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	**08**
III	**Software Design:** Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	**08**
IV	**Software Testing:** Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom- Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	**08**
V	**Software Maintenance and Software Project Management:** Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts,	**08**

	Schedule/Duration, Constructive Cost Models (COCOMO), Resource Allocation Models, Software Risk Analysis and Management.	

Text books:

1. RS Pressman, Software Engineering: A Practitioners Approach, McGraw Hill.
2. Pankaj Jalote, Software Engineering, Wiley
3. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.
4. KK Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers.
5. Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication.
6. Ian Sommerville, Software Engineering, Addison Wesley.
7. Kassem Saleh, “Software Engineering”, Cengage Learning.
8. P fleeger, Software Engineering, Macmillan Publication

ICS 602	Artificial Intelligence	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Understand the basics of the theory and practice of Artificial Intelligence as a discipline and about intelligent agents.	K_2
CO 2	Understand search techniques and gaming theory.	K_2, K_3
CO 3	The student will learn to apply knowledge representation techniques and problem solving strategies to common AI applications.	K_3 , K_4
CO 4	Student should be aware of techniques used for classification and clustering.	K_2 , K_3
CO 5	Student should aware of basics of pattern recognition and steps required for it.	K_2 , K_4
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**INTRODUCTION :** Introduction–Definition – Future of Artificial Intelligence – Characteristics of Intelligent Agents–Typical Intelligent Agents – Problem Solving Approach to Typical AI problems.	**08**
II	**PROBLEM SOLVING METHODS** Problem solving Methods – Search Strategies- Uninformed – Informed – Heuristics – Local Search Algorithms and Optimization Problems – Searching with Partial Observations – Constraint Satisfaction Problems – Constraint Propagation – Backtracking Search – Game Playing – Optimal Decisions in Games – Alpha – Beta Pruning – Stochastic Games	**08**
III	**KNOWLEDGE REPRESENTATION** First Order Predicate Logic – Prolog Programming – Unification – Forward Chaining-Backward Chaining – Resolution – Knowledge Representation – Ontological Engineering-Categories and Objects – Events – Mental Events and Mental Objects – Reasoning Systems for Categories – Reasoning with Default Information	**08**
IV	**SOFTWARE AGENTS** Architecture for Intelligent Agents – Agent communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent systems.	**08**
V	**APPLICATIONS** AI applications – Language Models – Information Retrieval- Information Extraction – Natural Language Processing – Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning – Moving	**08**

Text books:

1. S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Third Edition, 2009.
2. I. Bratko, ―Prolog: Programming for Artificial Intelligence, Fourth edition, Addison-Wesley Educational Publishers Inc., 2011.
3. M. Tim Jones, ―Artificial Intelligence: A Systems Approach(Computer Science), Jones and Bartlett Publishers, Inc.; First Edition, 2008
4. Nils J. Nilsson, ―The Quest for Artificial Intelligence, Cambridge University Press, 2009.
5. William F. Clocksin and Christopher S. Mellish, Programming in Prolog: Using the ISO Standard‖, Fifth Edition, Springer, 2003.
6. Gerhard Weiss, ―Multi Agent Systems, Second Edition, MIT Press, 2013.
7. David L. Poole and Alan K. Mackworth, ―Artificial Intelligence: Foundations of Computational Agents, Cambridge University Press, 2010.

ICS- 603	Computer Networks	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO1	Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data transmission	K_1,K_2
CO2	Apply channel allocation, framing, error and flow control techniques.	K_3
CO3	Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism.	K_2,K_3
CO4	Explain the different Transport Layer function i.e. Port addressing, Connection Management, Error control and Flow control mechanism.	K_2,K_3
CO5	Explain the functions offered by session and presentation layer and their Implementation.	K_2,K_3
CO6	Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN.	K_2
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introductory Concepts**: Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, Network structure and architecture (layering principles, services, protocols and standards), The OSI reference model, TCP/IP protocol suite, Network devices and components. **Physical Layer:** Network topology design, Types of connections, Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing.	**08**
II	**Link layer:** Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges (learning bridge and spanning tree algorithms).	**08**
III	**Network Layer:** Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.	**08**
IV	**Transport Layer:** Process-to-process delivery, Transport layer protocols (UDP and TCP), Multiplexing, Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.	**08**
V	**Application Layer:** Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, Cryptography – basic concepts.	**08**

