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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

I YEAR I SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	MA101BS	Matrices and Calculus	3	1	0	4	40	60	100
2	AP102BS	Applied Physics	3	1	0	4	40	60	100
3	CS105ES	Programming for Problem Solving	3	0	0	3	40	60	100
4	ME107ES	Engineering Workshop	0	1	3	2.5	40	60	100
5	EN104HS	English for Skill Enhancement	2	0	0	2	40	60	100
6	CS106ES	Elements of Computer Science & Engineering	0	0	2	1	50	-	50
7	AP103BS	Applied Physics Laboratory	0	0	3	1.5	40	60	100
8	CS107ES	Programming for Problem Solving Laboratory	0	0	2	1	40	60	100
9	EN105HS	English Language and Communication Skills Laboratory	0	0	2	1	40	60	100
		Induction Program							
		Total	**14**	**3**	**12**	**20**	**470**	**480**	**950**
10	*CH109MC	Environmental Science	3	0	0	0	100	0	100

I YEAR II SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	MA201BS	Ordinary Differential Equations and Vector Calculus	3	1	0	4	40	60	100
2	CH202BS	Engineering Chemistry	3	1	0	4	40	60	100
3	ME208ES	Computer Aided Engineering Graphics	1	0	4	3	40	60	100
4	EE206ES	Basic Electrical Engineering	2	0	0	2	40	60	100
5	EC203ES	Electronic Devices and Circuits	2	0	0	2	40	60	100
6	CH204BS	Engineering Chemistry Laboratory	0	0	2	1	40	60	100
7	EE208ES	Basic Electrical Engineering Laboratory	0	0	2	1	40	60	100
8	CS205ES	Python Programming Laboratory	0	1	2	2	40	60	100
9	CS206ES	IT Workshop	0	0	2	1	40	60	100
		Total	**11**	**3**	**12**	**20**	**360**	**540**	**900**

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

II YEAR I SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	MA303BS	Mathematical and Statistical Foundations	3	1	0	4	40	60	100
2	CS301PC	Data Structures	3	0	0	3	40	60	100
3	CS304PC	Computer Organization and Architecture	3	0	0	3	40	60	100
4	CS306PC	Software Engineering	3	0	0	3	40	60	100
5	CS305PC	Operating Systems	3	0	0	3	40	60	100
6	CS313PC	Introduction to Data Structures Lab	0	0	2	1	40	60	100
7	CS311PC	Operating Systems Lab	0	0	2	1	40	60	100
8	CSM308PC	Software Engineering Lab	0	0	2	1	40	60	100
9	CS312PC	Node JS/ React JS/Django	0	0	2	1	40	60	100
Total			**15**	**1**	**8**	**20**	**360**	**540**	**900**
Mandatory Course (Non-Credit)									
10	*CI309MC	Constitution of India	3	0	0	0	100	-	100

II YEAR II SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	CS401PC	Discrete Mathematics	3	0	0	3	40	60	100
2	CSM404PC	Automata Theory and Compiler Design	3	0	0	3	40	60	100
3	CS405PC	Database Management Systems	3	0	0	3	40	60	100
4	CSM406PC	Introduction to Artificial Intelligence	3	0	0	3	40	60	100
5	CS413PC	Object Oriented Programming through Java	3	0	0	3	40	60	100
6	CS407PC	Database Management Systems Lab	0	0	2	1	40	60	100
7	IT408PC	Java Programming Lab	0	0	2	1	40	60	100
8	CSM410PC	Real-time Research Project/Field-Based Research Project	0	0	4	2	50		50
9	CSM411PC	Prolog/ Lisp/ Pyswip	0	0	2	1	40	60	100
Total			**15**	**0**	**10**	**20**	**370**	**480**	**850**
Mandatory Course (Non-Credit)									
10	*GS409MC	Gender Sensitization Lab	0	0	2	0	100	-	100

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

III YEAR I SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	CS501PC	Design and Analysis of Algorithms	3	1	0	4	40	60	100
2	CS502PC	Computer Networks	3	0	0	3	40	60	100
3	IT503PC	Machine Learning	3	0	0	3	40	60	100
4	BE504MS	Business Economics & Financial Analysis	3	0	0	3	40	60	100
5		Professional Elective-I	3	0	0	3	40	60	100
6	IT505PC	Machine Learning Lab	0	0	2	1	40	60	100
7	EN506HS	Advanced English Communication Skills Lab	0	0	2	1	40	60	100
8	CS507PC	UI design- Flutter	0	0	2	1	40	60	100
9	CS508PC	Computer Networks Lab	0	0	2	1	40	60	100
Total			**15**	**1**	**08**	**20**	**360**	**540**	**900**
Mandatory Course (Non-Credit)									
10	IP510MC	Intellectual Property Rights	3	0	0	0	100	-	100

III YEAR II SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	CSM601PC	Knowledge Representation and Reasoning	3	0	0	3	40	60	100
2	CSM602PC	Data Analytics	3	0	0	3	40	60	100
3	CSM603PC	Natural Language Processing	3	0	0	3	40	60	100
4		Professional Elective – II	3	0	0	3	40	60	100
5		Open Elective-I	3	0	0	3	40	60	100
6	CSM604PC	Natural Language Processing Lab	0	0	3	1.5	40	60	100
7	CSM605PC	Data Analytics Lab	0	0	3	1.5	40	60	100
8	CSM607PC	Industrial Oriented Mini Project/ Internship/Skill Development Course (DevOps)	0	0	4	2	-	100	100
Total			**15**	**0**	**10**	**20**	**280**	**520**	**800**
Mandatory Course (Non-Credit)									
9	*ES606MC	Environmental Science	3	0	0	0	100	-	100

***MC – Environmental Science – Should be Registered by Lateral Entry Students Only**
#Skill Course - 1 credit with 2 Practical Hours

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IV YEAR I SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1	CSM701PC	Deep Learning	3	0	0	3	40	60	100
2	CSM703PC	Nature Inspired Computing	2	0	0	2	40	60	100
3		Professional Elective -III	3	0	0	3	40	60	100
4		Professional Elective -IV	3	0	0	3	40	60	100
5		Open Elective - II	3	0	0	3	40	60	100
6	SM702MS	Professional Practice, Law & Ethics	2	0	0	2	40	60	100
7		Professional Elective - III Lab	0	0	2	1	40	60	100
8	CSM704PC	Project Stage - I	0	0	6	3	-	-	-
Total			**16**	**0**	**8**	**20**	**280**	**420**	**700**

IV YEAR II SEMESTER

S. No.	Course Code	Course Title	Hours per Week			Credits	Maximum Marks		
			L	T	P		Internal (CIE)	External (SEE)	Total
1		Professional Elective - V	3	0	0	3	40	60	100
2		Professional Elective – VI	3	0	0	3	40	60	100
3		Open Elective – III	3	0	0	3	40	60	100
4	CSM801PC	Project Stage – II including Seminar	0	0	22	11	40	60	100
Total			**9**	**0**	**22**	**20**	**160**	**240**	**400**

***MC – Satisfactory/Unsatisfactory**

List of Professional Electives

Professional Elective - I

CSM511PE	Graph Theory
CSM512PE	Introduction to Data Science
CSM513PE	Web Programming
CSM514PE	Image Processing
CSM515PE	Computer Graphics

Professional Elective - II

CSM611PE	Software Testing Methodologies
CSM612PE	Information Retrieval Systems
CSM613PE	Pattern Recognition
CSM614PE	Computer Vision and Robotics
CSM615PE	Data Warehousing and Business Intelligence

Professional Elective - III

CSM711PE	Internet of Things
CSM712PE	Data Mining
CSM713PE	Scripting Languages
CSM714PE	Mobile Application Development
CSM715PE	Cloud Computing

[#] **Courses in PE - III and PE - III Lab must be in 1-1 correspondence.**

Professional Elective -IV

CSM721PE	Quantum Computing
CSM722PE	Expert Systems
CSM723PE	Semantic Web
CSM724PE	Game Theory
CSM725PE	Mobile Computing

Professional Elective - V

CSM811PE	Social Network Analysis
CSM812PE	Federated Machine Learning
CSM813PE	Augmented Reality & Virtual Reality
CSM814PE	Web Security
CSM815PE	Ad-hoc & Sensor Networks

Professional Elective – VI

CSM821PE	Speech and Video Processing
CSM822PE	Robotic Process Automation
CSM823PE	Randomized Algorithms
CSM824PE	Cognitive Computing
CSM825PE	Conversational AI

Open Elective I:
CSM600OE: Fundamentals of AI
CSM607OE: Machine Learning Basics

Open Elective II:
CSM700OE: Introduction to Natural Language Processing
CSM707OE: AI applications

Open Elective III:
CSM800OE: Chatbots
CSM802OE: Evolutionary Computing

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

MATRICES AND CALCULUS

I B. TECH- I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
MA101BS	**B. Tech**	**3**	**1**	**0**	**4**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. Types of matrices and their properties.
2. Concept of a rank of the matrix and applying this concept to know the consistency and solving the system of linear equations.
3. Concept of eigenvalues and eigenvectors and to reduce the quadratic form to canonical form
4. Geometrical approach to the mean value theorems and their application to the mathematical problems
5. Evaluation of surface areas and volumes of revolutions of curves.
6. Evaluation of improper integrals using Beta and Gamma functions.
7. Partial differentiation, concept of total derivative
8. Finding maxima and minima of function of two and three variables.
9. Evaluation of multiple integrals and their applications

COURSE OUTCOMES

After learning the contents of this paper the student must be able to

1. Write the matrix representation of a set of linear equations and to analyse the solution of the system of equations
2. Find the Eigen values and Eigen vectors
3. Reduce the quadratic form to canonical form using orthogonal transformations.
4. Solve the applications on the mean value theorems.
5. Evaluate the improper integrals using Beta and Gamma functions
6. Find the extreme values of functions of two variables with/ without constraints.
7. Evaluate the multiple integrals and apply the concept to find areas, volumes

UNIT-I	**MATRICES**	**Classes: 10**

Rank of a matrix by Echelon form and Normal form, Inverse of Non-singular matrices by Gauss-Jordan method, System of linear equations: Solving system of Homogeneous and Non-Homogeneous equations by Gauss elimination method, Gauss Seidel Iteration Method.

UNIT-II	**EIGEN VALUES AND EIGEN VECTORS**	**Classes:10**

Linear Transformation and Orthogonal Transformation: Eigen values, Eigen vectors and their properties, Diagonalization of a matrix, Cayley-Hamilton Theorem (without proof), finding inverse and power of a matrix by Cayley-Hamilton Theorem, Quadratic forms and Nature of the Quadratic Forms, Reduction of Quadratic form to canonical forms by Orthogonal Transformation.

UNIT-III	CALCULUS	Classes:10

Mean value theorems: Rolle's theorem, Lagrange's Mean value theorem with their Geometrical Interpretation and applications, Cauchy's Mean value Theorem, Taylor's Series. Applications of definite integrals to evaluate surface areas and volumes of revolutions of curves (Only in Cartesian coordinates), Definition of Improper Integral: Beta and Gamma functions and their applications.

UNIT-IV	MULTIVARIABLE CALCULUS (PARTIAL DIFFERENTIATION AND APPLICATIONS)	Classes: 10

Definitions of Limit and continuity. Partial Differentiation: Euler's Theorem, Total derivative, Jacobian, Functional dependence & independence. Applications: Maxima and minima of functions of two variables and three variables using method of Lagrange multipliers.

UNIT-V	MULTIVARIABLE CALCULUS (INTEGRATION)	Classes: 10

Evaluation of Double Integrals (Cartesian and polar coordinates), change of order of integration (only Cartesian form), Evaluation of Triple Integrals: Change of variables (Cartesian to polar) for double and (Cartesian to Spherical and Cylindrical polar coordinates) for triple integrals. Applications: Areas (by double integrals) and volumes (by double integrals and triple integrals).

TEXT BOOKS

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010.
2. R.K. Jain and S.R.K. Iyengar, Advanced Engineering Mathematics, Narosa Publications, 5th Editon, 2016.

REFERENCE BOOKS

1. Dr. D. Ranadheer Reddy, Mr. K Upender Reddy & Mr. G Chandra Mohan, A First Course in Linear Algebra and Calculus for Engineers, M/s Students Helpline Publishing House Pvt. Ltd, First Edition-2020.
2. Erwin kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
3. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9th Edition, Pearson, Reprint, 2002.
4. N.P. Bali and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.
5. H. K. Dass and Er. Rajnish Verma, Higher Engineering Mathematics, S Chand and Company Limited, New Delhi.

WEB REFERENCES

1. https://www.efunda.com/math/gamma/index.cfm
2. https://mathworld.wolfram.com/CanonicalForm.html
3. https://mathworld.wolfram.com/Binomial.html
4. https://www.mathworld.wolfram.com/

E-TEXT BOOKS

1. https://www.e-booksdirectory.com/listing.php?category=4
2. https://www.e-booksdirectory.com/details.php?ebook=10830

MOOCS COURSE

1. https://onlinecourses.nptel.ac.in/noc22_ma75/preview
2. https://onlinecourses.swayam2.ac.in/cec20_ma22/preview

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

APPLIED PHYSICS

I B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
AP102BS	B. Tech	3	1	0	4	40	60	100

COURSE OBJECTIVES

The objectives of this course for the student are to:

1. Understand the basic principles of quantum physics and band theory of solids.
2. Understand the underlying mechanism involved in construction and working principles of various semiconductor devices.
3. Study the fundamental concepts related to the dielectric, magnetic and energy materials.
4. Identify the importance of nanoscale, quantum confinement and various fabrications techniques.
5. Study the characteristics of lasers and optical fibres.

COURSE OUTCOMES

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

1. Understand physical world from fundamental point of view by the concepts of Quantum mechanics and visualize the difference between conductor, semiconductor, and an insulator by classification of solids.
2. Identify the role of semiconductor devices in science and engineering Applications.
3. Explore the fundamental properties of dielectric, magnetic materials and energy for their applications.
4. Appreciate the features and applications of Nanomaterials.
5. Understand various aspects of Lasers and Optical fiber and their applications in diverse fields.

UNIT-I	QUANTUM PHYSICS AND SOLIDS	Classes: 12

Quantum Mechanics: Introduction to quantum physics, blackbody radiation – Stefan-Boltzmann's law, Wein's and Rayleigh-Jean's law, Planck's radiation law - photoelectric effect - Davisson and Germer experiment –Heisenberg uncertainty principle - Born interpretation of the wave function – time independent Schrodinger wave equation - particle in one dimensional potential box.

Solids: Symmetry in solids, free electron theory (Drude & Lorentz, Sommerfeld) - Fermi-Dirac distribution - Bloch's theorem -Kronig-Penney model – E-K diagram- effective mass of electron-origin of energy bands- classification of solids.

UNIT-II	SEMICONDUCTORS AND DEVICES	Classes: 12

Intrinsic and extrinsic semiconductors – Hall effect - direct and indirect band gap semiconductors - construction, principle of operation and characteristics of P-N Junction diode, Zener diode and bipolar junction transistor (BJT)–LED, PIN diode, avalanche photo diode (APD) and solar cells, their structure, materials, working principle and characteristics.

UNIT-III	DIELECTRIC, MAGNETIC AND ENERGY MATERIALS	Classes: 12

Dielectric Materials: Basic definitions- types of polarizations (qualitative) - ferroelectric, piezoelectric, and pyroelectric materials – applications – liquid crystal displays (LCD) and crystal oscillators. Magnetic

Materials: Hysteresis - soft and hard magnetic materials - magnetostriction, magnetoresistance - applications - bubble memory devices, magnetic field sensors and multiferroics.

Energy Materials: Conductivity of liquid and solid electrolytes- superionic conductors - materials and electrolytes for super capacitors - rechargeable ion batteries, solid fuel cells.

UNIT-IV	NANOTECHNOLOGY	Classes: 12

Nanoscale, quantum confinement, surface to volume ratio, bottom-up fabrication: sol-gel, precipitation, combustion methods – top-down fabrication: ball milling - physical vapor deposition (PVD) - chemical vapor deposition (CVD) - characterization techniques - XRD, SEM &TEM - applications of nanomaterials.

UNIT-V	LASER AND FIBER OPTICS	Classes: 12

Lasers: Laser beam characteristics-three quantum processes-Einstein coefficients and their relations- lasing action - pumping methods- ruby laser, He-Ne laser, CO2 laser, Argon ion Laser, Nd: YAG laser- semiconductor laser-applications of laser.

Fiber Optics: Introduction to optical fiber- advantages of optical Fibers - total internal reflection- construction of optical fiber - acceptance angle - numerical aperture- classification of optical fibers- losses in optical fiber - optical fiber for communication system - applications.

TEXT BOOKS

1. M. N. Avadhanulu, P.G. Kshirsagar & TVS Arun Murthy" A Text book of Engineering Physics"- S. Chand Publications, 11th Edition 2019.
2. Engineering Physics by Shatendra Sharma and Jyotsna Sharma, Pearson Publication, 2019
3. Semiconductor Physics and Devices- Basic Principle – Donald A, Neamen, Mc Graw Hill, 4th Edition, 2021.
4. B.K. Pandey and S. Chaturvedi, Engineering Physics, Cengage Learning, 2nd Edition, 2022.
5. Essentials of Nanoscience & Nanotechnology by Narasimha Reddy Katta, Typical Creatives NANO DIGEST, 1st Edition, 2021.

REFERENCE BOOKS

1. Dr. K. Venkanna and Dr. P. NageswarRao, Applied Physics, Seven Hills International Publishers, 2021
2. Dr. K. Venkanna and Dr. P. NageswarRao, Applied Physics, Seven Hills International Publishers, 2021
3. Quantum Physics, H.C. Verma, TBS Publication, 2nd Edition 2012.
4. Fundamentals of Physics – Halliday, Resnick and Walker, John Wiley &Sons, 11th Edition, 2018.
5. Introduction to Solid State Physics, Charles Kittel, Wiley Eastern, 2019.
6. Elementary Solid State Physics, S.L. Gupta and V. Kumar, Pragathi Prakashan, 2019.
7. A.K. Bhandhopadhya - Nano Materials, New Age International, 1st Edition, 2007
8. Energy Materials a Short Introduction to Functional Materials for Energy Conversion and Storage Aliaksandr S. Bandarenka, CRC Press Taylor & Francis Group
9. Energy Materials, Taylor & Francis Group, 1st Edition, 2022.

WEB REFERENCES

1. https://ocw.tudelft.nl/courses/solid-state-physics/subjects/3-quantum-theory-of-solids/
2. https://byjus.com/physics/semiconductor-devices/
3. https://www.nano.gov/nanotech-101/what/definition
4. https://www.studocu.com/in/document/delhi-technological-university/engineering-physics/fiber-optics-laser-notes/26618092

E -TEXT BOOKS

1. https://www.pdfdrive.com/physics-for-scientists-engineers-modern-physics-9th-ed-e51722698.html
2. https://www.pdfdrive.com/physics-for-scientists-engineers-modern-physics-9th-ed-e43567270.html

MOOCS COURSE

1. https://swayam.gov.in/nd1_noc19_ph13/preview
2. https://alison.com/courses?&category=physics

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

PROGRAMMING FOR PROBLEM SOLVING

I B. TECH- I SEMESTER (R 22)

Course Code	Programme	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS105ES	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. To learn the fundamentals of computers.
2. To understand the various steps in program development.
3. To learn the syntax and semantics of the C programming language.
4. To learn the usage of structured programming approaches in solving problems.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. To write algorithms and to draw flowcharts for solving problems.
2. To convert the algorithms/flowcharts to C programs.
3. To code and test a given logic in the C programming language.
4. To decompose a problem into functions and to develop modular reusable code.
5. To use arrays, pointers, strings and structures to write C programs.
6. Searching and sorting problems.

UNIT-I	INTRODUCTION TO PROGRAMMING	Classes:12

Compilers, compiling and executing a program.
Representation of Algorithm - Algorithms for finding roots of a quadratic equations, finding minimum and maximum numbers of a given set, finding if a number is prime number Flowchart/Pseudo code with examples, Program design and structured programming
Introduction to C Programming Language: variables (with data types and space requirements), Syntax and Logical Errors in compilation, object and executable code, Operators, expressions and precedence, Expression evaluation, Storage classes (auto, extern, static and register), type conversion, The main method and command line arguments Bitwise operations: Bitwise AND, OR, XOR and NOT operators
Conditional Branching and Loops: Writing and evaluation of conditionals and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do- while loops
I/O: Simple input and output with scanf and printf, formatted I/O, Introduction to stdin, stdout and stderr.Command line arguments

UNIT-II	ARRAYS, STRINGS, STRUCTURES AND POINTERS	Classes:10

Arrays: one and two dimensional arrays, creating, accessing and manipulating elements of arrays
Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strstr etc.), arrays of strings
Structures: Defining structures, initializing structures, unions, Array of structures
Pointers: Idea of pointers, Defining pointers, Pointers to Arrays and Structures, Use of Pointers in self-referential structures, usage of self referential structures in linked list (no implementation)
Enumeration data type

UNIT-III	PREPROCESSOR AND FILE HANDLING IN C	Classes:12

Preprocessor: Commonly used Preprocessor commands like include, define, undef, if, ifdef, ifndef
Files: Text and Binary files, Creating and Reading and writing text and binary files, Appending data to existing files, Writing and reading structures using binary files, Random access using fseek, ftell and rewind functions.