Text books:

1. Behrouz Forouzan, "Data Communication and Networking", McGraw Hill
2. Andrew Tanenbaum "Computer Networks", Prentice Hall.
3. William Stallings, "Data and Computer Communication", Pearson.
4. Kurose and Ross, "Computer Networking- A Top-Down Approach", Pearson.
5. Peterson and Davie, "Computer Networks: A Systems Approach", Morgan Kaufmann
6. W. A. Shay, "Understanding Communications and Networks", Cengage Learning.
7. D. Comer, "Computer Networks and Internets", Pearson.
8. Behrouz Forouzan, "TCP/IP Protocol Suite", McGraw Hill.

ICS 061	Natural Language Processing	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	To learn the fundamentals of natural language processing	K_1 , K_2
CO 2	To understand the use of CFG and PCFG in NLP	K_1 , K_2
CO 3	To understand the role of semantics of sentences and pragmatic	K_2
CO 4	To introduce speech production and related parameters of speech.	K_1 , K_2
CO 5	To show the computation and use of techniques such as short time fourier transform, linear predictive coefficients and other coefficients in the analysis of speech.	K_3, K_4
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM – Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance **Word Level Analysis :** Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part-of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.	**08**
II	**Syntactic Analysis:** Context Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing – Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs – Feature structures, Unification of feature structures.	**08**
III	**Semantics and Pragmatics:** Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, Selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.	**08**
IV	**Basic Concepts of Speech Processing:** Speech Fundamentals: Articulatory Phonetics – Production And Classification of Speech Sounds; Acoustic Phonetics – Acoustics of Speech Production; Review of Digital Signal Processing Concepts; Short-Time Fourier Transform, Filter-Bank And LPC Methods.	**08**
V	**Speech-Analysis**: Features, Feature Extraction And Pattern Comparison Techniques: Speech Distortion Measures– Mathematical And Perceptual – Log–Spectral Distance, Cepstral Distances, Weighted Cepstral Distances And Filtering, Likelihood Distortions, Spectral Distortion Using A Warped Frequency Scale, LPC, PLP And MFCC Coefficients, Time Alignment And Normalization – Dynamic Time Warping, Multiple Time – Alignment Paths. **Speech Modeling**: Hidden Markov Models: Markov Processes, HMMs – Evaluation, Optimal State Sequence – Viterbi Search, Baum-Welch Parameter Re-Estimation, Implementation Issues.	**08**

Note:
It is advised that student should take practical assignments involving word analysis/ generation etc. and LLMs.

Text books:

1. Daniel Jurafsky, James H. Martin—Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech, Pearson Publication, 2014.
2. Steven Bird, Ewan Klein and Edward Loper, —Natural Language Processing with Python, First Edition, OReilly Media, 2009.
3. Lawrence Rabiner And Biing-Hwang Juang, "Fundamentals Of Speech Recognition", Pearson Education, 2003.
4. Daniel Jurafsky And James H Martin, "Speech And Language Processing – An Introduction To Natural Language Processing, Computational Linguistics, And Speech Recognition", Pearson Education, 2002.
5. Frederick Jelinek, "Statistical Methods Of Speech Recognition", MIT Press, 1997.
6. Breck Baldwin, —Language Processing with Java and LingPipe Cookbook, Atlantic Publisher, 2015.
7. Richard M Reese, —Natural Language Processing with Java, OReilly Media, 2015.
8. Nitin Indurkhya and Fred J. Damerau, —Handbook of Natural Language Processing, Second Edition, Chapman and Hall/CRC Press, 2010.
9. Tanveer Siddiqui, U.S. Tiwary, —Natural Language Processing and Information Retrieval, Oxford University Press, 2008.