UNIT-IV	FUNCTION AND DYNAMIC MEMORY ALLOCATION	Classes:12

Functions: Designing structured programs, Declaring a function, Signature of a function, Parameters and return type of a function, passing parameters to functions, call by value, Passing arrays to functions, passing pointers to functions, idea of call by reference, Some C standard functions and libraries

Recursion: Simple programs, such as Finding Factorial, Fibonacci series etc., Limitations of Recursive functions Dynamic memory allocation: Allocating and freeing memory, Allocating memory for arrays of different data types

UNIT-V	SEARCHING AND SORTING	Classes:10

Basic searching in an array of elements (linear and binary search techniques), Basic algorithms to sort array of elements (Bubble, Insertion and Selection sort algorithms), Basic concept of order of complexity through the example programs

TEXT BOOKS

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition,Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS

1. Dr.P.Santosh Kumar Patra, "Programming for Problem Solving in C", Amaravati Publicatoins, 1st Edition, 2020
2. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India
3. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
4. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
5. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
6. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
7. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
8. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

WEB REFERENCES
1. https://www.tutorialspoint.com/cprogramming/ 2. https://www.tutorialspoint.com/cplusplus/ 3. https://www.cprogramming.com/tutorial/c-tutorial.html
E –TEXT BOOKS
1. https://www.amazon.com/Problem-Solving-Program-Design-7th/dp/0132936496 2. https://www.goodreads.com/book/show/36011306-c-programming-data-structures-for-jntu-with-cd
MOOCS COURSE
1. nptel.ac.in/courses/106105085/4 2. https://www.quora.com/Are-IIT-NPTEL-videos-good-to-learn-basic-C-programming

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ENGINEERING WORKSHOP

I B. TECH- I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
ME107ES	B.Tech	0	1	3	2.5	40	60	100

COURSE OBJECTIVES

To learn

1. To Study of different hand operated power tools, uses and their demonstration.
2. To gain a good basic working knowledge required for the production of various engineering products.
3. To provide hands on experience about use of different engineering materials, tools, equipments and processes those are common in the engineering field.
4. To develop a right attitude, team working, precision and safety at work place.
5. It explains the construction, function, use and application of different working tools, equipment and machines.
6. To study commonly used carpentry joints.
7. To have practical exposure to various welding and joining processes.
8. Identify and use marking out tools, hand tools, measuring equipment and to work to prescribed tolerances.

COURSE OUTCOMES

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

1. Study and practice on machine tools and their operations
2. Practice on manufacturing of components using workshop trades including pluming, fitting, carpentry, foundry, house wiring and welding.
3. Identify and apply suitable tools for different trades of Engineering processes including drilling, material removing, measuring, chiseling.
4. Apply basic electrical engineering knowledge for house wiring practice.

LIST OF EXPERIMENTS

TRADES FOR EXERCISES:

At least two exercises from each trade:

I. Carpentry – (T-Lap Joint, Dovetail Joint, Mortise & Tenon Joint)
II. Fitting – (V-Fit, Dovetail Fit & Semi-circular fit)
III. Tin-Smithy – (Square Tin, Rectangular Tray & Conical Funnel)
IV. Foundry – (Preparation of Green Sand Mould using Single Piece and Split Pattern)
V. Welding Practice – (Arc Welding & Gas Welding)
VI. House-wiring – (Parallel & Series, Two-way Switch and Tube Light)
VII. Black Smithy – (Round to Square, Fan Hook and S-Hook)

TRADES FOR DEMONSTRATION & EXPOSURE:

Plumbing, Machine Shop, Metal Cutting (Water Plasma), Power tools in construction and Wood Working

TEXT BOOKS

1. Workshop Practice /B. L. Juneja / Cengage
2. Workshop Manual / K. Venugopal / Anuradha.

REFERENCE BOOKS

1. Work shop Manual - R.HanumaNaik/R.SuvaranaBabu/Sun Techno Publications
2. Work shop Manual - P. Kannaiah/ K.L. Narayana/ Scitech
3. Workshop Manual / Venkat Reddy/ BSP

WEB REFERENCES

1. https://nptel.ac.in/courses/112105126/
2. https://nptel.ac.in/downloads/112105127/
3. https://nptel.ac.in/courses/112107145/
4. https://nptel.ac.in/courses/122104015/

E -TEXT BOOKS

1. http://103.135.169.82:81/fdScript/RootOfEBooks/MED/Introduction Workshop%20Technology
2. https://www.quora.com/Download-free-mechanical-engineering-ebooks-sites

MOOCS COURSE

1. http://www.nits.ac.in/workshops/Workshop_on_MOOCS_26082017.pdf
2. https://www.nitttrc.ac.in/swayam/index.html

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ENGLISH FOR SKILL ENHANCEMENT

I B. TECH- I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EN104HS	B. Tech	2	0	0	2	40	60	100

COURSE OBJECTIVES

To learn

1. Improve the language proficiency of students in English with an emphasis on Vocabulary, Grammar, Reading and Writing skills.
2. Develop study skills and communication skills in various professional situations.
3. Equip students to study engineering subjects more effectively and critically using the theoretical and practical components of the syllabus.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the importance of vocabulary and sentence structures.
2. Choose appropriate vocabulary and sentence structures for their oral and written communication.
3. Demonstrate their understanding of the rules of functional grammar.
4. Develop comprehension skills from the known and unknown passages.
5. Take an active part in drafting paragraphs, letters, essays, abstracts, précis and reports in various contexts.
6. Acquire basic proficiency in reading and writing modules of English.

UNIT-I	Chapter entitled '***Toasted English*' by R.K.Narayan** from ***"English: Language, Context andCulture"*** published by Orient BlackSwan, Hyderabad.	**Classes: 10**

Vocabulary: The Concept of Word Formation -The Use of Prefixes and Suffixes - Acquaintance with Prefixes and Suffixes from Foreign Languages to form Derivatives - Synonyms and Antonyms

Grammar: Identifying Common Errors in Writing with Reference to Articles and Prepositions.

Reading: Reading and Its Importance- Techniques for Effective Reading.

Writing: Sentence Structures -Use of Phrases and Clauses in Sentences- Importance of Proper Punctuation- Techniques for Writing precisely – Paragraph Writing – Types, Structures and Features of a Paragraph - Creating Coherence- Organizing Principles of Paragraphs in Documents.

UNIT-II	Chapter entitled **'Appro JRD' by Sudha Murthy** from ***"English: Language, Context and Culture" published*** by Orient BlackSwan, Hyderabad.	**Classes:10**

Vocabulary: Words Often Misspelt - Homophones, Homonyms and Homographs **Grammar:** Identifying Common Errors in Writing with Reference to Noun-pronoun Agreement and Subject-verb Agreement. **Reading:** Sub-Skills of Reading – Skimming and Scanning – Exercises for Practice **Writing:** Nature and Style of Writing- Defining /Describing People, Objects, Places and Events – Classifying- Providing Examples or Evidence.		
UNIT-III	Chapter entitled **'Lessons from Online Learning' by F.Haider Alvi, Deborah Hurst et al** from ***"English: Language, Context and Culture"*** published by Orient BlackSwan, Hyderabad.	**Classes:10**
Grammar: Identifying Common Errors in Writing with Reference to Misplaced Modifiers and Tenses. **Reading:** Sub-Skills of Reading – Intensive Reading and Extensive Reading – Exercises for Practice. **Writing:** Format of a Formal Letter-Writing Formal Letters eg., Letter of Complaint, Letterof Requisition, Email Etiquette, Job Application with CV/Resume.		
UNIT-IV	Chapter entitled **'Art and Literature' by Abdul Kalam** from ***"English: Language, Context andCulture"*** published by Orient BlackSwan, Hyderabad.	**Classes: 10**
Vocabulary: Standard Abbreviations in English **Grammar:** Redundancies and Clichés in Oral and Written Communication. **Reading**: Survey, Question, Read, Recite and Review (SQ3R Method) - Exercises for Practice **Writing:** Writing Practices- Essay Writing-Writing Introduction and Conclusion -Précis Writing.		
UNIT-V	Chapter entitled **'Go, Kiss the World' by Subroto Bagchi** from ***"English: Language, Context andCulture"*** published by Orient BlackSwan, Hyderabad.	**Classes: 10**
Vocabulary: Technical Vocabulary and their Usage **Grammar:** Common Errors in English (*Covering all the other aspects of grammar which were notcovered in the previous units*) **Reading:** Reading Comprehension-Exercises for Practice **Writing:** Technical Reports- Introduction – Characteristics of a Report – Categories of Reports Formats- Structure of Reports (Manuscript Format) -Types of Reports - Writing a Report.		

Note: ***Listening and Speaking Skills which are given under Unit-6 in AICTE ModelCurriculum are coveredin the syllabus of ELCS Lab Course.***

- **Note: 1**. As the syllabus of English given in AICTE *Model Curriculum-2018 for B.Tech First Year is* ***Open-ended***, besides following the prescribed textbook, it is required to prepare teaching/learning materials **by the teachers collectively** in the form of handouts based on theneeds of the students in their respective colleges for effective teaching/learning in the class.

- **Note**: **2**. Based on the recommendations of NEP2020, teachers are requested to be flexible to adopt Blended Learning in dealing with the course contents. They are advised to teach 40 percent of each topic from the syllabus in blended mode.

TEXT BOOKS

1. "English: Language, Context and Culture" by Orient Black Swan Pvt. Ltd, Hyderabad. 2022. Print.

REFERENCE BOOKS

1. Mr. G. Laxmikanth, Dr. Ramchandra Kumar R, and Mr. Ch. BhaskaraRao, Professional English, Sun Techno Publications, 1st Edition, 2020
2. Effective Academic Writing by Liss and Davis (OUP)
3. Richards, Jack C. (2022) Interchange Series. Introduction, 1, 2, 3. Cambridge University Press
4. Wood, F.T. (2007). Remedial English Grammar. Macmillan.
5. Chaudhuri, Santanu Sinha. (2018). Learn English: A Fun Book of Functional Language,Grammar and Vocabulary. (2nd ed.,). Sage Publications India Pvt. Ltd.
6. (2019). Technical Communication. Wiley India Pvt. Ltd.
7. Vishwamohan, Aysha. (2013). English for Technical Communication for Engineering Students.Mc Graw-Hill Education India Pvt. Ltd.
8. Swan, Michael. (2016). Practical English Usage. Oxford University Press. Fourth Edition.

WEB REFERENCES

1. www.edufind.com
2. www.myenglishpages.com
3. http://grammar.ccc.comment.edu
4. http://owl.english.prudue.edu

E -TEXT BOOKS

1. http://bookboon.com/en/communication-ebooks-zip
2. http://learningenglishvocabularygrammar.com/files/idiomsandphraseswithmeanin gsandexamlespdf.pdf

MOOCS COURSE

1. https://mooec.com/courses/grammar-guru-1
2. https://mooec.com/courses/learning-styles

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
ELEMENTS OF COMPUTER SCIENCE AND ENGINEERING

I B. TECH- I SEMESTER (R 22)

Course Code	Programme	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS106ES	B. Tech	0	0	2	1	50	-	50

COURSE OBJECTIVES

To learn an overview of the subjects of computer science and engineering

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Know the working principles of functional units of a basic Computer
2. Understand program development, the use of data structures and algorithms in problem solving.
3. Know the need and types of operating system, database systems.
4. Understand the significance of networks, internet, WWW and cyber security.
5. Understand Autonomous systems, the application of artificial intelligence.

UNIT-I	BASICS OF A COMPUTER	Classes:8

Hardware, Software, Generations of computers. Hardware - functional units, Components of CPU, Memory – hierarchy, types of memory, Input and output devices. Software – systems software, application software, packages, frameworks, IDEs.

UNIT-II	SOFTWARE DEVELOPMENT	Classes:8

waterfall model, Agile, Types of computer languages – Programming, markup, scripting Program Development – steps in program development, flowcharts, algorithms, data structures – definition, types of data structures

UNIT-III	OPERATING SYSTEMS	Classes:8

Operating systems: Functions of operating systems, types of operating systems, Device & Resource management

Database Management Systems: Data models, RDBMS, SQL, Database Transactions, data centers, cloud services

UNIT-IV	COMPUTER NETWORKS	Classes:8

Advantages of computer networks, LAN, WAN, MAN, internet, WiFi, sensor networks, vehicularnetworks, 5G communications. World Wide Web – Basics, role of HTML, CSS, XML, Tools for web designing, Social media, Online social networks. Security – information security, cybersecurity, cyber laws.

UNIT-V	AUTONOMOUS SYSTEMS	Classes:8

IoT, Robotics, Drones, Artificial Intelligence – Learning, Game Development, natural language processing, image and video processing.
Cloud Basics.

TEXT BOOKS

1. Invitation to Computer Science, G. Michael Schneider, Macalester College, Judith L. Gersting University of Hawaii, Hilo, Contributing author: Keith Miller University of Illinois, Springfield.

REFERENCE BOOKS

1. Fundamentals of Computers, Reema Thareja, Oxford Higher Education, Oxford University Press.
2. Introduction to computers, Peter Norton, 8th Edition, Tata McGraw Hill.
3. Computer Fundamentals, Anita Goel, Pearson Education India, 2010.
4. Elements of computer science, Cengage.

WEB REFERENCES

1. https://www.tutorialspoint.com/basics_of_computers/basics_of_computers_introduction.htm
2. https://www.geeksforgeeks.org/basics-of-computer-and-its-operations/
3. https://www.javatpoint.com/software-engineering-tutorial
4. https://www.javatpoint.com/data-structure-tutorial
5. https://www.guru99.com/operating-system-tutorial.html

E –TEXTBOOKS

1. https://www.amazon.com/Invitation-Computer-Science-G-Michael-Schneider/dp/1337561916

MOOCS COURSE

1. https://nptel.ac.in/courses/106103068
2. https://onlinecourses.nptel.ac.in/noc20_cs68/preview
3. https://archive.nptel.ac.in/courses/106/105/106105214/
4. https://onlinecourses.nptel.ac.in/noc22_cs51/preview
5. https://archive.nptel.ac.in/courses/106/105/106105183/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

APPLIED PHYSICS LABORATORY

I B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
AP103BS	B. Tech	0	0	3	1.5	40	60	100

COURSE OBJECTIVES

To learn

1. Capable of handling instruments related to the Hall effect and photoelectric effect experiments and their measurements.
2. Understand the characteristics of various devices such as PN junction diode, Zener diode, BJT, LED, solar cell, lasers and optical fiber and measurement of energy gap and resistivity of semiconductor materials.
3. Able to measure the characteristics of dielectric constant of a given material.
4. Study the behavior of B-H curve of ferromagnetic materials.
5. Understanding the method of least squares fitting.

COURSE OUTCOMES

Upon successful completion of the course, the student will be able to:

1. Know the determination of the Planck's constant using Photo electric effect and identify the material whether it is n-type or p-type by Hall experiment.
2. Appreciate quantum physics in semiconductor devices and optoelectronics.
3. Gain the knowledge of applications of dielectric constant.
4. Understand the variation of magnetic field and behavior of hysteresis curve.
5. Carried out data analysis.

LIST OF EXPERIMENTS

1. Determination of work function and Planck's constant using photoelectric effect.
2. Determination of Hall co-efficient and carrier concentration of a given semiconductor.
3. Characteristics of series and parallel LCR circuits.
4. V-I characteristics of a p-n junction diode and Zener diode
5. Input and output characteristics of BJT (CE, CB & CC configurations)
6. a) V-I and L-I characteristics of light emitting diode (LED)
   b) V-I Characteristics of solar cell
7. Determination of Energy gap of a semiconductor.
8. Determination of the resistivity of semiconductor by two probe method.
9. Study B-H curve of a magnetic material.
10. Determination of dielectric constant of a given material
11. a) Determination of the beam divergence of the given LASER beam
    b) Determination of Acceptance Angle and Numerical Aperture of an optical fiber.
12. Understanding the method of least squares – torsional pendulum as an example.

NOTE: Any 8 experiments are to be performed

TEXT BOOKS

1. B.K. Pandey, S. Chaturvedi, Engineering Physics, Cengage Learning.
2. Halliday and Resnick, Physics, Wiley.
3. Dr. M. N. Avadhanulu, Dr. P.G. Kshirsagar, A Textbook of Engineering Physics, S. Chand Publishers.

REFERENCE BOOKS

1. Dr. K. Venkanna and T. Vamshi Prasad, Applied Physics Lab Book. Spectrum Publishers, 2021
2. S. Balasubramanian, M.N. Srinivasan "A Text book of Practical Physics"- S Chand Publishers,2017.

WEB REFERENCES

1. Fundamental concepts of semi conductors: https://nptel.ac.in/courses/115102025/
2. Semi conductor Optoelectronics:https://nptel.ac.in/courses/115102103/

E -TEXT BOOKS

1. http://www.lehman.edu/faculty/kabat/F2019-166168.pdf
2. https://www.scribd.com/doc/143091652/ENGINEERING-PHYSICS-LAB-MANUAL

MOOCS COURSE

1. Swayam:https://swayam.gov.in/nd1_noc19_ph13/preview
2. Alison: https://alison.com/courses?&category=physics

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PROGRAMMING FOR PROBLEM SOLVING LABORATORY

I B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS107ES	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES:

To train students

1. To work with an IDE to create, edit, compile, run and debug programs
2. To analyze the various steps in program development.
3. To develop programs to solve basic problems by understanding basic concepts in C like operators, control statements etc.
4. To develop modular, reusable and readable C Programs using the concepts like functions, arrays etc.
5. To write programs using the Dynamic Memory Allocation concept.
6. To create, read from and write to text and binary files

COURSE OUTCOMES:

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

1. formulate the algorithms for simple problems
2. translate given algorithms to a working and correct program
3. correct syntax errors as reported by the compilers
4. identify and correct logical errors encountered during execution
5. represent and manipulate data with arrays, strings and structures
6. use pointers of different types
7. create, read and write to and from simple text and binary files
8. modularize the code with functions so that they can be reused

LIST OF EXPERIMENTS:

Practice sessions:

a. Write a simple program that prints the results of all the operators available in C (including pre/post increment, bitwise and/or/not, etc.). Read required operand values from standard input.
b. Write a simple program that converts one given data type to another using auto conversion and casting. Take the values from standard input.

Simple numeric problems:

a. Write a program for finding the max and min from the three numbers.
b. Write the program for the simple, compound interest.
c. Write a program that declares Class awarded for a given percentage of marks, where mark <40%= Failed, 40% to <60% = Second class, 60% to <70%=First class, >= 70% = Distinction. Read percentage from standard input.
d. Write a program that prints a multiplication table for a given number and the

number of rows in the table. For example, for a number 5 and rows = 3, the outputshould be:

e. 5 x 1 = 5
f. 5 x 2 = 10
g. 5 x 3 = 15
h. Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

a. A building has 10 floors with a floor height of 3 meters each. A ball is dropped from the top of the building. Find the time taken by the ball to reach each floor. (Use the formula s = ut+(1/2)at^2where u and a are the initial velocity in m/sec (= 0) and acceleration in m/sec^2 (= 9.8 m/s^2)).
b. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +,-,*, /, % and use Switch Statement)
c. Write a program that finds if a given number is a prime number
d. Write a C program to find the sum of individual digits of a positive integer and test given number is palindrome.
e. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the sequence.
f. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
g. Write a C program to find the roots of a Quadratic equation.
h. Write a C program to calculate the following, where x is a fractional value.i. 1-x/2 +x^2/4-x^3/6
j. Write a C program to read in two numbers, x and n, and then compute the sum of this geometric progression: 1+x+x^2+x^3+…..+x^n. For example: if n is 3 and x is 5, then the program computes 1+5+25+125.

Arrays, Pointers and Functions:

a. Write a C program to find the minimum, maximum and average in an array of integers.
b. Write a function to compute mean, variance, Standard Deviation, sorting of n elements in asingle dimension array.
c. Write a C program that uses functions to perform the following:
d. Addition of Two Matrices
e. Multiplication of Two Matrices
f. Transpose of a matrix with memory dynamically allocated for the new matrix as row and column counts may not be the same.
g. Write C programs that use both recursive and non-recursive functions
h. To find the factorial of a given integer.
i. To find the GCD (greatest common divisor) of two given integers.
j. To find x^n
k. Write a program for reading elements using a pointer into an array and display the values using the array.
l. Write a program for display values reverse order from an array using a pointer.
m. Write a program through a pointer variable to sum of n elements from an array.

Files:

a. Write a C program to display the contents of a file to standard output device.
b. Write a C program which copies one file to another, replacing all lowercase characters with their uppercase equivalents.
c. Write a C program to count the number of times a character occurs in a text file. The file name and the character are supplied as command line arguments.
d. Write a C program that does the following:
   It should first create a binary file and store 10 integers, where the file name and 10 valuesare given in the command line. (hint: convert the strings using atoi function)
   Now the program asks for an index and a value from the user and the value at that index should be changed to the new value in the file. (hint: use fseek function)
   The program should then read all 10 values and print them back.
e. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file).