ICS 062	Distributed System	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To provide hardware and software issues in modern distributed systems.	K_1 , K_2
CO 2	To get knowledge in distributed architecture, naming, synchronization, consistency and replication, fault tolerance, security, and distributed file systems.	K_2
CO 3	To analyze the current popular distributed systems such as peer-to-peer (P2P) systems will also be analyzed.	K_4
CO 4	To know about Shared Memory Techniques and have Sufficient knowledge about file access	K_1
CO 5	Have knowledge of Synchronization and Deadlock.	K_1
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Characterization of Distributed Systems**: Introduction, Examples of distributed Systems, Resource sharing and the Web Challenges. Architectural models, Fundamental Models. Theoretical Foundation for Distributed System: Limitation of Distributed system, absence of global clock, shared memory, Logical clocks ,Lamport's & vectors logical clocks. Concepts in Message Passing Systems: causal order, total order, total causal order, Techniques for Message Ordering, Causal ordering of messages, global state, termination detection.	**08**
II	**Distributed Mutual Exclusion:** Classification of distributed mutual exclusion, requirement of mutual exclusion theorem, Token based and non token based algorithms, performance metric for distributed mutual exclusion algorithms. Distributed Deadlock Detection: system model, resource Vs communication deadlocks, deadlock prevention, avoidance, detection & resolution, centralized dead lock detection, distributed dead lock detection, path pushing algorithms, edge chasing algorithms.	**08**
III	**Agreement Protocols:** Introduction, System models, classification of Agreement Problem, Byzantine agreement problem, Consensus problem, Interactive consistency Problem, Solution to Byzantine Agreement problem, Application of Agreement problem, Atomic Commit in Distributed Database system. Distributed Resource Management: Issues in distributed File Systems, Mechanism for building distributed file systems, Design issues in Distributed Shared Memory, Algorithm for Implementation of Distributed Shared Memory.	**08**
IV	Failure Recovery in Distributed Systems: Concepts in Backward and Forward recovery, Recovery in Concurrent systems, Obtaining consistent Checkpoints, Recovery in Distributed Database Systems. Fault Tolerance: Issues in Fault Tolerance, Commit Protocols, Voting protocols, Dynamic voting protocols	**08**
V	**Transactions and Concurrency Control**: Transactions, Nested transactions, Locks, Optimistic Concurrency control, Timestamp ordering, Comparison of methods for concurrency control. Distributed Transactions: Flat and nested distributed transactions, Atomic Commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication: System model and group communication, Fault - tolerant services, highly available services, Transactions with replicated data.	**08**

Text books:

1. Singhal&Shivaratri, "Advanced Concept in Operating Systems", McGraw Hill
2. Ramakrishna,Gehrke," Database Management Systems", McGraw Hill
3. Vijay K.Garg Elements of Distributed Compuitng , Wiley
4. Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Education
5. Tenanuanbaum, Steen," Distributed Systems", PHI

ICS 063	Real Time System	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:		
CO 1	Illustrate the need and the challenges in the design of hard and soft real time systems.	K_3
CO 2	Compare different scheduling algorithms and the schedulable criteria.	K_4
CO 3	Discuss resource sharing methods in real time environment.	K_3
CO 4	Compare and contrast different real time communication and medium access control techniques.	K_4, K_5
CO 5	Analyze real time Operating system and Commercial databases	K_2, K_4
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction** Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Deadlines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.	**05**
II	**Real Time Scheduling** Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-DeadlineFirst (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.	**09**
III	**Resources Sharing** Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority-Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Unit Resources, Controlling Concurrent Accesses to Data Objects.	**09**
IV	**Real Time Communication** Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols	**09**
V	**Real Time Operating Systems and Databases** Features of RTOS, Time Services, UNIX as RTOS, POSIX Issues, Characteristic of Temporal data, Temporal Consistency, Concurrency Control, Overview of Commercial Real Time databases	**08**

Text books:

1. Real Time Systems by Jane W. S. Liu, Pearson Education Publication.
2. Phillip A Laplanta,SeppoJ.Ovaska Real time System Design and Analysis Tools for practitioner, Wiley
3. Mall Rajib, "Real Time Systems", Pearson Education
4. Albert M. K. Cheng , "Real-Time Systems: Scheduling, Analysis, and Verification", Wiley.