Strings:

a. Write a C program to convert a Roman numeral ranging from I to L to its decimal equivalent.
b. Write a C program that converts a number ranging from 1 to 50 to Roman equivalent
c. Write a C program that uses functions to perform the following operations:
d. To insert a sub-string into a given main string from a given position.
e. To delete n Characters from a given position in a given string.
f. Write a C program to determine if the given string is a palindrome or not (Spelled same in both directions with or without a meaning like madam, civic, noon, abcba, etc.)
g. Write a C program that displays the position of a character ch in the string S or – 1 if S doesn't contain ch.
h. Write a C program to count the lines, words and characters in a given text.

Miscellaneous:

a. Write a menu driven C program that allows a user to enter n numbers and then choose between finding the smallest, largest, sum, or average. The menu and all the choices are to be functions.Use a switch statement to determine what action to take. Display an error message if an invalid choice is entered.

b. Write a C program to construct a pyramid of numbers as follows:

```
1          *          1          1          *
1 2        * *        2 3        2 2        * *
1 2 3      * * *      4 5 6      3 3 3      * *
                                             *
                                4 4 4 4    * *
                                           *
```

Sorting and Searching:

a. Write a C program that uses non recursive function to search for a Key value in a given list of integers using linear search method.
b. Write a C program that uses non recursive function to search for a Key value in a given sorted list of integers using binary search method.
c. Write a C program that implements the Bubble sort method to sort a given list of integers in ascending order.
d. Write a C program that sorts the given array of integers using selection sort in descending order
e. Write a C program that sorts the given array of integers using insertion sort in ascending order
f. Write a C program that sorts a given array of names

TEXTBOOKS:

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition, Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. D.Krishna and S.Mallibabu, "Programming for Problem Solving Lab Record", Spectrum Publications, 1st Edition (2020).
2. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, PHI
3. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
4. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
5. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
6. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
7. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
8. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

WEB REFERENCES

1. https://www.tutorialspoint.com/cprogramming/
2. https://www.w3schools.in/c-tutorial/
3. https://www.cprogramming.com/tutorial/c-tutorial.html
4. www.studytonight.com/c/

E -TEXT BOOKS

1. http:///programming-with-c
2. https://developerinsider.co/best-c-programming-book-for-beginners/

MOOCS COURSE

1. https://nptel.ac.in/courses/106105085/4
2. https://www.coursera.org/courses?query=c%20programming

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
ENGLISH LANGUAGE AND COMMUNICATION SKILLS LABORATORY

I B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EN105HS	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To facilitate computer-assisted multi-media instruction enabling individualized and independent language learning
2. To sensitize the students to the nuances of English speech sounds, word accent,intonation and rhythm
3. To bring about a consistent accent and intelligibility in students' pronunciation ofEnglish by providing an opportunity for practice in speaking
4. To improve the fluency of students in spoken English and neutralize the impact of dialects.
5. To train students to use language appropriately for public speaking, group discussions and interviews

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the nuances of English language through audio- visual experience and group activities
2. Neutralise their accent for intelligibility
3. Speak with clarity and confidence which in turn enhances their employability skills

Syllabus: English Language and Communication Skills Lab (ELCS) shall have two parts:

a. Computer Assisted Language Learning (CALL) Lab
b. Interactive Communication Skills (ICS) Lab

LISTENING SKILLS

Objectives

1. To enable students develop their listening skills so that they may appreciate the role in the LSRWskills approach to language and improve their pronunciation
2. To equip students with necessary training in listening, so that they can comprehend the speechof people of different backgrounds and regions

Students should be given practice in listening to the sounds of the language, to be able to recognize them and find the distinction between different sounds, to be able to mark stress and recognize and use the right intonation in sentences.

- Listening for general content
- Listening to fill up information
- Intensive listening
- Listening for specific information

SPEAKING SKILLS:

1. To involve students in speaking activities in various contexts
2. To enable students express themselves fluently and appropriately in social and professionalcontexts

• Oral practice
• Describing objects/situations/people
• Role play – Individual/Group activities
• Just A Minute (JAM) Sessions

The following course content is prescribed for the English Language and Communication Skills Lab.

Exercise – I
CALL Lab:
Understand: Listening Skill- Its importance – Purpose- Process- Types- Barriers- Effective Listening. Practice: Introduction to Phonetics – Speech Sounds – Vowels and Consonants – Minimal Pairs- Consonant Clusters- Past Tense Marker and Plural Marker- Testing Exercises
ICS Lab:
Understand: Spoken vs. Written language- Formal and Informal English.
Practice: Ice-Breaking Activity and JAM Session- Situational Dialogues – Greetings – Taking Leave – Introducing Oneself and Others.
Exercise – II
CALL Lab:
Understand: Structure of Syllables – Word Stress– Weak Forms and Strong Forms – Stress pattern in sentences – Intonation.
Practice: Basic Rules of Word Accent - Stress Shift - Weak Forms and Strong Forms- Stress pattern in sentences – Intonation - Testing Exercises
ICS Lab:
Understand: Features of Good Conversation – Strategies for Effective Communication.
Practice: Situational Dialogues – Role Play- Expressions in Various Situations –Making Requests and Seeking Permissions - Telephone Etiquette.
Exercise - III
CALL Lab:
Understand: Errors in Pronunciation-Neutralising Mother Tongue Interference (MTI).
Practice: Common Indian Variants in Pronunciation – Differences between British and American Pronunciation -Testing Exercises
ICS Lab:
Understand: Descriptions- Narrations- Giving Directions and Guidelines – Blog Writing
Practice: Giving Instructions – Seeking Clarifications – Asking for and Giving Directions – Thanking and Responding – Agreeing and Disagreeing – Seeking and Giving Advice – Making Suggestions.
Exercise – IV
CALL Lab:
Understand: Listening for General Details.
Practice: Listening Comprehension Tests - Testing Exercises
ICS Lab:
Understand: Public Speaking – Exposure to Structured Talks - Non-verbal Communication- Presentation Skills.
Practice: Making a Short Speech – Extempore- Making a Presentation.
Exercise – V
CALL Lab:
Understand: Listening for Specific Details.
Practice: Listening Comprehension Tests -Testing Exercises
ICS Lab:
Understand: Group Discussion
Practice: Group Discussion

Minimum Requirement of infrastructural facilities for ELCS Lab

1. Computer Assisted Language Learning (CALL) Lab:

The Computer Assisted Language Learning Lab has to accommodate 40 students with 40 systems, with one Master Console, LAN facility and English language learning software for self- study by students.

System Requirement (Hardware component):

Computer network with LAN facility (minimum 40 systems with multimedia) with the following specifications:

i) Computers with Suitable Configuration

ii) High Fidelity Headphones

2. Interactive Communication Skills (ICS) Lab :

The Interactive Communication Skills Lab: A Spacious room with movable chairs and audio-visual aids with a Public Address System, a T. V. or LCD, a digital stereo –audio & video system and camcorder etc.

Source of Material (Master Copy):

- Exercises in Spoken English. Part 1,2,3. CIEFL and Oxford University Press

Note: Teachers are requested to make use of the master copy and get it tailor-made to suit the contents of the syllabus.

Suggested Software:

- Cambridge Advanced Learners' English Dictionary with CD.
- Grammar Made Easy by Darling Kindersley.
- Punctuation Made Easy by Darling Kindersley.
- Oxford Advanced Learner's Compass, 10th Edition.
- English in Mind (Series 1-4), Herbert Puchta and Jeff Stranks with Meredith Levy, Cambridge.
- English Pronunciation in Use (Elementary, Intermediate, Advanced) Cambridge University Press.
- English Vocabulary in Use (Elementary, Intermediate, Advanced) Cambridge University Press.
- TOEFL & GRE (KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS).
- Digital All
- Orell Digital Language Lab (Licensed Version)

REFERENCE BOOKS

1. English Language Communication Skills (2022).– Lab Manual cum Workbook. Cengage Learning India Pvt. Ltd.
2. Shobha, KN & Rayen, J. Lourdes. (2019). Communicative English – A workbook. Cambridge University Press
3. Kumar, Sanjay & Lata, Pushp. (2019). Communication Skills: A Workbook. Oxford University Press
4. Board of Editors. (2016). ELCS Lab Manual: A Workbook for CALL and ICS Lab Activities.Orient Black Swan Pvt. Ltd.
5. Mishra, Veerendra et al. (2020). English Language Skills: A Practical Approach. Cambridge University Press

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1. https://www.asha.org/PRPSpecificTopic.aspx?folderid=8589935321&section=References 2. https://www.englishlab.co.in/blog/types-of-communication-skills-lab-english-language-lab/
E -TEXT BOOKS
1. https://www.pdfdrive.com/basic-english-grammar-for-english-language-learners-basic-english-grammar-for-english-language-learners-e158730664.html 2. https://www.pdfdrive.com/english-language-communication-skills-e53852464.html
MOOCS COURSE
1. https://www.coursera.org/specializations/improve-english 2. https://www.edx.org/professional-certificate/upvalenciax-upper-intermediate- english

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ENVIRONMENTAL SCIENCE

I B. TECH- I SEMESTER (R 22)

Course Code	Category	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
*CH109MC	B. Tech	3	0	0	0	100	-	100

COURSE OBJECTIVES

To learn

1. Understanding the importance of ecological balance for sustainable development.
2. Understanding the impacts of developmental activities and mitigation measures.
3. Understanding the environmental policies and regulations

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Based on this course, the Engineering graduate will understand /evaluate / develop technologies on the basis of ecological principles and environmental regulations which in turn helps in sustainable development.

UNIT-I	ECOSYSTEMS	Classes:10

Definition, Scope, and Importance of ecosystem. Classification, structure, and function of an ecosystem, Food chains, food webs, and ecological pyramids. Flow of energy, Biogeochemical cycles, Bioaccumulation, Biomagnification, ecosystem value, services and carrying capacity, Field visits.

UNIT-II	NATURAL RESOURCES:	Classes:10

Classification Of Resources: Living and Non-Living resources, **water resources:** use and over utilization of surface and ground water, floods and droughts, Dams: benefits and problems. **Mineral resources:** use and exploitation, environmental effects of extracting and using mineral resources, **Land resources:** Forest resources, **Energy resources:** growing energy needs, renewable and non-renewable energy sources, use of alternate energy source, case studies.

UNIT-III	BIODIVERSITY AND BIOTIC RESOURCES	Classes:10

Introduction, Definition, genetic, species and ecosystem diversity. Value of biodiversity; consumptive use, productive use, social, ethical, aesthetic and optional values. India as a mega diversity nation, Hot spots of biodiversity. Field visit. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts; conservation of biodiversity: In- Situ and Ex-situ conservation. National Biodiversity act.

UNIT-IV	ENVIRONMENTAL POLLUTION AND CONTROL TECHNOLOGIES	Classes:10

Environmental Pollution: Classification of pollution, **Air Pollution:** Primary and secondary pollutants, Automobile and Industrial pollution, Ambient air quality standards. **Water pollution:** Sources and types of pollution, drinking water quality standards. **Soil Pollution:** Sources and types, Impacts of modern agriculture, degradation of soil. **Noise Pollution:** Sources and Health hazards, standards, **Solid waste:** Municipal Solid Waste management, composition and characteristics of e-Waste and its management. **Pollution control technologies:** Wastewater Treatment methods: Primary, secondary and Tertiary.
Overview of air pollution control technologies, Concepts of bioremediation. **Global Environmental Issues and Global Efforts: C**limate change and impacts on human environment. Ozone depletion and Ozone depleting substances (ODS). Deforestation and desertification. International conventions / Protocols: Earth summit, Kyoto protocol, and Montréal Protocol. NAPCC-GoI Initiatives.

UNIT-V	ENVIRONMENTAL POLICY, LEGISLATION & EIA	Classes: 10

Environmental Protection act, Legal aspects Air Act- 1981, Water Act, Forest Act, Wild life Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition. Overview on Impacts of air, water, biological and Socio-economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan (EMP). **Towards Sustainable Future:** Concept of Sustainable Development Goals, Population and its explosion, Crazy Consumerism, Environmental Education, Urban Sprawl, Human health, Environmental Ethics, Concept of Green Building, Ecological Foot Print, Life Cycle assessment (LCA), Low carbon life style.

TEXT BOOKS

1. Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha for University Grants Commission.
2. Environmental Studies by R. Rajagopalan, Oxford University Press.

REFERENCE BOOKS

1. A. Aditya Prasad, S.Hemambika, A.Rambabu, "Environmental Science", Spectrum Educational Books., Hyderabad,1st edition (2021)
2. Environmental Science: towards a sustainable future by Richard T. Wright. 2008 PHL Learning Private Ltd. New Delhi.
3. Environmental Engineering and science by Gilbert M. Masters and Wendell P. Ela. 2008 PHILearning Pvt. Ltd.
4. Environmental Science by Daniel B. Botkin & Edward A. Keller, Wiley INDIA edition.
5. Environmental Studies by Anubha Kaushik, 4th Edition, New age international publishers.
6. Text book of Environmental Science and Technology - Dr. M. Anji Reddy 2007, BS Publications.
7. Introduction to Environmental Science by Y. Anjaneyulu, BS. Publications.

WEB REFERENCES

1. https://education.nationalgeographic.org/resource/ecosystem
2. https://byjus.com/chemistry/natural-resources-pdf/

E –TEXTBOOKS

1. https://www.pdfdrive.com/biodiversity-inventories-in-high-gear-dna-barcoding-facilitates-a-rapid-biotic-survey-of-a-temperate-d149274581.html
2. https://www.pdfdrive.com/pollution-causes-effects-and-control-e159560577.html

MOOCS COURSE

1. https://nptel.ac.in/courses/120108004
2. https://archive.nptel.ac.in/content/storage2/courses/122102006/mod1/Overview%20of%20ecology.htm

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
ORDINARY DIFFERENTIAL EQUATIONS AND VECTOR CALCULUS

I B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
MA201BS	B. Tech	3	1	0	4	40	60	100

COURSE OBJECTIVES

To learn

1. Methods of solving the differential equations of first and higher order.
2. Concept, properties of Laplace transforms
3. Solving ordinary differential equations using Laplace transforms techniques.
4. The physical quantities involved in engineering field related to vector valued functions
5. The basic properties of vector valued functions and their applications to line, surface and volume integrals

COURSE OUTCOMES

After learning the contents of this paper the student must be able to

1. Identify whether the given differential equation of first order is exact or not
2. Solve higher differential equation and apply the concept of differential equation to real world problems.
3. Use the Laplace transforms techniques for solving ODE's.
4. Evaluate the line, surface and volume integrals and converting them from one to another

UNIT-I	FIRST ORDER ODE	Classes: 10

Exact differential equations, Equations reducible to exact differential equations, linear and Bernoulli's equations, Orthogonal Trajectories (only in Cartesian Coordinates). Applications: Newton's law of cooling, Law of natural growth and decay.

UNIT-II	ORDINARY DIFFERENTIAL EQUATIONS OF HIGHER ORDER	Classes: 10

Second order linear differential equations with constant coefficients: Non-Homogeneous terms of the type e^{ax}, $\sin ax$, $\cos ax$, polynomial in x^m, $e^{ax}V(x)$ and $xV(x)$, method of variation of parameters, Equations reducible to linear ODE with constant coefficients: Legendre's equation, Cauchy-Euler equation. Applications: Electric Circuits

UNIT-III	LAPLACE TRANSFORMS	Classes:10

Laplace Transforms: Laplace Transform of standard functions, First shifting theorem, Second shifting theorem, Unit step function, Dirac delta function, Laplace transforms of functions when they are multiplied and divided by 't', Laplace transforms of derivatives and integrals of function, Evaluation of integrals by Laplace transforms, Laplace transform of periodic functions, Inverse Laplace transform by different methods, convolution theorem (without proof). Applications: solving Initial value problems by Laplace Transform method.

UNIT-IV	VECTOR DIFFERENTIATION	Classes: 10

Vector point functions and scalar point functions, Gradient, Divergence and Curl, Directional derivatives, Tangent plane and normal line, Vector Identities, Scalar potential functions, Solenoidal and Irrotational vectors.

UNIT-V	VECTOR INTEGRATION	Classes: 10

Line, Surface and Volume Integrals, Theorems of Green, Gauss and Stokes (without proofs) and their applications.

TEXT BOOKS

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010
2. R.K. Jain and S.R.K. Iyengar, Advanced Engineering Mathematics, Narosa Publications, 5th Edition, 2016.

REFERENCE BOOKS

1. Dr. D. Ranadheer Reddy, Dr. S. Someshwar & Mrs. M. Jhansi Lakshmi, Advanced Calculus for Engineers, M/s Students Helpline Publishing House Pvt. Ltd, First Edition-2020
2. Erwin Kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
3. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9th Edition, Pearson, Reprint, 2002.
4. H. K. Dass and Er. Rajnish Verma, Higher Engineering Mathematics, S Chand and Company Limited, New Delhi.
5. N.P. Bali and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.

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2. https://www.mathworld.wolfram.com/
3. https://www.efunda.com/math/laplace_transform/index.cfm?search_string=laplace%20transforms

E -TEXT BOOKS

1. https://www.e-booksdirectory.com/listing.php?category=4
2. https://www.e-booksdirectory.com/details.php?ebook=10830

MOOCS COURSE

1. https://archive.nptel.ac.in/content/storage2/courses/122104018/node69.html
2. https://archive.nptel.ac.in/courses/111/106/111106139/
3. https://onlinecourses.nptel.ac.in/noc22_ma75/preview

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ENGINEERING CHEMISTRY

I B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CH202BS	B. Tech	3	1	0	4	40	60	100

COURSE OBJECTIVES

1. To bring adaptability to new developments in Engineering Chemistry and to acquire the skills required to become a perfect engineer.
2. To include the importance of water in industrial usage, fundamental aspects of battery chemistry, significance of corrosion it's control to protect the structures.
3. To imbibe the basic concepts of petroleum and its products.
4. To acquire required knowledge about engineering materials like cement, smart materials and Lubricants.

COURSE OUTCOMES

1. Students will acquire the basic knowledge of electrochemical procedures related to corrosion and its control.
2. The students are able to understand the basic properties of water and its usage in domestic and industrial purposes.
3. They can learn the fundamentals and general properties of polymers and other engineering materials.
4. They can predict potential applications of chemistry and practical utility in order to become good engineers and entrepreneurs.

UNIT-I	WATER AND ITS TREATMENT	Classes: 10

Introduction to hardness of water – Estimation of hardness of water by complexometric method and related numerical problems. Potable water and its specifications - Steps involved in the treatment of potable water - Disinfection of potable water by chlorination and break - point chlorination. Defluoridation - Determination of F- ion by ion- selective electrode method.

Boiler troubles: Sludges, Scales and Caustic embrittlement. Internal treatment of Boiler feed water - Calgon conditioning - Phosphate conditioning - Colloidal conditioning, External treatment methods - Softening of water by ion- exchange processes. Desalination of water – Reverse osmosis.

UNIT-II	BATTERY CHEMISTRY & CORROSION	Classes: 10

Introduction - Classification of batteries- primary, secondary and reserve batteries with examples. Basic requirements for commercial batteries. Construction, working and applications of: Zn-air and Lithium ion battery, Applications of Li-ion battery to electrical vehicles. Fuel Cells- Differences between battery and a fuel cell, Construction and applications of Methanol Oxygen fuel cell and Solid oxide fuel cell. Solar cells - Introduction and

Applications of Solar cells.

Corrosion: Causes and effects of corrosion – theories of chemical and electrochemical corrosion – mechanism of electrochemical corrosion, Types of corrosion: Galvanic, water-line and pitting corrosion. Factors affecting rate of corrosion, Corrosion control methods- Cathodic protection – Sacrificial anode and impressed current methods.

UNIT-III	POLYMERIC MATERIALS	Classes:10

Definition – Classification of polymers with examples – Types of polymerization – addition (free radical addition) and condensation polymerization with examples – Nylon 6:6, Terylene
Plastics: Definition and characteristics- thermoplastic and thermosetting plastics, Preparation, Properties and engineering applications of PVC and Bakelite, Teflon, Fiber reinforced plastics (FRP).
Rubbers: Natural rubber and its vulcanization.
Elastomers: Characteristics –preparation – properties and applications of Buna-S, Butyl and Thiokol rubber.
Conducting polymers: Characteristics and Classification with examples-mechanism of conduction in trans-polyacetylene and applications of conducting polymers.
Biodegradable polymers: Concept and advantages - Polylactic acid and poly vinyl alcohol and their applications.

UNIT-IV	ENERGY SOURCES	Classes: 10

Introduction, Calorific value of fuel – HCV, LCV- Dulongs formula. Classification- solid fuels: coal – analysis of coal – proximate and ultimate analysis and their significance. Liquid fuels – petroleum and its refining, cracking types – moving bed catalytic cracking. Knocking – octane and cetane rating, synthetic petrol - Fischer-Tropsch's process; Gaseous fuels – composition and uses of natural gas, LPG and CNG, Biodiesel – Transesterification, advantages.

UNIT-V	ENGINEERING MATERIALS	Classes: 10

Cement: Portland cement, its composition, setting and hardening.
Smart materials and their engineering applications
Shape memory materials- Poly L- Lactic acid. Thermo response materials- Polyacryl amides, Polyvinyl amides

Lubricants: Classification of lubricants with examples-characteristics of a good lubricants - mechanism of lubrication (thick film, thin film and extreme pressure)- properties of lubricants: viscosity, cloud point, pour point, flash point and fire point. cetane rating, synthetic petrol - Fischer-Tropsch's process; Gaseous fuels – composition and uses of natural gas, LPG and CNG, Biodiesel – Transesterification, advantages.

TEXT BOOKS

1. Engineering Chemistry by P.C. Jain and M. Jain, Dhanpatrai Publishing Company, 2010
2. Engineering Chemistry by Rama Devi, Venkata Ramana Reddy and Rath, Cengage learning,2016
3. A text book of Engineering Chemistry by M. Thirumala Chary, E. Laxminarayana and K.Shashikala, Pearson Publications, 2021.
4. Textbook of Engineering Chemistry by Jaya Shree Anireddy, Wiley Publications.

REFERENCE BOOKS

1. A. Aditya Prasad, S.Hemambika and N.V.V. PandurangaRao "Engineering Chemistry", Spectrum Medico Plus Pharma Publishers., Hyderabad, 1st edition (2020)
2. Engineering Chemistry by Shikha Agarwal, Cambridge University Press, Delhi (2015)
3. Engineering Chemistry by Shashi Chawla, Dhanpatrai and Company (P) Ltd. Delhi (2011)
4. Engineering Chemistry by A. Aditya Prasad, S. Hemambika and N. V. V. Panduranga Rao, Spectrum Medico Plus Pharma Publishers., Hyderabad, 1st Edition (2020)
5. Engineering Chemistry by Thirumala Chary Laxminarayana, Shashikala, Pearson Publications (2020)

WEB REFERENCES

1. https://www.wileyindia.com/engineering-chemistry-as-per-aicte.html
2. https://www.wileyindia.com/wiley-engineering-chemistry-second-edition.html
3. https://www.wyzant.com/resources/lessons/science/chemistry
4. http://www.chem1.com/acad/webtext/virtualtextbook.html

E -TEXT BOOKS

1. https://www.pdfdrive.com/engineering-chemistry-e33546326.html
2. https://www.pdfdrive.com/engineering-chemistry-fundamentals-and-applications-2nd-edition-e191456798.html
3. https://www.pdfdrive.com/engineering-chemistry-e48867824.html

MOOCS COURSE

1. https://nptel.ac.in/courses/122101001
2. https://nptel.ac.in/courses/105106205

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

COMPUTER AIDED ENGINEERING GRAPHICS

I B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
ME208ES	B. Tech	1	0	4	3	40	60	100

COURSE OBJECTIVES

1. To develop the ability of visualization of different objects through technical drawings
2. To acquire computer drafting skill for communication of concepts, ideas in the design of engineering products

COURSE OUTCOMES

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

1. Apply computer aided drafting tools to create 2D and 3D objects
2. sketch conics and different types of solids
3. Appreciate the need of Sectional views of solids and Development of surfaces of solids
4. Read and interpret engineering drawings
5. Conversion of orthographic projection into isometric view and vice versa manually and by using computer aided drafting

UNIT-I	INTRODUCTION TO ENGINEERING GRAPHICS	Classes: 15

Principles of Engineering Graphics and their Significance, Scales – Plain & Diagonal, Conic Sections including the Rectangular Hyperbola – General method only. Cycloid, Epicycloid and Hypocycloid, Introduction to Computer aided drafting – views, commands and conics

UNIT-II	ORTHOGRAPHIC PROJECTIONS	Classes: 15

Principles of Orthographic Projections – Conventions – Projections of Points and Lines, Projections of Plane regular geometric figures. Auxiliary Planes. Computer aided orthographic projections – points, lines and planes

UNIT-III	PROJECTIONS OF REGULAR SOLIDS	Classes:15

Projections of Regular Solids – Auxiliary Views - Sections or Sectional views of Right Regular Solids – Prism, Cylinder, Pyramid, Cone – Auxiliary views, Computer aided projections of solids – sectional views

UNIT-IV	DEVELOPMENT OF SURFACES OF RIGHT REGULAR SOLIDS	Classes: 15

Development of Surfaces of Right Regular Solids – Prism, Cylinder, Pyramid and Cone, Development of surfaces using computer aided drafting

UNIT-V	ISOMETRIC PROJECTIONS	Classes: 10

Principles of Isometric Projection – Isometric Scale – Isometric Views – Conventions – Isometric Views of Lines, Plane Figures, Simple and Compound Solids – Isometric Projection of objects having non- isometric lines. Isometric Projection of Spherical Parts. Conversion of Isometric Views to Orthographic Views and Vice-versa –Conventions. Conversion of orthographic projection into isometric view using computer aided drafting.

TEXT BOOKS

1. Engineering Drawing N.D. Bhatt / Charotar
2. Engineering Drawing and graphics Using Auto CAD Third Edition, T. Jeyapoovan, Vikas: S. Chand and company Ltd.

REFERENCE BOOKS

1. Dr.D.V.Sreekanth, Dr. M. Bhojendra Naik and S.Amith Kumar, " EngineeringGraphics" Spectrum University Press, First Edition (2020)
2. Engineering Drawing, Basant Agrawal and C M Agrawal, Third Edition McGraw Hill
3. Engineering Graphics and Design, WILEY, Edition 2020
4. Engineering Drawing, M. B. Shah, B.C. Rane / Pearson.
5. Engineering Drawing, N. S. Parthasarathy and Vela Murali, Oxford
6. Computer Aided Engineering Drawing – K Balaveera Reddy et al – CBS Publishers

Note: External examination is conducted in conventional mode and internal evaluation to be done by both conventional as well as using computer aided drafting.

WEB REFERENCES

1. http://freevideolectures.com/Course/3420/Engineering-Drawing
2. https://www.slideshare.net/search/slideshow?searchfrom=header&q=engineering+drawing
3. https://www.wiziq.com/tutorials/engineering-drawing
4. http://road.issn.org/issn/2344-4681-journal-of-industrial-design-and-engineering-graphics

E –TEXT BOOKS

1. http://rgpv-ed.blogspot.com/2009/09/development-of-surfaces.html
2. http://www.techdrawingtools.com/12/l1201.htm

MOOCS COURSE

1. https://nptel.ac.in/course.php
2. https://swayam.gov.in/explorer

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

BASIC ELECTRICAL ENGINEERING

I B. TECH- II SEMESTER (R 22)

Course Code	Programme	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EE206ES	B. Tech	2	0	0	2	40	60	100

COURSEOBJECTIVES

To learn

1. To understand DC and Single & Three phase AC circuits
2. To study and understand the different types of DC, AC machines and Transformers.
3. To import the knowledge of various electrical installations and the concept of power, power factor and its improvement.

COURSEOUTCOMES

Upon successful completion of the course, the student is able to

1. Understand and analyze basic Electrical circuits
2. Study the working principles of Electrical Machines and Transformers
3. Introduce components of Low Voltage Electrical Installations.

UNIT-I	D.C. CIRCUITS	Classes:12

Electrical circuit elements (R, L and C), voltage and current sources, KVL & KCL, analysis of simple circuits with dc excitation. Superposition, The venin and Norton Theorems. Time-domain analysis of first-order RL and RC circuits.

UNIT-II	A.C. CIRCUITS	Classes:12

Representation of sinusoidal waveforms, peak and rms values, phasor representation, real power, reactive power, apparent power, power factor, Analysis of single-phase ac circuits consisting of R, L, C, RL, RC, RLC combinations (series and parallel), resonance in series R-L-C circuit. Three-phase balanced circuits, voltage and current relations in star and delta connections.

UNIT-III	TRANSFORMERS	Classes:10

Ideal and practical transformer, equivalent circuit, losses in transformers, regulation and efficiency. Auto-transformer and three-phase transformer connections

UNIT-IV	ELECTRICAL MACHINES	Classes:12

Construction and working principle of dc machine, performance characteristics of dc shunt machine. Generation of rotating magnetic field, Construction and working of a three-phase induction motor, Significance of torque-slip characteristics. Single-phase induction motor, Construction and working. Construction and working of synchronous generator.

UNIT-V	ELECTRICAL INSTALLATIONS	Classes:10

Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Wires and Cables, Earthing. Types of Batteries, Important Characteristics for Batteries. Elementary calculations for energy consumption, power factor improvement and battery backup.

TEXT BOOKS

1. D.P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill, 4th Edition,2019.
2. MS Naidu and S Kamakshaiah, "Basic Electrical Engineering", Tata McGraw Hill, 2nd Edition,2008.

REFERENCE BOOKS

1. Dr.N.Ramchandra, Ch.Srinivas, S.Trilochana, "Basic Electrical Engineering", Spectrum Techno Press, 1st Edition, 2020.
2. P. Ramana, M. Suryakalavathi, G.T. Chandrasheker, "Basic Electrical Engineering", S. Chand,2nd Edition, 2019.
3. D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill, 2009
4. M. S. Sukhija, T. K. Nagsarkar, "Basic Electrical and Electronics Engineering", Oxford, 1stEdition, 2012.
5. Abhijit Chakrabarthi, Sudipta Debnath, Chandan Kumar Chanda, "Basic Electrical Engineering", 2nd Edition, McGraw Hill, 2021.
6. L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press, 2011.
7. E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
8. V. D. Toro, "Electrical Engineering Fundamentals", Prentice Hall India, 1989

WEB REFERENCES

1. https://www.electrical4u.com/
2. http://www.basicsofelectricalengineering.com/
3. https://www.khanacademy.org/science/physics/circuits-topic/circuits-resistance/a/ee-voltage-and-current
4. https://circuitglobe.com/

E –TEXT BOOKS

1. https://easyengineering.net/basic-electrical-engineering-by-wadhwa/
2. https://easyengineering.net/objective-electrical-technology-by-mehta/

MOOCS COURSE

1. https://nptel.ac.in/courses/108108076/1
2. https://nptel.ac.in/courses/108102146/
3. https://nptel.ac.in/courses/108108076/35

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ELECTRONIC DEVICES AND CIRCUITS

I B. TECH- II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EC203ES	B.Tech	2	0	0	2	40	60	100

COURSE OBJECTIVES

To learn

1. To introduce components such as diodes, BJTs and FETs.
2. To know the applications of devices.
3. To know the switching characteristics of devices.

COURSE OUTCOMES

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

1. Acquire the knowledge of various electronic devices and their use on real life.
2. Know the applications of various devices.
3. Acquire the knowledge about the role of special purpose devices and their applications.

UNIT-I	DIODES	Classes: 8

Diode - Static and Dynamic resistances, Equivalent circuit, Diffusion and Transition Capacitances,V-I Characteristics, Diode as a switch- switching times.

UNIT-II	DIODE APPLICATIONS	Classes:8

Rectifier - Half Wave Rectifier, Full Wave Rectifier, Bridge Rectifier, Rectifiers with Capacitive and Inductive Filters, Clippers-Clipping at two independent levels, Clamper-Clamping Circuit Theorem, Clamping Operation, Types of Clampers.

UNIT-III	BIPOLAR JUNCTION TRANSISTOR (BJT):	Classes:8

Principle of Operation, Common Emitter, Common Base and Common Collector Configurations, Transistor as a switch, switching times.

UNIT-IV	JUNCTION FIELD EFFECT TRANSISTOR (FET):	Classes:8

Construction, Principle of Operation, Pinch-Off Voltage, Volt- Ampere Characteristic, Comparison of BJT and FET, FET as Voltage Variable Resistor, MOSFET, MOSTET as a capacitor.

UNIT-V	SPECIAL PURPOSE DEVICES:	Classes:8

Zener Diode - Characteristics, Zener diode as Voltage Regulator, Principle ofOperation - SCR, Tunnel diode, UJT, Varactor Diode, Photo diode, Solar cell, LED, Schottky diode.

TEXT BOOKS

1. Jacob Millman - Electronic Devices and Circuits, McGraw Hill Education
2. Robert L. Boylestead, Louis Nashelsky- Electronic Devices and Circuits theory, 11th Edition, 2009, Pearson.

REFERENCE BOOKS

1. Horowitz -Electronic Devices and Circuits, David A. Bell – 5thEdition, Oxford.
2. Chinmoy Saha, Arindam Halder, Debaati Ganguly - Basic Electronics-Principles and Applications,Cambridge, 2018.

WEB REFERENCES

1. https://www.physics-and-radio-electronics.com/electronic-devices-and-circuits.html
2. https://www.electronics-tutorials.ws/transistor/tran_5.html
3. http://www.gvpcew.ac.in/LN-CSE-IT-22-32/ECE/2-Year/ECA-All-Units.pdf
4. https://www.electronics-notes.com/articles/analogue_circuits/fet-field-effect-transistor/common-source-amplifier-circuit.php

E -TEXT BOOKS

1. https://ia902709.us.archive.org/13/items/ElectronicDevicesAndCircuitTheory/Electronic%20Devices%20and%20Circuit%20Theory.pdf
2. https://www.researchgate.net/publication/275408225_Electronic_Devices_and_Circuits

MOOCS COURSE

1. https://nptel.ac.in/courses/117103063/2
2. https://nptel.ac.in/courses/117106087/4
3. https://nptel.ac.in/courses/117106087/20

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ENGINEERING CHEMISTRY LABORATORY

I B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CH204BS	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. Estimation of hardness of water to check its suitability for drinking purpose.
2. Students are able to perform estimations of acids and bases using conductometry, potentiometry and pH metry methods.
3. Students will learn to prepare polymers such as Bakelite and nylon-6 in the laboratory.
4. Students will learn skills related to the lubricant properties such as saponification value, surface tension and viscosity of oils.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Determination of parameters like hardness of water and rate of corrosion of mild steel in various conditions.
2. Able to perform methods such as conductometry, potentiometry and pH metry in order to find out the concentrations or equivalence points of acids and bases.
3. Students are able to prepare polymers like bakelite and nylon-6.
4. Estimations saponification value, surface tension and viscosity of lubricant oils.

LIST OF EXPERIMENTS

I. Volumetric Analysis: Estimation of Hardness of water by EDTA Complexometry method.

II. Conductometry: Estimation of the concentration of an acid by Conductometry.

III. Potentiometry: Estimation of the amount of Fe^{+2} by Potentiomentry.

IV. pH Metry: Determination of an acid concentration using pH meter.

V. Preparations:

1. Preparation of Bakelite.
2. Preparation Nylon – 6.

VI. Lubricants:

1. Estimation of acid value of given lubricant oil.
2. Estimation of Viscosity of lubricant oil using Ostwald's Viscometer.

VII. Corrosion: Determination of rate of corrosion of mild steel in the presence and absence of inhibitor.

VIII. Virtual lab experiments

1. Construction of Fuel cell and its working.
2. Smart materials for Biomedical applications
3. Batteries for electrical vehicles.
4. Functioning of solar cell and its applications.

TEXT BOOKS

1. Senior practical physical chemistry, B. D. Khosla, A. Gulati and V. Garg (R. Chand and Co.,Delhi)
2. An introduction to practical; chemistry, K.K. Sharma and D. S. Sharma (Vikas publishing, New Delhi)

REFERENCE BOOKS

1. S.Hemambika, V.Rajasekhar Reddy, "Engineering Chemistry Lab", Spectrum Publications., Hyderabad, 1st Edition (2020)
2. Lab manual for Engineering chemistry by B. Ramadevi and P. Aparna, S Chand Publications, New Delhi (2022)
3. Vogel's text book of practical organic chemistry 5th edition
4. Inorganic Quantitative analysis by A.I. Vogel, ELBS Publications.
5. College Practical Chemistry by V.K. Ahluwalia, Narosa Publications Ltd. New Delhi (2007).

WEB REFERENCES

1. https://www.academia.edu/39911915/Engineering_Chemistry_Laboratory_Manual_and_Observation_Subject_Code_18CHEL16_26
2. https://www.vlab.co.in/broad-area-chemical-engineering

E -TEXT BOOKS

1. https://www.pdfdrive.com/engineering-chemistry-lab-manual-e51801253.html
2. https://www.pdfdrive.com/engineering-chemistry-lab-manual-autonomous-2015-16-e37927940.html

MOOCS COURSE

1. https://www.coursera.org/browse/physical-science-and-engineering/chemistry
2. https://libguides.mines.edu/chem/online-course-resources
3. https://ecampus.oregonstate.edu/online-degrees/undergraduate/online-chemistry-lab-course/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

BASIC ELECTRICAL ENGINEERING LABORATORY

I B. TECH- II SEMESTER (R 22)

Course Code	Programme	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EE208ES	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES:

To learn

1. To measure the electrical parameters for different types of DC and AC circuits using conventional and theorems approach.
2. To study the transient response of various R, L and C circuits using different excitations.
3. To determine the performance of different types of DC, AC machines and Transformers.

COURSE OUTCOMES:

Upon successful completion of the course, the student is able to

1. Verify the basic Electrical circuits through different experiments.
2. Evaluate the performance calculations of Electrical Machines and Transformers through various testing methods.
3. Analyze the transient responses of R, L and C circuits for different input conditions.

LIST OF EXPERIMENTS/DEMONSTRATIONS

PART-A (compulsory)

1. Verification of KVL and KCL
2. Verification of The venin's and Norton's theorem
3. Transient Response of Series RL and RC circuits for DC excitation
4. Resonance in series RLC circuit
5. Calculations and Verification of Impedance and Current of RL, RC and RLC series circuits
6. Measurement of Voltage, Current and Real Power in primary and Secondary Circuits of aSingle-Phase Transformer
7. Performance Characteristics of a DC Shunt Motor
8. Torque-Speed Characteristics of a Three-phase Induction Motor.

PART-B (any two experiments from the given list)

1. Verification of Superposition theorem.
2. Three Phase Transformer: Verification of Relationship between Voltages and Currents(Star-Delta, Delta-Delta, Delta-star, Star-Star)
3. Load Test on Single Phase Transformer (Calculate Efficiency and Regulation)
4. Measurement of Active and Reactive Power in a balanced Three-phase circuit
5. No-Load Characteristics of a Three-phase Alternator

TEXT BOOKS

1. D.P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill, 4th Edition,2019.
2. MS Naidu and S Kamakshaiah, "Basic Electrical Engineering", Tata McGraw Hill, 2nd Edition,2008

REFERENCE BOOKS

1. S.Trilochana, Ch.Srinivas, V.Vishnu Vardhan "Basic Electrical Engineering Lab", Spectrum Techno Press, 1st Edition, 2020.
2. P. Ramana, M. Suryakalavathi, G.T.Chandrasheker,"Basic Electrical Engineering", S. Chand,2nd Edition, 2019.
3. D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill, 2009
4. M. S. Sukhija, T. K. Nagsarkar, "Basic Electrical and Electronics Engineering", Oxford, 1stEdition, 2012.
5. Abhijit Chakrabarthi, Sudipta Debnath, Chandan Kumar Chanda, "Basic Electrical Engineering", 2nd Edition, McGraw Hill, 2021.
6. L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press, 2011.
7. E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
8. V. D. Toro, "Electrical Engineering Fundamentals", Prentice Hall India, 1989.

WEB REFERENCES

1. https://www.electrical4u.com/
2. http://www.basicsofelectricalengineering.com/
3. https://www.khanacademy.org/science/physics/circuits- topic/circuits-resistance/a/ee-voltage-and-current
4. https://circuitglobe.com/

E -TEXTBOOKS

1. https://easyengineering.net/basic-electrical-engineering-by-wadhwa/
2. https://easyengineering.net/objective-electrical-technology-by-mehta/

MOOCS COURSE

1. https://nptel.ac.in/courses/108108076/1
2. https://nptel.ac.in/courses/108102146/
3. https://nptel.ac.in/courses/108108076/35

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

PYTHON PROGRAMMING LABORATORY

I B. TECH- II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS205ES	B. Tech	0	1	2	2	40	60	100

COURSE OBJECTIVES

1. To install and run the Python interpreter
2. To learn control structures.
3. To Understand Lists, Dictionaries in python
4. To Handle Strings and Files in Python

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Develop the application specific codes using python.
2. Understand Strings, Lists, Tuples and Dictionaries in Python
3. Verify programs using modular approach, file I/O, Python standard library
4. Implement Digital Systems using Python

Note: The lab experiments will be like the following experiment examples

LIST OF EXPERIMENTS

Week -1:

1. i) Use a web browser to go to the Python website http://python.org. This page contains information about Python and links to Python-related pages, and it gives you the ability to search the Python documentation.
   ii) Start the Python interpreter and type help() to start the online help utility.
2. Start a Python interpreter and use it as a Calculator.
3.
   i) Write a program to calculate compound interest when principal, rate and numbers of periods are given.
   ii) Given coordinates (x1, y1), (x2, y2) find the distance between two points
4. Read name, address, email and phone number of a person through keyboard and print the details.