ICS 064	Application of Soft Computing	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to :		
CO 1	Recognize the feasibility of applying a soft computing methodology for a particular problem	K_2, K_4
CO 2	Understand the concepts and techniques of soft computing and foster their abilities in designing and implementing soft computing based solutions for real-world and engineering problems.	K_2,K_4, K_6
CO 3	Apply neural networks to pattern classification and regression problems and compare solutions by various soft computing approaches for a given problem.	K_3, K_5
CO 4	Apply fuzzy logic and reasoning to handle uncertainty and solve engineering problems	K_3, K_4
CO 5	Apply genetic algorithms to combinatorial optimization problems	K_3, K_5

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Neural Networks-I (Introduction & Architecture) :** Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: single layer and multilayer feed forward networks, recurrent networks. Various learning techniques; perception and convergence rule, Auto-associative and hetro-associative memory.	**08**
II	**Neural Networks-II (Back propagation networks):** Architecture: perceptron model, solution, single layer artificial neural network, multilayer perception model; back propagation learning methods, effect of learning rule co-efficient ;back propagation algorithm, factors affecting backpropagation training, applications.	**08**
III	**Fuzzy Logic-I (Introduction):** Basic concepts of fuzzy logic, Fuzzy sets and Crisp sets, Fuzzy set theory and operations, Properties of fuzzy sets, Fuzzy and Crisp relations, Fuzzy to Crisp conversion.	**08**
IV	**Fuzzy Logic –II (Fuzzy Membership, Rules)** : Membership functions, interference in fuzzy logic, fuzzy if-then rules, Fuzzy implications and Fuzzy algorithms, Fuzzyfications & Defuzzificataions, Fuzzy Controller, Industrial applications	**08**
V	**Genetic Algorithm(GA):** Basic concepts, working principle, procedures of GA, flow chart of GA, Genetic representations, (encoding) Initialization and selection, Genetic operators, Mutation, Generational Cycle, applications.	**08**

Text books:

1. S. Rajsekaran & G.A. Vijayalakshmi Pai, "Neural Networks,Fuzzy Logic and Genetic Algorithm:Synthesis and Applications" Prentice Hall of India.
2. N.P.Padhy,"Artificial Intelligence and Intelligent Systems" Oxford University Press.
3. Siman Haykin,"Neural Networks"Prentice Hall of India
4. Saroj Kaushik, Sunita Tiwari, "Soft Computing: Fundamentals, Techniques and Applications", McGraw Hill Education
5. Timothy J. Ross, "Fuzzy Logic with Engineering Applications" Wiley India.
6. Kumar Satish, "Neural Networks" Tata Mc Graw Hill

ICS 065	Big Data	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to	
CO 1	Demonstrate knowledge of Big Data Analytics concepts and its applications in business.	K_1,K_2
CO 2	Demonstrate functions and components of Map Reduce Framework and HDFS.	K_1,K_2
CO 3	Discuss Data Management concepts in NoSQL environment.	K_6
CO 4	Explain process of developing Map Reduce based distributed processing applications.	K_2,K_5
CO 5	Explain process of developing applications using HBASE, Hive, Pig etc.	K_2,K_5
	DETAILED SYLLABUS	**3-0-0**

Unit	Topic	Proposed Lectures
I	**Introduction to Big Data**: Types of digital data, history of Big Data innovation, introduction to Big Data platform, drivers for Big Data, Big Data architecture and characteristics, 5 Vs of Big Data, Big Data technology components, Big Data importance and applications, Big Data features – security, compliance, auditing and protection, Big Data privacy and ethics, Big Data Analytics, Challenges of conventional systems, intelligent data analysis, nature of data, analytic processes and tools, analysis vs reporting, modern data analytic tools.	**06**
II	**Hadoop:** History of Hadoop, Apache Hadoop, the Hadoop Distributed File System, components of Hadoop, data format, analyzing data with Hadoop, scaling out, Hadoop streaming, Hadoop pipes, Hadoop Echo System. **Map Reduce:** Map Reduce framework and basics, how Map Reduce works, developing a Map Reduce application, unit tests with MR unit, test data and local tests, anatomy of a Map Reduce job run, failures, job scheduling, shuffle and sort, task execution, Map Reduce types, input formats, output formats, Map Reduce features, Real-world Map Reduce	**08**
III	**HDFS (Hadoop Distributed File System):** Design of HDFS, HDFS concepts, benefits and challenges, file sizes, block sizes and block abstraction in HDFS, data replication, how does HDFS store, read, and write files, Java interfaces to HDFS, command line interface, Hadoop file system interfaces, data flow, data ingest with Flume and Scoop, Hadoop archives, Hadoop I/O: compression, serialization, Avro and file-based data structures. **Hadoop Environment:** Setting up a Hadoop cluster, cluster specification, cluster setup and installation, Hadoop configuration, security in Hadoop, administering Hadoop, HDFS monitoring & maintenance, Hadoop benchmarks, Hadoop in the cloud	**08**
IV	**Hadoop Eco System and YARN**: Hadoop ecosystem components, schedulers, fair and capacity, Hadoop 2.0 New Features - NameNode high availability, HDFS federation, MRv2, YARN, Running MRv1 in YARN. **NoSQL Databases:** Introduction to NoSQL **MongoDB:** Introduction, data types, creating, updating and deleing documents, querying, introduction to indexing, capped collections **Spark:** Installing spark, spark applications, jobs, stages and tasks, Resilient Distributed Databases, anatomy of a Spark job run, Spark on YARN **SCALA:** Introduction, classes and objects, basic types and operators, built-in control structures, functions and closures, inheritance.	**09**

V	**Hadoop Eco System Frameworks**: Applications on Big Data using Pig, Hive and HBase **Pig** - Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, User Defined Functions, Data Processing operators,	**09**
	Hive - Apache Hive architecture and installation, Hive shell, Hive services, Hive metastore, comparison with traditional databases, HiveQL, tables, querying data and user defined functions, sorting and aggregating, Map Reduce scripts, joins & subqueries. **HBase** – Hbase concepts, clients, example, Hbase vs RDBMS, advanced usage, schema design, advance indexing, Zookeeper – how it helps in monitoring a cluster, how to build applications with Zookeeper. IBM Big Data strategy, introduction to Infosphere, BigInsights and Big Sheets, introduction to Big SQL.	

Text books:

1. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
2. Big-Data Black Book, DT Editorial Services, Wiley
3. Dirk deRoos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, “Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data”, McGrawHill.
4. Thomas Erl, Wajid Khattak, Paul Buhler, “Big Data Fundamentals: Concepts, Drivers and Techniques”, Prentice Hall.
5. Bart Baesens “Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)”, John Wiley & Sons
6. ArshdeepBahga, Vijay Madisetti, “Big Data Science & Analytics: A HandsOn Approach “, VPT
7. Anand Rajaraman and Jeffrey David Ullman, “Mining of Massive Datasets”, CUP
8. Tom White, "Hadoop: The Definitive Guide", O'Reilly.
9. Eric Sammer, "Hadoop Operations", O'Reilly.
10. Chuck Lam, “Hadoop in Action”, MANNING Publishers
11. Deepak Vohra, “Practical Hadoop Ecosystem: A Definitive Guide to Hadoop-Related Frameworks and Tools”, Apress
12. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilly
13. Lars George, "HBase: The Definitive Guide", O'Reilly.
14. Alan Gates, "Programming Pig", O'Reilly.
15. Michael Berthold, David J. Hand, “Intelligent Data Analysis”, Springer
16. Bill Franks, “Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics”, John Wiley & sons
17. Glenn J. Myatt, “Making Sense of Data”, John Wiley & Sons
18. Pete Warden, “Big Data Glossary”, O’Reilly

ICS 651	Software Engineering Lab	
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Identify ambiguities, inconsistencies and incompleteness from a requirements specification and state functional and non-functional requirement	K_2, K_4
CO 2	Identify different actors and use cases from a given problem statement and draw use case diagram to associate use cases with different types of relationship	K_3, K_5
CO 3	Draw a class diagram after identifying classes and association among them	K_4, K_5
CO 4	Graphically represent various UML diagrams, and associations among them and identify the logical sequence of activities undergoing in a system, and represent them pictorially	K_4, K_5
CO 5	Able to use modern engineering tools for specification, design, implementation and testing	K_3, K_4