Week - 2:

1. Print the below triangle using for loop.5
   4 4
   3 3 3
   2 2 2 2
   1 1 1 1 1
2. Write a program to check whether the given input is digit or lowercase character or upper case character or a special character (use 'if-else-if' ladder)
3. Python Program to Print the Fibonacci sequence using while loop
4. Python program to print all prime numbers in a given interval (use break)

Week - 3:

1. i) Write a program to convert a list and tuple into arrays.
   ii) Write a program to find common values between two arrays.
2. Write a function called gcd that takes parameters a and b and returns their greatest common divisor.
3. Write a function called palindrome that takes a string argument and returns True if it is a palindrome and False otherwise. Remember that you can use the built-in function len to checkthe length of a string.

Week - 4:

1. Write a function called is_sorted that takes a list as a parameter and returns true if the list is sorted in ascending order and False otherwise.
2. Write a function called has duplicates that take a list and returns True if there is any element that appears more than once. It should not modify the original list.

   i). Write a function called remove duplicates that takes a list and returns a new list with only the unique elements from the original. Hint: they don't have to be in the sameorder.

   ii). The word list I provided, words.txt, doesn't contain single letter words. So you might want to add "I", "a", and the empty string.

   iii). Write a python code to read dictionary values from the user. Construct a function to invert itscontent. i.e., keys should be values and values should be keys.
3. i) Add a comma between the characters. If the given word is 'Apple', it should become 'A,p,p,l,e'

   ii) Remove the given word in all the places in a string?

   iii) Write a function that takes a sentence as an input parameter and replaces the first letter of everyword with the corresponding upper case letter and the rest of the letters in the word by corresponding letters in lower case without using a built-in function?
4. Writes a recursive function that generates all binary strings of n-bit length

Week - 5:

1. i) Write a python program that defines a matrix and prints
   ii) Write a python program to perform addition of two square matrices
   iii) Write a python program to perform multiplication of two square matrices
2. How do you make a module? Give an example of construction of a module using different geometrical shapes and operations on them as its functions.
3. Use the structure of exception handling all general purpose exceptions.

Week-6:

1. a. Write a function called draw rectangle that takes a Canvas and a Rectangle as arguments and draws a representation of the Rectangle on the Canvas.

   b. Add an attribute named color to your Rectangle objects and modify draw rectangleso that it uses the color attribute as the fill color.

   c. Write a function called draw point that takes a Canvas and a Point as arguments and draws are presentation of the Point on the Canvas.

   d. Define a new class called Circle with appropriate attributes and instantiate a few Circle objects. Write a function called draw circle that draws circles on the canvas.
2. Write a Python program to demonstrate the usage of Method Resolution Order (MRO) in multiple levels of Inheritances.
3. Write a python code to read a phone number and email-id from the user and validate it for correctness.

Week- 7

1. Write a Python code to merge two given file contents into a third file.
2. Write a Python code to open a given file and construct a function to check for given words present init and display on found.
3. Write a Python code to Read text from a text file, find the word with most number of occurrences
4. Write a function that reads a file *file1* and displays the number of words, number of vowels, blank spaces, lower case letters and uppercase letters.

Week - 8:

1. Import numpy, Plotpy and Scipy and explore their functionalities.
2. Install NumPy package with pip and explore it.
3. Write a program to implement Digital Logic Gates – AND, OR, NOT, EX-OR
4. Write a program to implement Half Adder, Full Adder and Parallel Adder
5. Write a GUI program to create a window wizard having two text labels, two text fields and two buttons as Submit and Reset.

TEXT BOOKS

1. Supercharged Python: Take your code to the next level, Overland
2. Learning Python, Mark Lutz, O'reilly

REFERENCE BOOKS

1. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
2. Python Programming A Modular Approach with Graphics, Database, Mobile, and WebApplications, Sheetal Taneja, Naveen Kumar, Pearson
3. Programming with Python, A User's Book, Michael Dawson, Cengage Learning, India Edition
4. Think Python, Allen Downey, Green Tea Press
5. Core Python Programming, W. Chun, Pearson
6. Introduction to Python, Kenneth A. Lambert, Cengage

WEB REFERENCES

1. https://www.tutorialspoint.com/python3/
2. https://www.udemy.com/machine-learning-using-r-and-python/
3. https://www.udemy.com/r-programming-language/
4. https://www.simpliv.com/itcertification/data-analytics-using-r-programming
5. https://books.goalkicker.com/PythonBook/

E -TEXT BOOKS

1. https://www.amazon.in/Advanced-Python-Programming-Brian-Overland/dp/0135159946
2. https://www.oreilly.com/library/view/learning-python-5th/9781449355722/

MOOCS COURSE

1. https://nptel.ac.in/courses/106106145
2. https://nptel.ac.in/courses/106106182

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
IT WORKSHOP

I B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS206ES	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

The IT Workshop for engineers is a training lab course spread over 60 hours. The modules includetraining on PC Hardware, Internet & World Wide Web and Productivity tools including Word, Excel, PowerPoint and Publisher.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Perform Hardware troubleshooting
2. Understand Hardware components and inter dependencies
3. Safeguard computer systems from viruses/worms
4. Document/ Presentation preparation
5. Perform calculations using spreadsheets

PC HARDWARE

Task 1: Identify the peripherals of a computer, components in a CPU and its functions. Draw the block diagram of the CPU along with the configuration of each peripheral and submit to yourinstructor.

Task 2: Every student should disassemble and assemble the PC back to working condition. Lab instructors should verify the work and follow it up with a Viva. Also students need to go through the video which shows the process of assembling a PC. A video would be given as part of the course content.

Task 3: Every student should individually install MS windows on the personal computer. Lab instructor should verify the installation and follow it up with a Viva.

Task 4: Every student should install Linux on the computer. This computer should have windows installed. The system should be configured as dual boot with both Windows and Linux. Lab instructorsshould verify the installation and follow it up with a Viva

INTERNET & WORLD WIDE WEB

Task1: **Orientation & Connectivity Boot Camp:** Students should get connected to their Local Area Network and access the Internet. In the process they configure the TCP/IP setting. Finally students should demonstrate, to the instructor, how to access the websites and email. If there is no internet connectivity preparations need to be made by the instructors to simulate the WWW on the LAN.

Task 2: Web Browsers, Surfing the Web: Students customize their web browsers with the LAN proxy settings, bookmarks, search toolbars and pop up blockers. Also, plug-ins like Macromedia Flash and JRE for applets should be configured.

Task 3: **Search Engines & Netiquette:** Students should know what search engines are and how to use the search engines. A few topics would be given to the students for which they need to search on Google. This should be demonstrated to the instructors by the student.

Task 4: Cyber Hygiene: Students would be exposed to the various threats on the internet and would be asked to configure their computer to be safe on the internet. They need to customize their browsers to block pop ups, block active x downloads to avoid viruses and/or worms.

LaTeX and WORD

Task 1: Word Orientation: The mentor needs to give an overview of LaTeX and Microsoft (MS) office or equivalent (FOSS) tool word: Importance of LaTeX and MS office or equivalent (FOSS) tool Word as word Processors, Details of the four tasks and features that would be covered in each, Using LaTeX and word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter in word.

Task 2: Using LaTeX and Word to create a project certificate. Features to be covered:- Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in both LaTeX and Word.

Task 3: Creating project abstract Features to be covered:-Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check, Track Changes.

Task 4: Creating a Newsletter: Features to be covered:- Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes, Paragraphs and Mail Merge in word.

EXCEL

Excel Orientation: The mentor needs to tell the importance of MS office or equivalent (FOSS) tool Excel as a Spreadsheet tool, give the details of the four tasks and features that would be covered in each. Using Excel – Accessing, overview of toolbars, saving excel files, Using help and resources.

Task 1: Creating a Scheduler - Features to be covered: Gridlines, Format Cells, Summation, auto fill, Formatting Text

Task 2 : Calculating GPA - .Features to be covered:- Cell Referencing, Formulae in excel – average, std. deviation, Charts, Renaming and Inserting worksheets, Hyper linking, Count function, LOOKUP/VLOOKUP

Task 3: Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting

POWERPOINT

Task 1: Students will be working on basic power point utilities and tools which help them create basic power point presentations. PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows in PowerPoint.

Task 2: Interactive presentations - Hyperlinks, Inserting –Images, Clip Art, Audio, Video, Objects, Tables and Charts.

Task 3: Master Layouts (slide, template, and notes), Types of views (basic, presentation, slide slotter, notes etc), and Inserting – Background, textures, Design Templates, Hidden slides

REFERENCE BOOKS

1. Comdex Information Technology course tool kit Vikas Gupta, *WILEY Dreamtech*
2. The Complete Computer upgrade and repair book, 3rd edition Cheryl A Schmidt, *WILEY Dreamtech*
3. Introduction to Information Technology, ITL Education Solutions limited, *Pearson Education.*
4. PC Hardware - A Handbook – Kate J. Chase *PHI* (Microsoft)
5. LaTeX Companion – Leslie Lamport, *PHI/Pearson.*
6. IT Essentials PC Hardware and Software Companion Guide Third Edition by David An finson and Ken Quamme. – *CISCO Press, Pearson Education*.
7. IT Essentials PC Hardware and Software Labs and Study Guide Third Edition by Patrick Regan – CISCO Press, *Pearson Education.*

WEB REFERENCES

1. https://rajagopalaraja.blogspot.com/2021/02/it-workshop-ay2020-21.html
2. https://support.microsoft.com/en-us/office/linear-format-equations-using-unicodemath-and-latex-in-word-2e00618d-b1fd-49d8-8cb4-8d17f25754f8

E -TEXT BOOKS

1. https://www.pdfprof.com/PDF_Image.php?idt=72510&t=27
2. https://www.ebooknetworking.net/ebooks/it-402-by-vikas-gupta.html

MOOCS COURSE

1. https://www.classcentral.com/course/edx-latex-for-students-engineers-and-scientists-15201
2. https://www.learnlatex.org/en/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
MATHEMATICAL AND STATISTICAL FOUNDATIONS

II B. TECH-I SEMESTER (R22)								
Course Code	**Category**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
MA303BS	**B. Tech**	**3**	**1**	**0**	**4**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. The Number Theory basic concepts useful for cryptography etc
2. The theory of Probability and probability distributions of single and multiple random variables
3. The sampling theory and Estimating Parameters
4. Testing of hypothesis and making inferences
5. Stochastic process and Markov chains.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Apply the number theory concepts to cryptography domain.
2. Apply the concepts of probability and distributions to some case studies.
3. Correlate the material of one unit to the material in other units.
4. Estimating a Proportion of single mean and difference of means
5. Resolve the potential misconceptions and hazards in each topic of study.

UNIT-I	**GREATEST COMMON DIVISORS AND PRIME FACTORIZATION**	**Classes: 8**

Greatest common divisors, The Euclidean algorithm, The fundamental theorem of arithmetic, Factorization of integers and the Fermat numbers, Congruences: Introduction to congruences, Linear congruences, The Chinese remainder theorem, Systems of linear congruences.

UNIT-II	**SIMPLE LINEAR REGRESSION AND CORRELATION AND RANDOM VARIABLES AND PROBABILITY DISTRIBUTIONS**	**Classes: 8**

Simple Linear Regression and Correlation: Introduction to Linear Regression, The Simple Linear Regression Model, Least Squares and the Fitted Model, Properties of the Least Squares Estimators, Inferences Concerning the Regression Coefficients, Prediction,

Simple Linear Regression Case Study.

Random Variables and Probability Distributions: Concept of a Random Variable, Discrete Probability Distributions, Continuous Probability Distributions, Statistical Independence.

Discrete Probability Distributions: Binomial Distribution, Poisson distribution.

UNIT-III	CONTINUOUS PROBABILITY DISTRIBUTIONS AND FUNDAMENTAL SAMPLING DISTRIBUTIONS	Classes:8

Continuous Probability Distributions: Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial **Fundamental Sampling Distributions**: Random Sampling, Sampling Distributions, Sampling Distribution of Means and the Central Limit Theorem, Sampling Distribution of S2, t–Distribution, F- Distribution.

UNIT-IV	ESTIMATION & TESTS OF HYPOTHESES	Classes: 8

Estimation & Tests of Hypotheses: Introduction, Statistical Inference, Classical Methods of Estimation. Estimating the Mean, Standard Error of a Point Estimate, Prediction Intervals, Tolerance Limits, Estimating the Variance, Estimating a Proportion for single mean , Difference between Two Means, between Two Proportions for Two Samples and Maximum Likelihood Estimation.

UNIT-V	STOCHASTIC PROCESSES AND MARKOV CHAINS	Classes: 8

Stochastic Processes and Markov Chains: Introduction to Stochastic processes- Markov process. Transition Probability, Transition Probability Matrix, First order and Higher order Markov process, nstep transition probabilities, Markov chain, Steady state condition, Markov analysis.

TEXT BOOKS

1. Dr.D.Ranadheer Reddy, Mrs. G. Vanaja and Mr.G.Chandra Mohan, 'Mathematical and Statistical Foundations', Amaravathi Publishers, First Edition, 2021. ISBN: 978-81-953687-2-3
2. Kenneth H. Rosen, Elementary number theory & its applications, sixth edition, Addison- Wesley, ISBN 978 0-321-50031-1.
3. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics for Engineers & Scientists, 9th Ed. Pearson Publishers.
4. S. D. Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi

REFERENCE BOOKS

1. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications.
2. T.T. Soong, Fundamentals of Probability And Statistics For Engineers, John Wiley & Sons Ltd, 2004.
3. Sheldon M Ross, Probability and statistics for Engineers and scientists, Academic Press.

WEB REFERENCES

1. https://www.efunda.com/math/gamma/index.cfm
2. https://ocw.mit.edu/resources/#Mathematics
3. https://www.sosmath.com/
4. https://www.mathworld.wolfram.com/

E -TEXT BOOKS

1. https://www.e-booksdirectory.com/listing.php?category=4
2. https://www.e-booksdirectory.com/details.php?ebook=10830

MOOCS COURSE

1. https://swayam.gov.in/
2. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

DATA STRUCTURES

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS301PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. Exploringbasicdatastructuressuchasstacksandqueues.
2. A variety of data structures such as hash tables, search trees,tries, heaps,graphs
3. Sorting and pattern matchingalgorithms

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Ability to select the data structures that efficiently model the information in a problem.
2. Ability to assess efficiency trade-offs among different data structure implementations or combinations.
3. Implement and know the application of algorithms for sorting and pattern matching
4. Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.
5. Implementandknowtheapplicationofalgorithms inGraph Traversal methods.

UNIT-I	INTRODUCTION TO DATA STRUCTURES	Classes: 12

Introduction to Data Structures:Abstract data types, Linear list – singly linked list implementation,insertion, deletion and searching operations on linear list, Stacks-Operations, array and linkedrepresentations of stacks, stack applications, Queues-operations, array and linked representations.

UNIT-II	DICTIONARIES AND HASH TABLE	Classes: 12

Dictionaries: Linear list representation, skip list representation, operations - insertion, deletion andsearching.

Hash Table Representation: Hash functions, collision resolution-separate chaining, open addressing linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT-III	SEARCH TREES	Classes: 10

Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion andDeletion, AVL Trees, Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

UNIT-IV	GRAPHS AND SORTING	Classes: 12

Graphs: Graph Implementation Methods. Graph Traversal Methods.

Sorting: Quick Sort, Heap Sort, External Sorting- Model for external sorting, Merge Sort..

UNIT-V	PATTERN MATCHING AND TRIES	Classes: 12

Pattern Matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm,the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Dr.R.Nagaraju, Mr. C. Yosepu, Mr.A.Mruthyunjayam and Mr. P.Ganesh Kumar, ‘ Data Structures using C’, S International Publishers, First Edition, 2021. ISBN: 978-81-952679-6-5.
2. Fundamentals of Data Structures in C, 2 nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
3. Data Structures using C – A. S.Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

REFERENCE BOOKS

1. Data Structures: A Pseudocode Approach with C, 2nd Edition, R. F. Gilberg and B.A. Forouzan, Cengage Learning.
2. Classic Data Structures, D. Samanta, 2nd edition, PHI.

WEB REFERENCES

1. Alfred Aho, John Hopcroft, and Jeffrey Ullman, Data Structures andAlgorithms, Addison-Wesley, 1983, ISBN0-201-00023-7.
2. https://www.studytonight.com/data-structures/introduction-to-data-structures
3. https://nptel.ac.in/courses/106/102/106102064/

E -TEXT BOOKS

1. Peter Brass, Advanced Data Structures, Cambridge University Press, 2008, ISBN 978-0521880374
2. G. H. Gonnetand R. Baeza-Yates, Handbook of Algorithms and Data Structures - inPascal and C, second edition, Addison-Wesley, 1991, ISBN0-201-41607-7.

MOOCS COURSES

1. https://www.udemy.com/data-structures-and-algorithms
2. https://onlinecourses.swayam2.ac.in/cec21_cs02/preview

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

COMPUTER ORGANIZATION AND ARCHITECTURE

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS304PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. The principles of computer organization and the basic architectural concepts.
2. The basic organization, design, and programming of a simple digital computer and introduces simple register transfer language to specify various computer operations.
3. Computer arithmetic, instruction set design, microprogrammed control unit, pipelining and vector processing, memory organization and I/O systems, and multiprocessors

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

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

UNIT-I	BASIC OPERATIONS	Classes: 14

Digital Computers: Introduction, Block diagram of Digital Computer, Definition of ComputerOrganization, Computer Design and Computer Architecture.

Register Transfer Language and Micro operations: Register Transfer language, Register Transfer,Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations,Arithmetic logic shift unit.

Basic Computer Organization and Design: Instruction codes, Computer Registers Computer
instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input – Output and Interrupt.

UNIT-II	CPU & MICRO PROGRAMMED CONTROL	Classes: 13

Microprogrammed Control: Control memory, Address sequencing, micro program example, designof control unit.
Central Processing Unit: General Register Organization, Instruction Formats, Addressing modes,Data Transfer and Manipulation, Program Control.

UNIT-III	DATA REPRESENTATION AND COMPUTER ARTIHMETIC	Classes: 12

Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.
Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

UNIT-IV	INPUT-OUTPUT AND MEMORY ORGANIZATION	Classes: 11

Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer,Priority Interrupt Direct memory Access.
Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory,Cache Memory.

UNIT-V	PIPELINE PROCESSING AND MULTI PROCESSORS	Classes: 11

Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.
Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processor.
Multi Processors: Characteristics of Multiprocessors, Interconnection Structures, Interprocess or arbitration, Interprocessor communication and synchronization, Cache Coherence.

TEXT BOOKS

1. Computer System Architecture – M. Morris Mano, Third Edition, Pearson/PHI.

REFERENCE BOOKS

1. Dr.P.Santhosh Kumar Patra andMrs. Manu Hajari, ‘ Computer Organization and Architecture’, SunRaise International Publishers, First Edition, 2021. ISBN: 978-93-92311-00-0
2. Computer Organization – Car Hamacher, ZvonksVranesic, SafeaZaky, Vth Edition, McGraw Hill.
3. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI.
4. Structured Computer Organization – Andrew S. Tanenbaum,4thEdition, PHI/Pearson.

WEB REFERENCES

1. "Computer Organization and Design:TheHardware/SoftwareInterface"byDavid A Patterson and John LHennessy
2. "Computer Organization "by Zvonco Vranesic and Safwat Zaky"
3. Computer Architectureand Organization"byJohn P Hayes.

E -TEXT BOOKS

1. Fundamentals of Computer organization and Design by Shivarama Dandamudi
2. Computer Architecture: Complexity and Correctness by Mueller andPaul

MOOCS COURSES

1. https://www.mooc-list.com › tags›computer-architecture
2. https://www.edx.org › course›computation-structures-3-computer-mitx-6

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

SOFTWARE ENGINEERING

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS306PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. The aim of the course is to provide an understanding of the working knowledge of the techniques for estimation, design, testing and quality management of large software development projects.
2. Topics include process models, software requirements, software design, software testing, software process/product metrics, risk management, quality management and UML diagrams

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Ability to translate end-user requirements into system and software requirements, using e.g. UML, and structure the requirements in a Software Requirements Document (SRD).
2. Identify and apply appropriate software architectures and patterns to carry out high level design of a system and be able to critically compare alternative choices.
3. Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

UNIT-I	INTRODUCTION TO SOFTWARE ENGINEERING	Classes: 13

Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths. A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI). Process models: The waterfall model, Spiral model and Agile methodology

UNIT-II	SOFTWARE REQUIREMENTS	Classes: 12

Software Requirements: Functional and non-functional requirements, user requirements, system requirements, interface specification, the software requirements document.

Requirements engineering process: Feasibility studies, requirements elicitation and analysis, requirements validation, requirements management.

UNIT-III	DESIGN ENGINEERING	Classes: 12

Design Engineering: Design process and design quality, design concepts, the design model. Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, class diagrams, sequence diagrams, collaboration diagrams, use case diagrams, component diagrams.

UNIT-IV	TESTING STRATEGIES	Classes: 12

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, validation testing, system testing, the art of debugging.
Metrics for Process and Products: Software measurement, metrics for software quality.

UNIT-V	RISK MANAGEMENT	Classes: 12

Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM. Quality Management: Quality concepts, software quality assurance, software reviews, formal technical reviews, statistical software quality assurance, software reliability, the ISO 9000 quality standards.

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Mrs. P. Devasudha, Dr.P.Sai Prasad and Mrs. T. Bhargavi, 'Software Engineering', Spectrum University Press, First Edition, 2022. ISBN: 978-93-92184-02-4
2. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, McGraw Hill International Edition.
3. Software Engineering- Sommerville, 7th edition, Pearson Education.

REFERENCE BOOKS

1. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.
2. Software Engineering, an Engineering approach- James F. Peters, WitoldPedrycz, John Wiley.
3. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill Companies.
4. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.

WEB REFERENCES

1. https://efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=https%3A%2F%2Fwww.tutorialspoint.com%2Fsoftware_engineering%2Fsoftware_engineering_tutorial.pdf&clen=3241146&chunk=true
2. https://www.geektonight.com/software-engineering-notes/

E -TEXT BOOKS
1. https://efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=https%3A%2F%2Fengineering.futureuniversity.com%2FBOOKS%2520FOR%2520IT%2FSoftware-Engineering-9th-Edition-by-Ian-Sommerville.pdf&clen=5397464&chunk=true 2. https//efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=https%3A%2F%2Fwww.mlsu.ac.in%2Fecontents%2F16_EBOOK7th_ed_software_engineering_a_practitioners_approac 3. h_by_roger_s._pressman_.pdf&clen=21023620&chunk=true
MOOCS COURSES
1. https://www.geeksforgeeks.org/software-engineering 2. https://nptel.ac.in/courses/106105087/pdf/m01L01.pdf 3. https://onlinecourses.nptel.ac.in/noc21_cs13/preview. 4. https://www.tutorialspoint.com/software_engineering/index.htm 5. https://www.javatpoint.com/software-engineering-tutorial

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

OPERATING SYSTEMS

II B. TECH- I SEMESTER (R22)							
Course Code	**Category**	**Hours / Week**			**Credits**	**Maximum Marks**	
		L	T	P	C	CIE	SEE	Total
CS305PC	**B. Tech**	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
2. Introduce the issues to be considered in the design and development of operating system
3. Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Will be able to control access to a computer and the files that may be shared
2. Demonstrate the knowledge of the components of computers and their respective roles in computing.
3. Ability to recognize and resolve user problems with standard operating environments.
4. Gain practical knowledge of how programming languages, operating systems, and architectures interact and how to use each effectively.

UNIT-I	**OPERATING SYSTEM - INTRODUCTION**	**Classes: 10**

Operating System - Introduction, Structures - Simple Batch, Multiprogrammed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

Process - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads

UNIT-II	**CPU SCHEDULING**	**Classes:8**

CPU Scheduling-Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling. System call interface for process management-fork, exit, wait, waitpid, exec

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, DeadlockPrevention,DeadlockAvoidance,DeadlockDetection,and RecoveryfromDeadlock

UNIT-III	PROCESS MANAGEMENT AND SYNCHRONIZATION	Classes: 10

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors **Interprocess Communication Mechanisms**: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT-IV	MEMORY MANAGEMENT AND VIRTUAL MEMORY	Classes: 8

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping,Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, PageReplacement,Page ReplacementAlgorithms.

UNIT-V	FILE SYSTEM INTERFACE AND OPERATIONS	Classes: 8

File System Interface and Operations- Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of open, create, read, write, close, lseek, stat,ioctl system calls.

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Mr.A.Mruthyunjayam, Dr.M. Narayanan, Dr.T.Poongothai, and Mrs. E. Soumya, ‘ Operating Systems’, Spectrum University Press, First Edition, 2022. ISBN: 978-93-93199-02-7
2. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
3. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.
4. Geethika Ghosh, Piyali Gosh, Purba Roy Choudhury, Managerial Economics, 2e, Tata McGraw Hill Education Pvt. Ltd. 2012.

REFERENCE BOOKS

1. Operating Systems-Internals and Design Principles, William Stallings, Fifth Edition–2005,PearsonEducation/PHI
2. Operating System A Design Approach-Crowley, TMH.
3. Modern Operating Systems, AndrewS.Tanenbaum2ndedition,Pearson/PHI
4. UNIX programming environment, Kernighanand Pike, PHI/Pearson Education
5. UNIX Internals-The New Frontiers, U. Vahalia, Pearson Education.

WEB REFERENCES

1. Operating System Principles by Silberschatz, Galvin, Gagne
2. Operating Systems: Internals and Design Principles, 7ebyStallings

E -TEXT BOOKS

1. http://www.freebookcentre.net/ComputerScience-Books-Download/Operating-Systems-and-Middleware-Supporting-Controlled-Interaction.html
2. http://www.freebookcentre.net/ComputerScience-Books-Download/Operating-System-by-Gopi-Sanghani.html

MOOCS COURSE

1. https://www.mooc-list.com/tags/os
2. https://nptel.ac.in/courses/106106144/2

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

INTRODUCTION TO DATA STRUCTURES LAB

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS313PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. It introduces searching and sorting algorithms
2. It provides an understanding of data structures such as stacks and queues.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Able to identify the appropriate data structures and algorithms for solving real Worldproblems.
2. Able to implement various kinds of searching and sortingtechniques.
3. Able to implement data structures such as stacks, queues, Search trees, and hash tables to solve various computingproblems.

LIST OF EXPERIMENTS

1. Write a program that uses functions to perform thefollowing operations on singly linked list.
   a) Creation.
   b) Insertion
   c) Deletion.
   d) Traversal
2. Write a program that uses functions to perform thefollowing operations on doubly linked list.
   a) Creation.
   b) Insertion
   c) Deletion.
   d) Traversal
3. Write a program that uses functions to perform thefollowing operations on circular linked list.
   a) Creation.
   b) Insertion

c) Deletion.
d) Traversal

4. Write a program that implement stack (its operations) using
   a) Arrays b) Pointers
5. Write a program that implement Queue (its operations) using
   a) Arrays b) Pointers
6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order
   A) Quick sort b) Heap sort c) Merge sort
7. Write a program to implement the tree traversal methods(Recursive and Non Recursive).
8. Write a program to implement
   a) Binary Search tree b) B Trees c) B+ Trees d)AVL trees d) Red - Black trees
9. Write a program to implement the graph traversal methods.
10. Implement a Pattern matching algorithms using Boyer- Moore, Knuth-Morris-Pratt

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Dr.R.Nagaraju, Mr. C. Yosepu, Mr.A.Mruthyunjayam and Mr. P.Ganesh Kumar, ' Data Structures using C', S International Publishers, First Edition, 2021. ISBN: 978-81-952679-6-5.
2. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
3. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M. J. Augenstein, PHI/Pearson Education.

REFERENCE BOOKS

1. Data Structures: A Pseudocode Approach with C, 2nd Edition, R. F. Gilberg and B. A. Forouzan, Cengage Learning.

WEB REFERENCES

1. "Python Data Structures and Algorithms" byBenjamin Baka.

E -TEXT BOOKS

1. Data Structures in C Nair, Achuthsankar S.Mahalakshmi,T.

MOOCS COURSES

1. https://nptel.ac.in/courses/106/106/106106127/
2. https://nptel.ac.in/courses/106/106/106106145/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

OPERATING SYSTEMS LAB

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS311PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To provide an understanding of the design aspects of operating system concepts through simulation
2. Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Simulate and implement operating system concepts such as scheduling, deadlock management, file management and memory management.
2. Able to implement C programs using Unix system calls

LIST OF EXPERIMENTS

1. Write C programs to simulate the following CPU Scheduling algorithms a) FCFS b) SJF c) Round Robin d) priority
2. Write programs using the I/O system calls of UNIX/LINUX operating system (open, read, write, close, fcntl, seek, stat, opendir, readdir)
3. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance and Prevention.
4. Write a C program to implement the Producer – Consumer problem using semaphores using UNIX/LINUX system calls.
5. Write C programs to illustrate the following IPC mechanisms a) Pipes b) FIFOs c) Message Queuesd) Shared Memory
6. Write C programs to simulate the following memory management techniques a) Paging b) Segmentation
7. Write C programs to simulate Page replacement policies a) FCFS b) LRU c) Optimal

TEXT BOOKS

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the Unix environment, W.R.Stevens, Pearson education.

REFERENCE BOOKS

1. Dr.P.Santhosh Kumar Patra, Mr.A.Mruthyunjayam, Dr.M. Narayanan, Dr.T.Poongothai, and Mrs. E. Soumya, ' Operating Systems', Spectrum University Press, First Edition, 2022. ISBN: 978-93-93199-02-7
2. Operating Systems – Internals and Design Principles, William Stallings, Fifth Edition– 2005, Pearson Education/PHI
3. Operating System - A Design Approach-Crowley, TMH.
4. Modern Operating Systems, Andrew S Tanenbaum, 2nd edition, Pearson/PHI
5. UNIX Programming Environment, Kernighan and Pike, PHI/Pearson Education
6. UNIX Internals: The New Frontiers, U. Vahalia, Pearson Education

WEB REFERENCES

1. "Test Frame: An Approach to Structured Testing" by Chris C Schotanus
2. "Logistic Core Operations with SAP: InventoryManagement, Warehousing, Transportation, and Compliance" by Jens Kappauf and BerndLauterbach
3. "Supply Chain Management Based on SAP Systems: Order Management inManufacturing Companies (SAP Excellence)" by Gerhard F Knolmayer andPeterMertens

E -TEXT BOOKS

1. Operating System: From 0 to 1 by Tu, Do Hoang - Github,2017
2. Operating Systems Tata Mc Graw-Hill E
3. Introducing Windows 8: An Overview for IT Professionals by Jerry Honeycutt - Microsoft Press , 2012education,1997
4. Microsoft Windows Server System Deployment Guide for Midsize Businesses - Microsoft Press,2005

MOOCS COURSES

1. https://www.classcentral.com › tag›operating-systems
2. https://www.my-mooc.com ›mooc› introduction-to-operating-systems--u.
3. https://www.computersciencezone.org›computer-science-education-free-.
4. https://www.classcentral.com › tag›operating-systems.

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

SOFTWARE ENGINEERING LAB

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM308PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To have hands on experience in developing a software project by using various software engineering principles and methods in each of the phases of software development.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Ability to translate end-user requirements into system and software requirements
2. Ability to generate a high-level design of the system from the software requirements
3. Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

LIST OF EXPERIMENTS

Do the following seven exercises for any two projects given in the list of sample projects or any other Projects:

1. Development of problem statements.
2. Preparation of Software Requirement Specification Document, Design Documents and Testing Phase related documents.
3. Preparation of Software Configuration Management and Risk Management related documents.
4. Study and usage of any Design phase CASE tool
5. Performing the Design by using any Design phase CASE tools.
6. Develop test cases for unit testing and integration testing
7. Develop test cases for various white box and black box testing techniques.

Sample Projects:

1. Passport automation System
2. Book Bank
3. Online Exam Registration
4. Stock Maintenance System
5. Online course reservation system
6. E-ticketing

7. Software Personnel Management System
8. Credit Card Processing
9. E-book management System.
10. Recruitment system

TEXT BOOKS

4. Dr.P.Santhosh Kumar Patra, Mrs. P. Devasudha, Dr.P.Sai Prasad and Mrs. T. Bhargavi, 'Software Engineering', Spectrum University Press, First Edition, 2022. ISBN: 978-93-92184-02-4
5. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, McGraw Hill International Edition.
6. Software Engineering- Sommerville, 7th edition, Pearson Education.
7. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.

REFERENCE BOOKS

1. Software Engineering, an Engineering approach- James F. Peters, WitoldPedrycz, John Wiley.
2. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill

WEB REFERENCES

1. https://efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=https%3A%2F%2Fwww.lnjpitchapra.in%2Fwp-content%2Fuploads%2F2020%2F04%2Ffile_5e96ddefac5f3.pdf&clen=1732938&chunk=true

E -TEXT BOOKS

1. https://efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=http%3A%2F%2Fseu1.org%2Ffiles%2Flevel4%2FIT-242%2FSE%2520Book.pdf&clen=4862906&chunk=true
2. https://efaidnbmnnnibpcajpcglclefindmkaj/viewer.html?pdfurl=http%3A%2F%2Fengineering.futureuniversity.com%2FBOOKS%2520FOR%2520IT%2FSoftware-Engineering-9th-
3. Edition-by-Ian-Sommerville.pdf&clen=5397464&chunk=true

MOOCS COURSES

1. https://www.udemy.com/course/formal-languages-and-automata-theory/
2. https://www.geeksforgeeks.org/software-engineering
3. https://nptel.ac.in/courses/106105087/pdf/m01L01.pdf
4. https://onlinecourses.nptel.ac.in/noc21_cs13/preview.
5. https://www.tutorialspoint.com/software_engineering/index.htm
6. https://www.javatpoint.com/software-engineering-tutorial

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

CONSTITUTION OF INDIA

II B. TECH I SEMESTER (R22)								
Course Code	**Category**	**Hours / Week**				**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**		**Total**
CI309MC	**B.Tech**	3	0	0	0	100		100

COURSE OBJECTIVES

Students will be able to:

1. Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
2. To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
3. To address the role of socialism in India after the commencement of the Bolshevik
4. Revolution in 1917 and its impact on the initial drafting of the Indian Constitution.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Discuss the growth of the demand for civil rights in India for the bulk of Indians before the arrival of Gandhi in Indian politics.
2. Discuss the intellectual origins of the framework of argument that informed the conceptualization of social reforms leading to revolution in India.
3. Discuss the circumstances surrounding the foundation of the Congress Socialist Party [CSP] under the leadership of Jawaharlal Nehru and the eventual failure of the proposal of direct elections through adult suffrage in the Indian Constitution
4. Discuss the passage of the Hindu Code Bill of 1956

UNIT-I	**INTRODUCTION TO INDIAN CONSTITUTION**	**Classes: 6**

History of Making of the Indian Constitution- History of Drafting Committee.

UNIT-II	**THE AMENDMENT OF THE CONSTITUTION**	**Classes: 6**

Philosophy of the Indian Constitution- Preamble Salient Features

UNIT-III	**UNION & STATE EXECUTIVE AND LEGISLATURE**	**Classes:8**

Contours of Constitutional Rights & Duties - Fundamental Rights

1. Right to Equality
2. Right to Freedom
3. Right against Exploitation
4. Right to Freedom of Religion
5. Cultural and Educational Rights

6. Right to Constitutional Remedies 7. Directive Principles of State Policy 8. Fundamental Duties.		
UNIT-IV	**MAJOR FUNCTIONARIES & EMERGENCY POWERS**	**Classes: 6**
Organs of Governance: Parliament, Composition, Qualifications and Disqualifications, Powers and Functions, Executive, President, Governor, Council of Ministers, Judiciary, Appointment and Transfer of Judges, Qualifications, Powers and Functions		
UNIT-V	**INDIAN JUDICIARY**	**Classes: 6**
Local Administration: District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO of Municipal Corporation, Panchayat raj: Introduction, PRI: ZilaPanchayat. Elected officials and their roles, CEO ZilaPanchayat: Position and role. Block level: Organizational Hierarchy (Different departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy		
UNIT-VI	**ELECTION COMMISSION**	**Classes: 6**
Election Commission: Election Commission: Role and Functioning. Chief Election Commissioner and Election Commissioners. State Election Commission: Role and Functioning. Institute and Bodies for the welfare of SC/ST/OBC and women.		

TEXT BOOKS

1. Mr.A.Sarveswara Reddy, Mr. K. Sathish and Mrs. K.Sudha, 'Constitution of India', Spectrum Publications, First Edition, 2021. ISBN: 978-93-91420-19-2
2. The Constitution of India, 1950 (Bare Act), Government Publication.
3. Dr. S. N. Busi, Dr. B. R. Ambedkar framing of Indian Constitution, 1st Edition, 2015.
4. M. P. Jain, Indian Constitution Law, 7th Edn., Lexis Nexis, 2014.
5. D.D. Basu, Introduction to the Constitution of India, Lexis Nexis, 2015.

REFERENCE BOOKS

1. An Introduction to the Constitution of India by Dr.Durga Das Basu
2. An Introduction to the Constitution of India by M.V.Pylee
3. Indian Constitutional Law by M.P. Jain

WEB REFERENCES

1. https://www.wdl.org/en/item/2672/
2. https://nptel.ac.in/courses/109103135/24

E -TEXT BOOKS

1. https://iasexamportal.com/ebook/the-constitution-of-india
2. https://www.india.gov.in/my-government/documents/e-books

MOOCS COURSES

1. http://nludelhi.ac.in/images/moocs/moocs-courses.pdf
2. https://www.classcentral.com/tag/constitutional-law

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

NODE JS/ REACT JS/ DJANGO

II B. TECH- I SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS312PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To implement the static web pages using HTML and do client side validation using JavaScript.
2. To design and work with databases using Java
3. To develop an end to end application using java full stack.
4. To introduce Node JS implementation for server side programming.
5. To experiment with single page application development using React.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Build a custom website with HTML, CSS, and Bootstrap and little JavaScript.
2. Demonstrate Advanced features of JavaScript and learn about JDBC
3. Develop Server – side implementation using Java technologies like
4. Develop the server – side implementation using Node JS.
5. Design a Single Page Application using React.

LIST OF EXPERIMENTS

1. Build a responsive web application for shopping cart with registration, login, catalog and cartpagesusing CSS3features,flexand grid.
2. Make the above web application responsive web application using Bootstrap framework.
3. Use Java Script for doing client–side validation of the pages implemented in experiment 1 and experiment 2.
4. Explore the features of ES6 like arrow functions, callbacks, promises, async/await. Implementan application for reading the weather information from openweathermap.org and display theinformationintheformofa graph on the web page.
5. Develop a java stand alone application that connects with the database (Oracle / mySql) andperform the CRUD operation onthedatabase tables.
6. Create an xml for the bookstore.Validatethe same using both DTD and XSD.
7. Design a controller with servlet that provides the interaction with application developed in experiment 1 and the database created in

experiment 5.

8. Maintaining the transactional history of any user is very important. Explore the various session tracking mechanism(Cookies, HTTP Session)
9. Create a custom server using http module and explore the other modules of Node JS like OS, path, event.
10. Develop an express web application that can interact with REST API to perform CRUD operations on student data.(Use Postman)
11. For the above application create authorized end points using JWT (JSON Web Token).
12. Create a react application for the student management system having registration, login, contact, about pages and implement routing to navigate through these pages.
13. Create a service in react that fetches the weather information from openweathermap.org andthe display the current and historical weather information using graphical representation usingchart.js
14. Create a TODO application in react with necessary components and deploy it into github.

TEXT BOOKS

1. Jon Duckett, Beginning HTML, XHTML, CSS, and Java Script, Wrox Publications, 2010
2. Bryan Basham, Kathy Sierra and Bert Bates, Head First Servlets and JSP,O' Reilly Media, 2nd Edition, 2008.
3. Vasan Subramanian, Pro MERN Stack, Full Stack Web App Development with Mongo, Express, React, and Node,2nd Edition,APress.

WEB REFERENCES

1. https://elementor.com/blog/best-web-development-books/
2. https://www.geeksforgeeks.org/top-7-best-books-to-learn-react-js/

E -TEXT BOOKS

1. https://www.doc-developpement-durable.org/file/Projets-informatiques/cours-&-manuelsinformatiques/htm-html-xmlccs/Sams%20Teach%20Yourself%20HTML,%20CSS,%20and%20JavaScript%20All%20in% 20One.pdf
2. http://projanco.com/Library/Web%20Programming%20with%20HTML5,%20CSS,%20and%20JavaScript.pdf

MOOCS COURSES

1. https://www.udemy.com/course/react-js-and-python-django-full-stack-master-course/
2. https://in.coursera.org/specializations/full-stack-react

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

DISCRETE MATHEMATICS

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS401PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. The elementary discrete mathematics for computer science and engineering.
2. Topics include formal logic notation, methods of proof, induction, sets, relations, graph theory, permutations and combinations, counting principles; recurrence relations and generating functions.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand and construct precise mathematical proofs
2. Apply logic and set theory to formulate precise statements
3. Analyze and solve counting problems on finite and discrete structures
4. Describe and manipulate sequences
5. Apply graph theory in solving computing problems

UNIT-I	MATHEMATICAL LOGIC	Classes: 11

Introduction, Statements and Notation, Connectives, Normal Forms, Theory of Inference for the Statement Calculus, The Predicate Calculus, Inference Theory of the Predicate Calculus.

UNIT-II	SET THEORY	Classes: 11

Introduction, Basic Concepts of Set Theory, Representation of Discrete Structures, Relations and Ordering, Functions.

UNIT-III	ALGEBRAIC STRUCTURES	Classes: 12

Introduction, Algebraic Systems, Semi groups and Monoids, Lattices as Partially Ordered Sets, Boolean Algebra.