DETAILED SYLLABUS

For any given case/ problem statement do the following:

1. Prepare a SRS document in line with the IEEE recommended standards.
2. Draw the use case diagram and specify the role of each of the actors. Also state the precondition, post condition and function of each use case.
3. Draw the activity diagram.
4. Identify the classes. Classify them as weak and strong classes and draw the class diagram.
5. Draw the sequence diagram for any two scenarios.
6. Draw the collaboration diagram.
7. Draw the state chart diagram.
8. Draw the component diagram.
9. Perform forward engineering in java. (Model to code conversion)
10. Perform reverse engineering in java. (Code to Model conversion) 11. Draw the deployment diagram.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner It is also suggested that open source tools should be preferred to conduct the lab (Open Office , Libra , Junit, Open Project , GanttProject , dotProject, AgroUML, StarUML etc.)

ICS 652	Artificial Intelligence Lab	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to	
CO 1	Use of python to understand the concept of AI	K_3
CO 2	Implementation of Different AI Techniques	K_4, K_5
CO 3	Application of AI techniques in practical Life	K_4
CO 4	Understanding of Natural Language Tool Kit.	K_2
CO 5	Practical Application of Natural Language Tool Kit	K_4, K_5

DETAILED SYLLABUS

1. Write a python program to implement Breadth First Search Traversal.
2. Write a python program to implement Water Jug Problem.
3. Write a python program to remove punctuations from the given string.
4. Write a python program to sort the sentence in alphabetical order.
5. Write a program to implement Hangman game using python.
6. Write a program to implement Tic-Tac-Toe game using python.
7. Write a program to implement simple facts and Queries.
8. Write a program to implement simple arithmetic.
9. Write a program to solve Monkey banana problem.
10. Write a program to solve Tower of Hanoi.
11. Write a program to solve 8 Puzzle problems.
12. Write a program to solve 4-Queens problem.
13. Write a program to solve Traveling salesman problem.
14. Write a program to implement multi-agent systems.
15. Write a python program to remove stop words for a given passage from a text file using NLTK.
16. Write a python program to implement stemming for a given sentence using NLTK.
17. Write a python program to POS (Parts of Speech) tagging for the give sentence using NLTK.
18. Write a python program to implement Lemmatization using NLTK.
19. Write a python program to for Text Classification for the give sentence using NLTK.

Note: The Instructor may add/delete/modify/tune experiments

ICS-653	Computer Networks Lab	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to	
CO 1	Simulate different network topologies.	K_3, K_4
CO 2	Implement various framing methods of Data Link Layer.	K_3, K_4
CO 3	Implement various Error and flow control techniques.	K_3, K_4
CO 4	Implement network routing and addressing techniques.	K_3, K_4
CO 5	Implement transport and security mechanisms	K_3, K_4

DETAILED SYLLABUS

1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
2. Study of Socket Programming and Client – Server model
3. Write a code simulating ARP /RARP protocols.
4. Write a code simulating PING and TRACEROUTE commands
5. Create a socket for HTTP for web page upload and download.
6. Write a program to implement RPC (Remote Procedure Call)
7. Implementation of Subnetting .
8. Applications using TCP Sockets like
   a. Echo client and echo server b. Chat c. File Transfer
9. Applications using TCP and UDP Sockets like d. DNS e. SNMP f. File Transfer
10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS
11. Perform a case study about the different routing algorithms to select the network path with its optimum and economical during data transfer. i. Link State routing ii. Flooding iii. Distance vector
12. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.
13. Configuration of router, hub, switch etc. (using real devices or simulators)
14. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.
15. Network packet analysis using tools like Wireshark, tcpdump, etc.
16. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
17. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers)

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (C , C++ , Java , NS3, Mininet, Opnet, TCP Dump, Wireshark etc.).

.