UNIT-IV	ELEMENTARY COMBINATORICS	Classes: 11

Basics of Counting, Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutation with Constrained Repetitions, Binomial Coefficient, The Binomial and Multinomial Theorems, The Principle of Exclusion.

UNIT-V	GRAPH THEORY	Classes: 11

Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multi-graphs and Euler Circuits, Hamiltonian Graphs, Chromatic Numbers, The Four-Color Problem.

TEXT BOOKS

1. Discrete Mathematical Structures with Applications to Computer Science: J.P. Tremblay, R. Manohar, McGraw-Hill, 1st ed.
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe l. Mott, Abraham Kandel, Teodore P. Baker, Prentis Hall of India, 2nd ed.

REFERENCE BOOKS

1. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, Pearson education, 5th edition.
2. Discrete Mathematical Structures: Thomas Kosy, Tata McGraw Hill publishing co
3. Discrete Mathematics- Richard Johnsonbaugh, 7Th Edn., Pearson Education.
4. Discrete Mathematics with Graph Theory- Edgar G. Goodaire, Michael M. Parmenter.
5. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, 5th edition, Pearson Education.

WEB REFERENCES

1. https://math.dartmouth.edu/archive/m19f03/public_html/
2. https://nptel.ac.in/courses/106/106/106106094/

E -TEXT BOOKS

1. Discrete Mathematics, An Open Introduction, Oscar Levin.

MOOCS COURSES

1. https://www.edx.org/learn/discrete-mathematics
2. https://www.udemy.com/course/discrete-math/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

AUTOMATA THEORY AND COMPILER DESIGN

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM404PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. To introduce the fundamental concepts of formal languages, grammars and automata theory.
2. To understand deterministic and non-deterministic machines and the differences between decidability and undecidability.
3. Introduce the major concepts of language translation and compiler design and impart the knowledge of practical skills necessary for constructing a compiler.
4. Topics include phases of compiler, parsing, syntax directed translation, type checking use of symbol tables, intermediate code generation

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Able to employ finite state machines for modeling and solving computing problems.
2. Able to design context free grammars for formal languages.
3. Able to distinguish between decidability and undecidability.
4. Demonstrate the knowledge of patterns, tokens & regular expressions for lexical analysis.
5. Acquire skills in using lex tool and design LR parsers

UNIT-I	FINITE AUTOMATA	Classes: 15

Introduction to Finite Automata: Structural Representations, Automata and Complexity, the Central Concepts of Automata Theory – Alphabets, Strings, Languages, Problems.

Deterministic Finite Automata: Definition of DFA, How ADFA Process Strings, The language of DFA, Conversion of NFA with €-transitions to NFA without €-

transitions. Conversion of NFA to DFA, Moore and Melay machines.
Nondeterministic Finite Automata: Formal Definition, an application, Text Search, Finite Automata with Epsilon-Transitions.

UNIT-II	REGULAR EXPRESSIONS AND REGULAR LANGUAGES	Classes: 11

Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions.
Pumping Lemma for Regular Languages: Statement of the pumping lemma, Applications of the Pumping Lemma.
Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Parse Trees, Ambiguity in Grammars and Languages.

UNIT-III	CONTEXT FREE GRAMMAR AND AUTOMATA	Classes: 10

Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA and CFG's, Acceptance by final state
Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine
Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines

UNIT-IV	PROPERTIES OF CFG AND TURING MACHINES	Classes: 11

Introduction: The structure of a compiler,
Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical- Analyzer Generator Lex,
Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom- Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers

UNIT-V	UNDECIDABILITY	Classes: 11

Syntax-Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Syntax- Directed Translation Schemes, Implementing L-Attributed SDD's.
Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code
Run-Time Environments: Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management

TEXT BOOKS

1. Dr. P. Santhosh Kumar Patra, Mrs. P. Devasudha, Dr. R. Nagarajuand Mr. D. Babu Rao, 'Formal Languages and Automata Theory', Spectrum Publishing House, First Edition, 2022. ISBN: 978-93-93196-00-2
2. Introduction to Automata Theory, Languages, and Computation, 3nd Edition, John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Pearson Education.
3. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekaran, 2nd Edition, PHI.

REFERENCE BOOKS

1. Compilers: Principles, Techniques and Tools, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffry D. Ullman, 2nd Edition, Pearson.
2. Introduction to Formal languages Automata Theory and Computation, Kamala Krithivasan, Rama R, Pearson.
3. Introduction to Languages and The Theory of Computation, John C Martin, TMH.
4. lex & yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly Compiler Construction, Kenneth C. Louden, Thomson. Course Technology.

WEB REFERENCES

1. https://www.ics.uci.edu/~goodrich/teach/cs162/notes/
2. http://www.cse.iitd.ac.in/~sak/courses/toc/2011-12.index.html
3. https://web.cs.hacettepe.edu.tr/~ilyas/Courses/BBM401/

E -TEXT BOOKS

1. https://www.cis.upenn.edu/~cis262/notes/tcbook-u.pdf
2. http://people.math.sc.edu/mlevet/Lecture_Notes.pdf
3. https://www.cs.utexas.edu/~ear/cs341/automatabook/AutomataTheoryBook.pdf

MOOCS COURSE

1. https://www.udemy.com/course/formal-languages-and-automata-theory/
2. https://nptel.ac.in/courses/106/106/106106049/
3. https://www.udemy.com/course/theory-of-automata/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

DATABASE MANAGEMENT SYSTEMS

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS405PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. To understand the basic concepts and the applications of database systems.
2. To master the basics of SQL and construct queries using SQL.
3. Topics include data models, database design, relational model, relational algebra, transaction control, concurrency control, storage structures and access techniques.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Gain knowledge of fundamentals of DBMS, database design and normal forms
2. Master the basics of SQL for retrieval and management of data.
3. Be acquainted with the basics of transaction processing and concurrency control.
4. Familiarity with database storage structures and access techniques

UNIT-I	DATABASE SYSTEM APPLICATIONS	Classes: 11

Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS

Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes, and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT-II	INTRODUCTION TO THE RELATIONAL MODEL	Classes: 11

Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical database design, introduction to views, destroying/altering tables and views.

Relational Algebra, Tuple relational Calculus, Domain relational calculus.

UNIT-III	SQL AND SCHEMA REFINEMENT	Classes: 12

SQL: QUERIES, CONSTRAINTS, TRIGGERS: form of basic SQL query, UNION, INTERSECT, and
EXCEPT, Nested Queries, aggregation operators, NULL values, complex integrity constraints in SQL, triggers and active databases.

Schema Refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, First, Second, Third normal forms, BCNF, lossless join decomposition, multivalued dependencies, Fourth normal form, Fifth normal form.

UNIT-IV	TRANSACTION CONCEPT	Classes: 12

Transaction Concept, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for serializability, Lock Based Protocols, Timestamp Based Protocols, Validation- Based Protocols, Multiple Granularity, Recovery and Atomicity, Log–Based Recovery, Recovery with Concurrent Transactions.

UNIT-V	KNOWLEDGE REPRESENTATION	Classes: 12

Data on External Storage, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing, Tree based Indexing, Comparison of File Organizations, Indexes- Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM),
B+ Trees: A Dynamic Index Structure.

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Dr. N. Satheesh and Dr.R.Nagaraju,'Database Management Systems',Spectrum Techno Press, First Edition, 2022. ISBN: 978-93-83470-49-5
2. Database System Concepts, Silberschatz, Korth, McGraw hill, V edition.3rd Edition
3. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Tata McGraw Hill

REFERENCE BOOKS

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, ElmasriNavrate, Pearson Education
3. Introduction to Database Systems, C. J. Date, Pearson Education
4. Oracle for Professionals, The X Team, S.Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition.

WEB REFERENCES

1. http://www.freebookcentre.net/Database/Free-Database-Systems-Books-Download.html
2. https://www.gatevidyalay.com/transaction-states-in-dbms/

E -TEXT BOOKS

1. 1. http://www.ebooks-for-all.com/bookmarks/detail/Database-Management-Systems/onecat/0.html
2. http://freecomputerbooks.com/dbSystemsBooks.html

MOOCS COURSES

1. https://swayam.gov.in/nd2_cec19_cs05/preview
2. https://swayam.gov.in/nd2_nou19_lb03/preview

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

INTRODUCTION TO ARTIFICIAL INTELLIGENCE

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM406PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. To learn the distinction between optimal reasoning Vs. human like reasoning.
2. To understand the concepts of state space representation, exhaustive search, heuristic
3. search together with the time and space complexities.
4. To learn different knowledge representation techniques.
5. To understand the applications of AI, namely game playing, theorem proving, and machine learning.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Learn the distinction between optimal reasoning Vs human like reasoning and formulate an efficient problem space for a problem expressed in natural language. Also select a search algorithm for a problem and estimate its time and space complexities.
2. Apply AI techniques to solve problems of game playing, theorem proving, and machine learning.
3. Learn different knowledge representation techniques.
4. Understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
5. Comprehend the applications of Probabilistic Reasoning and Bayesian Networks.
6. Analyze Supervised Learning Vs. Learning Decision Trees

UNIT-I	INTRODUCTION TO AI	Classes: 12

Introduction to AI - Intelligent Agents, Problem-Solving Agents,

Searching for Solutions - Breadth-first search, Depth-first search, Hill-climbing search, Simulated annealing search, Local Search in Continuous Spaces

UNIT-II	GAMES	Classes: 14
Games - Optimal Decisions in Games, Alpha–Beta Pruning, Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Knowledge-Based Agents, **Logic-** Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses.		
UNIT-III	**FIRST-ORDER LOGIC**	**Classes: 11**
First-Order Logic - Syntax and Semantics of First-Order Logic, Using First Order Logic, Knowledge Engineering in First-Order Logic. Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification, Forward Chaining, Backward Chaining, Resolution. **Knowledge Representation:** Ontological Engineering, Categories and Objects, Events.		
UNIT-IV	**PLANNING**	**Classes: 12**
Planning - Definition of Classical Planning, Algorithms for Planning with State Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches. Hierarchical Planning.		
UNIT-V	**PROBABILISTIC REASONING**	**Classes: 13**
Probabilistic Reasoning: Acting under Uncertainty, Basic Probability Notation Bayes' Rule and Its Use, Probabilistic Reasoning, Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First- Order Probability.		

TEXT BOOKS

1. Dr. P. Santhosh Kumar Patra, Dr. T. Poongothai, Dr. G. GovindaRajulu, Mr. P. Deepan and Dr. N. Satheesh, ' Introduction to Artificial Intelligence', Amaravathi Publishers, First Edition, 2022. ISBN: 978-93-93199-12-6
2. Artificial Intelligence: A Modern Approach, Third Edition, Stuart Russell and Peter Norvig, Pearson Education.

REFERENCE BOOKS

1. Artificial Intelligence, 3rd Edn., E. Rich and K. Knight (TMH)
2. Artificial Intelligence, 3rd Edn., Patrick Henny Winston, Pearson Education.
3. Artificial Intelligence, ShivaniGoel, Pearson Education.
4. Artificial Intelligence and Expert systems – Patterson, Pearson Education.

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WEB REFERENCES

1. https://eecs.wsu.edu/~cook/ai/lectures/p.html
2. http://www.cs.toronto.edu/~fbacchus/csc384/Lectures/lectures.html
3. http://web.cs.iastate.edu/~cs572/studyguide.html
4. https://faculty.ist.psu.edu/vhonavar/Courses/ai/studyguide.html

E -TEXT BOOKS

1. George F. Luger, Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Pearson Education, 6th ed., 2009.

MOOCS COURSES

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

OBJECT ORIENTED PROGRAMMING THROUGH JAVA

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS413PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

To learn

1. To Understand the basic object-oriented programming concepts and apply them in problem solving.
2. To Illustrate inheritance concepts for reusing the program.
3. To Demonstrate multitasking by using multiple threads and event handling
4. To Develop data-centric applications using JDBC.
5. To Understand the basics of java console and GUI based programming

COURSE OUTCOMES

1. Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection.
2. Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords
3. Use multithreading concepts to develop inter process communication.
4. Understand the process of graphical user interface design and implementation using AWT or swings.
5. Develop applets that interact abundantly with the client environment and deploy on the server.

UNIT-I	OBJECT-ORIENTED THINKING AND INHERITANCE	Classes: 13

Object oriented thinking and Java Basics- Need for oop paradigm, summary of oop concepts, coping with complexity, abstraction mechanisms. A way of viewing world – Agents, responsibility, messages, methods, History of Java, Java buzzwords, data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and casting, simple java program, concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, method binding, inheritance, overriding and exceptions, parameter passing, recursion, nested and inner classes, exploring string class.

UNIT-II	INHERITANCE, PACKAGES AND INTERFACES	Classes: 12

Inheritance, Packages and Interfaces – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism-method overriding, abstract classes, the Object class. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces. Exploring java.io.

UNIT-III	EXCEPTION HANDLING AND MULTITHREADING	Classes: 12

Exception handling and Multithreading-- Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception subclasses. String handling, Exploring java.util. Differences between multithreading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, inter thread communication, thread groups, daemon threads. Enumerations, autoboxing, annotations, generics.

UNIT-IV	EVENT HANDLING	Classes: 12

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes. The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, checkbox groups, choices, lists panels – scrollpane, dialogs, menubar, graphics, layout manager – layout manager types – border, grid, flow, card and grid bag.

UNIT-V	GUI PROGRAMMING WITH SWING	Classes: 13

Applets – Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets. Swing – Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JApplet, JFrame and JComponent, Icons and Labels, text fields, buttons – The JButton class, Check boxes, Radio buttons, Combo boxes, Tabbed Panes, Scroll Panes, Trees, and Tables.

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Mr.J.Sudhakar, Mr. M. Manohar, and Mr. A. VeeraBabu,'Spectrum Complete Reference: Java Programming with OOPs Concepts', Surneni International Book Publishers, First Edition, 2022. ISBN: 978-81-953920-6-3
2. Java the complete reference, 7th edition, Herbert schildt, TMH.
3. Understanding OOP with Java, updated edition, T. Budd, Pearson education.

REFERENCE BOOKS

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John wiley& sons.
2. An Introduction to OOP, third edition, T. Budd, Pearson education.
3. Introduction to Java programming, Y. Daniel Liang, Pearson education.
4. An introduction to Java programming and object-oriented application development, R.A. Johnson- Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education.
6. Core Java 2, Vol 2, Advanced Features, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education
7. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
8. Java and Object Orientation, an introduction, John Hunt, second edition, Springer. 9. Maurach's Beginning Java2 JDK 5, SPD.

WEB REFERENCES

1. http://www.developer.com/icom_includes/feeds/developer/dev-25.xml
2. http://www.ibm.com/developerworks/views/java/rss/libraryview.jsp
3. http://www.javaworld.com/rss/index.html
4. http://feeds.feedburner.com/DevxLatestJavaArticles

E -TEXT BOOKS

1. HTTP Programming Recipes for Java Bots by Jeff Heaton - Heaton Research, Inc.
2. Java Distributed Computing by Jim Farley -O'Reilly Media
3. Java Precisely by Peter Sestoft - IT Universityof Copenhagen
4. Java for Absolute Beginners: Learn to Program the Fundamentals the Java9+ Way
5. Fundamentals of the Java Programming Language, JavaSE6
6. JAVA: Easy Java Programming for Beginners, Your Step-By-StepGuideto

MOOCS COURSES

1. https://www.mooc-list.com › tags›java-programming
2. https://www.mooc-list.com › tags›java
3. https://www.edx.org › learn›java
4. https://www.udacity.com › course›java-programming-basics--ud282
5. https://www.futurelearn.com › courses›begin-programming.

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

DATABASE MANAGEMENT SYSTEMS LAB

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS407PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. Introduce ER data model, database design and normalization
2. Learn SQL basics for data definition and data manipulation

COURSE OUTCOMES

1. Design database schema for a given application and apply normalization
2. Acquire skills in using SQL commands for data definition and data manipulation.
3. Develop solutions for database applications using procedures, cursors and trigger.

LIST OF EXPERIMENTS

1. Concept design with E-R Model
2. Relational Model
3. Normalization
4. Practicing DDL commands
5. Practicing DML commands
6. A. Querying (using ANY, ALL, UNION, INTERSECT, JOIN, Constraints etc.)
   B. Nested, Correlated subqueries
7. Queries using Aggregate functions, GROUP BY, HAVING and Creation and dropping of Views.
8. Triggers (Creation of insert trigger, delete trigger, update trigger)
9. Procedures
10. Usage of Cursors

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Dr. N. Satheesh and Dr.R.Nagaraju,'Database Management Systems',Spectrum Techno Press, First Edition, 2022. ISBN: 978-93-83470-49-5
2. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Tata McGraw Hill, 3rd Edition
3. Database System Concepts, Silberschatz, Korth, McGraw Hill, V edition

REFERENCE BOOKS

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, ElmasriNavrate, Pearson Education
3. Introduction to Database Systems, C.J. Date, Pearson Education
4. Oracle for Professionals, The X Team, S. Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition.

WEB REFERENCES

1. https://www.edx.org/learn/databases
2. https://www.youtube.com/playlist?list=PLyvBGMFYV3auVdxQ1-88ivNFpmUEy-U3M
   https://www.youtube.com/watch?v=bGyHqvQW6JY&list=PLRFPL_aa_SLVjQn93cUGZaKZVGr_80vYv&index=1

E -TEXT BOOKS

1. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition.

MOOCS COURSES

1. https://onlinecourses.nptel.ac.in/noc21_cs04/preview
2. https://www.coursera.org/learn/database-management
3. https://www.udemy.com/course/database-management-system-from-scratch-part-1/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

JAVA PROGRAMMING LAB

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
IT408PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To understand OOP principles.
2. To understand the Exception Handling mechanism.
3. To understand Java collection framework.
4. To understand multithreaded programming.
5. To understand swing controls in Java.

COURSE OUTCOMES

1. Able to write the programs for solving real world problems using Java OOP principles.
2. Able to write programs using Exceptional Handling approach.
3. Able to write multithreaded applications.
4. Able to write GUI programs using swing controls in Java.

LIST OF EXPERIMENTS

1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.
2. Write a Java program to demonstrate the OOP principles. [i.e., Encapsulation, Inheritance, Polymorphism and Abstraction]
3. Write a Java program to handle checked and unchecked exceptions. Also, demonstrate the usage of custom exceptions in real time scenario.
4. Write a Java program on Random Access File class to perform different

read and write operations.

5. Write a Java program to demonstrate the working of different collection classes. [Use package structure to store multiple classes].

6. Write a program to synchronize the threads acting on the same object. [Consider the example of any reservations like railway, bus, movie ticket booking, etc.]
7. Write a program to perform CRUD operations on the student table in a database using JDBC.
8. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.
9. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired. [Use Adapter classes]

TEXT BOOKS

1. Dr.P.Santhosh Kumar Patra, Mr.J.Sudhakar, Mr. M. Manohar, and Mr. A. VeeraBabu,'Spectrum Complete Reference: Java Programming with OOPs Concepts', Surneni International Book Publishers, First Edition, 2022. ISBN: 978-81-953920-6-3

REFERENCE BOOKS

1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition Pearson education.
2. Thinking in Java, Bruce Eckel, Pearson Education.
3. Java Programming, D. S. Malik and P. S. Nair, Cengage Learning.
4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, Pearson.

WEB REFERENCES

1. Head First Java: A Brain-Friendly Guide 2nd Edition, Kindle Edition byKathy Sierra.
2. Effective Java: A Programming Language Guide (Java Series) 2nd Edition, Kindle Edition byJoshua Bloch.
3. AI Algorithms, Data Structures, and Idioms in Prolog, Lisp, and Java Paperback – Import, 25 Aug 2008 by George F. Luger (Author), William AStubblefield(Author).

E -TEXT BOOKS

1. Introduction to Java Programming and Data Structures, Comprehensive Version (11th Edition) 11th Edition by Y.DanielLiang.
2. Java How to Program, Early Objects (11th Edition) (Deitel: How to Program) 11th Edition by Paul J. Deitel(Author), HarveyDeitel(Author).

MOOCS COURSES

1. https://www.mooc-list.com › tags›java-programming
2. https://www.mooc-list.com › tags›java
3. https://www.edx.org › learn›java
4. https://www.quora.com ›What-are-the-best-MOOCs-for-learning-Java

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)

GENDER SENSITIZATION LAB

II B. TECH- I SEMESTER (R20)

Course Code	Category	Hours /Week			Credits	MaximumMarks		
		L	T	P	C	CIE	SEE	Total
GS409MC	B.Tech	0	0	2	0	100	-	100

COURSEOBJECTIVES:

1. To develop students' sensibility with regard to issues of gender in contemporary India.
2. To provide a critical perspective on the socialization of men and women.
3. To introduce students to information about some key biological aspects of genders.
4. To expose the students to debates on the politics and economics of work.
5. To help students reflect critically on gender violence.
6. To expose students to more egalitarian interactions between men and women.

COURSEOUTCOMES:

1. Students will have developed a better understanding of important issues related to gender in contemporary India.
2. Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
3. Students will attain a finer grasp of how gender discrimination works in our society and how to counter it.
4. Students will acquire insight into the gendered division of labor and its relation to politics and economics.
5. Men and women students and professionals will be better equipped to work and live together as equals.
6. Students will develop a sense of appreciation of women in all walks of life.

Through providing accounts of studies and movements as well as the new laws that provide

UNIT-I	UNDERSTANDING GENDER	Classes:8

Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring AttitudestowardsGender-Construction ofGender-Socialization:MakingWomen,MakingMen - PreparingforWomanhood.GrowingupMale.FirstlessonsinCaste.

UNIT-II	GENDER ROLE AND RELATIONS	Classes:8
Two or Many? -Struggles with Discrimination-Gender Roles and Relations-Types of Gender Roles- Gender Roles and Relationships Matrix-Missing Women-Sex Selection and Its Consequences- Declining Sex Ratio. Demographic Consequences-Gender Spectrum: Beyond the Binary		
UNIT-III	**GENDER AND LABOUR**	**Classes:8**
Division and Valuation of Labour-Housework: The Invisible Labor- "My Mother doesn't Work." "Share the Load."-Work: Its Politics and Economics -Fact and Fiction. Unrecognized and Unaccounted work.-Gender Development Issues-Gender, Governance and Sustainable Development-Gender and Human Rights-Gender and Mainstreaming		
UNIT-IV	**GENDER BASED VIOLENCE**	**Classes:8**
The Concept of Violence-Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment: Say No! -Sexual Harassment, not Eve-teasing-Coping with Everyday Harassment- Further Reading: "*Chupulu".* Domestic Violence: Speaking Out: Is Home a Safe Place? -When Women Unite [Film]. Rebuilding Lives. Thinking about Sexual Violence Blaming the Victim-"I Fought for my Life…."		
UNIT-V	**GENDER AND CULTURE**	**Classes:8**
Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues -Gender Sensitive Language-Gender and Popular Literature - Just Relationships: Being Together as Equals-Mary Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fathers. Rosa Parks- The Brave Heart		

TEXT BOOKS:

1. A. Suneetha, Uma Bhrugubanda, Duggirala Vasanta, Rama Melkote, Vasudha Nagaraj, Asma Rasheed, Gogu Shyamala, Deepa Sreenivas and Susie Tharu, The Textbook, "Towards a World of Equals: A Bilingual Textbook on Gender" written by published by Telugu Akademi, Telangana Government (2015).
2. Raj Pal Singh, Anupama Sihag, "Gender Sensitization: A World of Equals", Raj Publications (Dist.), ISBN: 9789386695123, 938669512X (2019)

REFERENCE BOOKS:

1. S .Benhabib. Situating the Self: Gender, Community, Gender and Post modernism in Contemporary Ethics, London; Routledge, 1992.

WEB REFERENCES:

1. https://www.researchgate.net/publication/329541569_EMPOWERING_WOMEN_THROUGH_GENDER_SENSITIZATION
2. https://eige.europa.eu/gender-mainstreaming/toolkits/gender-sensitive-parliaments/references-and-resources

E –TEXTBOOKS:

1. https://harpercollins.co.in/BookDetail.asp?BookCode=3732
2. https://unesdoc.unesco.org/ark:/48223/pf0000158897_eng

MOOCS COURSE:

1. https://www.mooc-list.com/course/sustainable-development-goal-5-gender-equality-canopylab
2. https://www.coursera.org/learn/gender-sexuality

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI & ML)
SKILL DEVELOPMENT COURSE (PROLOG/ LISP/ PYSWIP)

II B. TECH- II SEMESTER (R22)

Course Code	Programme	Hours/Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM411PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

To learn

1. To understand Prolog predicate

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. To able to write simple programs in Prolog
2. To able to define prolog predicates and use them

LIST OF EXPERIMENTS

1. Write simple fact for following:
   A. Ramlikesmango.
   B. Seema is a girl.
   C. Billlikes Cindy.
   D. Roseisred.
   E. Johnownsgold
2. Write predicates one converts centigrade temperatures to Fahrenheit, the other checks if atemperatureisbelowfreezing.
3. Write a program to solve the Monkey Banana problem
4. WAP in turbo prolog for medical diagnosis and show the advantages and disadvantages ofgreenand red cuts.
5. Write a program to solvethe4-Queenproblem.
6. Write a program to solve traveling salesman problems.
7. Write a program to solve waterjug problems using Prolog.
8. Write simple Prolog functions such as the following. Take into account lists which are too short.
   --removethe Nthitemfromthe list.--insertasthe Nthitem.
9. Assume the prolog predicate gt(A, B) is true when A is greater than B. Use this predicate to define the predicate addLeaf(Tree,X,NewTree) which is true if New Tree is the Tree produced by adding the item Xinaleafnode.Tree and New Tree are binary search trees. The empty tree is represented by the atom nil.
10. Write a Prolog predicate, countLists(Alist, Ne, Nl), using accumulators, that is true when Nl is the number of items that are listed at the top level of A list and Ne is the number of empty lists. Suggestion: First try to

count the lists, or empty lists, then modify by adding the other counter.

11. Define a predicate memCount(A List, B list, Count) that is true if A list occurs Count times within B list. Define without using an accumulator. Use "not" as defined in utilities.pro, to make similarcasesare unique,orelse youmaygetmorethan one countasan answer.

    Examples:
    mem
    Count
    (a,[b,
    a],N).
    N =1;
    nomemCount(a,
    [b,[a,a,[a],c],a],
    N).N =4;
    nomemCount([a]
    ,[b,[a,a,[a],c],a],
    N).N =1;
    No

TEXT BOOKS

1. PROLOG:Programming for Artificial Intelligence,3e,by BRATKO,WILEY

REFERENCE BOOKS

1. Prolog Programming for Artificial Intelligence, Addison Wesley, 2001

WEB REFERENCES

1. https://pypi.org/project/pyswip/0.2.2/
2. https://github.com/yuce/pyswip
3. https://swi-prolog.discourse.group/t/useful-prolog-references/1089

E -TEXT BOOKS

1. http://www.dbnet.ece.ntua.gr/~adamo/csbooksonline/prolog-notes.pdf
2. https://drive.uqu.edu.sa/_/fbshareef/files/textbook.pdf

MOOCS COURSES

1. https://www.mooc-list.com/course/prolog-beginners-coursera
2. https://www.classcentral.com/subject/lisp

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DESIGN AND ANALYSIS OF ALGORITHMS

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS501PC	B. Tech	3	1	0	4	40	60	100

COURSE OBJECTIVES

1. Introduces the notations for analysis of the performance of algorithms and the data structure of disjoint sets.
2. Describes major algorithmic techniques (divide-and-conquer, backtracking, dynamic programming, greedy, branch and bound methods) and mention problems for which each technique is appropriate
3. Describes how to evaluate and compare different algorithms using worst-, average-, and best case analysis.
4. Explains the difference between tractable and intractable problems, and introduces the problems that are P, NP and NP complete.

COURSE OUTCOMES

1. Analyze the performance of algorithms
2. Choose appropriate data structures and algorithm design methods for a specified application
3. Understand the choice of data structures and the algorithm design methods

UNIT-I	INTRODUCTION

Introduction: Algorithm, Performance Analysis-Space complexity, Time complexity, Asymptotic Notations- Big oh notation, Omega notation, Theta notation and Little oh notation.

Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Strassen's matrix multiplication.

UNIT-II	DISJOINT SETS

Disjoint Sets: Disjoint set operations, union and find algorithms, Priority Queue- Heaps, Heap sort
Backtracking: General method, applications, n-queen's problem, sum of subsets problem, graph Coloring, hamitonian cycles.

UNIT-III	DYNAMIC PROGRAMMING

Dynamic Programming: General method, applications- Optimal binary search tree, 0/1 knapsack problem, All pairs shortest path problem, Traveling salesperson problem, Reliability design.

UNIT-IV	GREEDY METHOD

Greedy method: General method, applications-Job sequencing with eadlines, knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

Basic Traversal and Search Techniques: Techniques for Binary Trees, Techniques for Graphs, Connected components, Biconnected components.

UNIT-V	**BRANCH AND BOUND**

Branch and Bound: General method, applications - Traveling salesperson problem, 0/1 knapsack problem - LC Branch and Bound solution, FIFO Branch and Bound solution.

NP-Hard and NP-Complete problems: Basic concepts, non-deterministic algorithms, NP-Hard and NP-Complete classes, Cook's theorem.

TEXT BOOKS

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharan, University press, 1998.

REFERENCE BOOKS

1. Design and Analysis of algorithms, Dr. P. Santosh Kumar Patra, Spectrum publications First Edition 2021.
2. Design and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson education.
3. Introduction to Algorithms, second edition, T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, PHI Pvt. Ltd./ Pearson Education.
4. Algorithm Design: Foundations, Analysis and Internet Examples, M.T. Goodrich and R. Tamassia, John Wiley and sons.

.

WEB REFERENCES

1. https://www.tutorialspoint.com/design_and_analysis_of_algorithms/index.htm
2. https://www.javatpoint.com/daa-tutorial
3. https://www.guru99.com/design-analysis-algorithms-tutorial.html
4. https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j- design-and-analysis-of-algorithms-spring-2015

E -TEXT BOOKS

1. https://www.kopykitab.com/Design-and-Analysis-of-Algorithms-eBook-By-V-K- Pallaw-isbn-9788184121681
2. https://freecomputerbooks.com/Introduction-to-Design-Analysis-of-Algorithms.html
3. https://www.ebooknetworking.net/ebooks/design-analysis-of-algorithm-book.html

MOOCS COURSE

1. https://onlinecourses.nptel.ac.in/noc21_cs07/preview
2. https://nptel.ac.in/courses/106/104/106104123/
3. https://nptel.ac.in/courses/106/105/106105190/
4. https://nptel.ac.in/courses/106/104/106104072/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

COMPUTER NETWORKS

III B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CS502PC	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. The objective of the course is to equip the students with a general overview of the concepts and fundamentals of computer networks.
2. Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.

COURSE OUTCOMES

1. Gain the knowledge of the basic computer network technology.
2. Gain the knowledge of the functions of each layer in the OSI and TCP/IP reference model.
3. Obtain the skills of subnetting and routing mechanisms.
4. Familiarity with the essential protocols of computer networks, and how they can be applied in network design and implementation

UNIT-I	**OSI, TCP/IP Reference models**

Network hardware, Network software, OSI, TCP/IP Reference models, Example Networks: ARPANET, Internet.

Physical Layer: Guided Transmission media: twisted pairs, coaxial cable, fiber optics, Wireless Transmission.

Data link layer: Design issues, framing, Error detection and correction.

UNIT-II	**ELEMENTARY DATA LINK PROTOCOLS**

Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-free channel, A simplex stop and wait protocol for noisy channel.

Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocol using Selective Repeat, Example data link protocols.

Medium Access sublayer: The channel allocation problem, Multiple access protocols: ALOHA, Carrier sense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching.

UNIT-III	**NETWORK LAYER**

Network Layer: Design issues, Routing algorithms: shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, Congestion Control Algorithms, Quality of Service, Internetworking, The Network layer in the internet.

UNIT-IV	**TRANSPORT LAYER**

Transport Layer: Transport Services, Elements of Transport protocols, Connection management, TCP and UDP protocols.

UNIT-V	APPLICATION LAYER

Application Layer –Domain name system, SNMP, Electronic Mail; the World WEB, HTTP, Streaming audio and video.

TEXT BOOKS

1. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI

REFERENCE BOOKS

1. .Computer Networks, Dr. P. Santosh Kumar Patra, Dr.N. Sathish Spectrum publications,
2. An Engineering Approach to Computer Networks-S. Keshav, 2nd Edition, Pearson Education
2. Data Communications and Networking – Behrouz A. Forouzan. Third Edition TMH.

WEB REFERENCES

1. https://www.geeksforgeeks.org/what-is-Computer-Networks/
2. https://searchsecurity.techtarget.com/definition/Computer-Networksinfosec
3. https://www.cisco.com › Products & Services › Networks

E -TEXT BOOKS

1. http://study-ccna.com/

MOOCS COURSE

1. https://nptel.ac.in/courses/106105081/
2. https://www.geeksforgeeks.org/computer- network-routing-protocols-set-1-distance- vector-routing/
3. https://www.tutorialspoint.com/errorcontrol-in-data-link-layer

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MACHINE LEARNING

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
IT503PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To introduce students to the basic concepts and techniques of Machine Learning.
2. To have a thorough understanding of the Supervised and Unsupervised learning techniques
3. To study the various probability-based learning techniques

COURSE OUTCOMES

1. Distinguish between, supervised, unsupervised and semi-supervised learning
2. Understand algorithms for building classifiers applied on datasets of non-linearly separable classes
3. Understand the principles of evolutionary computing algorithms
4. Design an ensembler to increase the classification accuracy

UNIT-I	SUPERVISED LEARNING

Learning – Types of Machine Learning – Supervised Learning – The Brain and the Neuron – Design a Learning System – Perspectives and Issues in Machine Learning – Concept Learning Task – Concept Learning as Search – Finding a Maximally Specific Hypothesis – Version Spaces and the Candidate Elimination Algorithm – Linear Discriminants: – Perceptron – Linear Separability – Linear Regression..

UNIT-II	MULTI-LAYER PERCEPTRON

Multi-layer Perceptron– Going Forwards – Going Backwards: Back Propagation Error – Multi-layer Perceptron in Practice – Examples of using the MLP – Overview – Deriving Back-Propagation – Radial Basis Functions and Splines – Concepts – RBF Network – Curse of Dimensionality – Interpolations and Basis Functions – Support Vector Machines

UNIT-III	CLASSIFICATION AND REGRESSION

Learning with Trees – Decision Trees – Constructing Decision Trees – Classification and Regression Trees – Ensemble Learning – Boosting – Bagging – Different ways to Combine Classifiers – Basic Statistics – Gaussian Mixture Models – Nearest Neighbor Methods – Unsupervised Learning – K means Algorithms

UNIT-IV	DIMENSIONALITY REDUCTION

Dimensionality Reduction – Linear Discriminant Analysis – Principal Component Analysis – Factor Analysis – Independent Component Analysis – Locally Linear Embedding – Isomap – Least Squares Optimization

Evolutionary Learning – Genetic algorithms – Genetic Offspring: - Genetic Operators – Using

Genetic Algorithms

UNIT-V	REINFORCEMENT LEARNING

Reinforcement Learning – Overview – Getting Lost Example
Markov Chain Monte Carlo Methods – Sampling – Proposal Distribution – Markov Chain Monte Carlo – Graphical Models – Bayesian Networks – Markov Random Fields – Hidden Markov Models – Tracking Methods

TEXT BOOKS

1. Stephen Marsland, ―Machine Learning – An Algorithmic Perspective, Second Edition,Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.

REFERENCE BOOKS

1. Machine Learning, Dr. P. Santosh Kumar Patra, Dr. Ranthosh Kumar and E.Soumya Sevenhills publications. First Edition 2021
2. Tom M Mitchell, ―Machine Learning, First Edition, McGraw Hill Education, 2013.
3. Peter Flach, ―Machine Learning: The Art and Science of Algorithms that Make Sense of Data‖, First Edition, Cambridge University Press, 2012.
4. Jason Bell, ―Machine learning – Hands on for Developers and Technical Professionals‖, First Edition, Wiley, 2014
5. Ethem Alpaydin, ―Introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series), Third Edition, MIT Press, 2014

WEB REFERENCES

1. https://www.coursera.org/learn/machine-learning
2. https://www.ibm.com/in-en/cloud/learn/machine-learning
3. https://www.geeksforgeeks.org/machine-learning/
4. https://www.expert.ai/blog/machine-learning-definition/

E -TEXT BOOKS

1. https://machinelearningmastery.com/products/
2. https://www.kdnuggets.com/2020/03/24-best-free-books-understand-machine- learning.html
3. https://www.analyticsinsight.net/10-popular-must-read-free-ebooks-on-machine- learning/
4. https://alex.smola.org/drafts/thebook.pdf

MOOCS COURSE

1. https://www.geeksforgeeks.org/Machine Learning
2. https://nptel.ac.in/courses/106105087/pdf/m01L01.pdf
3. https://onlinecourses.nptel.ac.in/noc21_cs13/preview.
4. https://www.tutorialspoint.com/machine_engineering/index.htm

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

BUSINESS ECONOMICS AND FINANCIAL ANALYSIS

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
BE504MS	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To learn the basic Business types, impact of the Economy on Business and Firmsspecifically.
2. To analyze the Business from the Financial Perspective.

COURSE OUTCOMES

1. The students will understand th e various Forms of Business and the impact of economic variables on the Business.
2. The Demand, Supply, Production, Cost, Market Structure, Pricing aspects are learnt.
3. The Students can study the firm's financial position by analysing the Financial Statements of a Company.

UNIT-I	INTRODUCTION TO BUSINESS AND ECONOMICS

Introduction to Business and Economics:

Business: Structure of Business Firm, Theory of Firm, Types of Business Entities, Limited Liability Companies, Sources of Capital for a Company, Non-Conventional Sources of Finance.

Economics: Significance of Economics, Micro and Macro Economic Concepts, Concepts and Importance of National Income, Inflation, Money Supply in Inflation, Business Cycle, Features and Phases of Business Cycle. Nature and Scope of Business Economics, Role of Business Economist, Multidisciplinary nature of Business Economics.

UNIT-II	DEMAND AND SUPPLY ANALYSIS

Demand and Supply Analysis:

Elasticity of Demand: Elasticity, Types of Elasticity, Law of Demand, Measurement and Significance of Elasticity of Demand, Factors affecting Elasticity of Demand, Elasticity of Demand in decision making, Demand Forecasting: Characteristics of Good Demand Forecasting, Steps in Demand Forecasting, Methods of Demand Forecasting.

Supply Analysis: Determinants of Supply, Supply Function & Law of Supply.

UNIT-III	PRODUCTION, COST, MARKET STRUCTURES & PRICING

Production, Cost, Market Structures & Pricing:

Production Analysis: Factors of Production, Production Function, Production Function with one variable input, two variable inputs, Returns to Scale, Different Types of Production Functions.
Cost analysis: Types of Costs, Short run and Long run Cost Functions.
Market Structures: Nature of Competition, Features of Perfect competition, Monopoly, Oligopoly, Monopolistic Competition.

Pricing: Types of Pricing, Product Life Cycle based Pricing, Break Even Analysis, Cost Volume Profit Analysis.

UNIT-IV	FINANCIAL ACCOUNTING

Financial Accounting: Accounting concepts and Conventions, Accounting Equation, Double-Entry system of Accounting, Rules for maintaining Books of Accounts, Journal, Posting to Ledger, Preparation of Trial Balance, Elements of Financial Statements, Preparation of Final Accounts.

UNIT-V	FINANCIAL ANALYSIS THROUGH RATIOS

Financial Analysis through Ratios: Concept of Ratio Analysis, Liquidity Ratios, Turnover Ratios, Profitability Ratios, Proprietary Ratios, Solvency, Leverage Ratios (simple problems).

Introduction to Fund Flow and Cash Flow Analysis (simple problems).

TEXT BOOKS

1. D.D. Chaturvedi, S.L. Gupta, Business Economics - Theory and Applications, InternationalBook House Pvt. Ltd. 2013.
2. Dhanesh K Khatri, Financial Accounting, Tata McGraw Hill, 2011.
3. Geethika Ghosh, Piyali Gosh, Purba Roy Choudhury, Managerial Economics, 2e, Tata McGrawHill Education Pvt. Ltd. 2012.

REFERENCE BOOKS

1. K. Sudha, K. Sathish, A. Sarveswarareddy, Business Economics and Financial Analysis-M/S Spectrum Publications, First Edition 2021.
2. Paresh Shah, Financial Accounting for Management 2e, Oxford Press, 2015.
3. S.N. Maheshwari, Sunil K Maheshwari, Sharad K Maheshwari, Financial Accounting, 5e, VikasPublications, 2013.

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1. https://nptel.ac.in/courses/110106050/17
2. https://nptel.ac.in/courses/110106050/39
3. https://nptel.ac.in/courses/110106050/38

E -TEXT BOOKS

1. https://www.sciencedirect.com/book/9780750644549/business-economics
2. http://www.freebookcentre.net/Business/Economics-Books.html

MOOCS COURSE

1. https://nptel.ac.in/courses/110106050/
2. https://nptel.ac.in/courses/110106050/11

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

GRAPH THEORY (Professional Elective – I)

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM511PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Understanding graphs, trees, connected paths, applications of trees and graphs.

COURSE OUTCOMES

1. Know some important classes of graph theoretic problems;
2. Prove central theorems about trees, matching, connectivity, coloring and planar graphs;
3. Describe and apply some basic algorithms for graphs;
4. Use graph theory as a modeling tool.

UNIT-I	INTRODUCTION

Introduction-Discovery of graphs, Definitions, Subgraphs, Isomorphic graphs, Matrix representations of graphs, Degree of a vertex, Directed walks, paths and cycles, Connectivity in digraphs, Eulerian and Hamilton digraphs, Eulerian digraphs, Hamilton digraphs, Special graphs, Complements, Larger graphs from smaller graphs, Union, Sum, Cartesian Product, Composition, Graphic sequences, Graph theoretic model of the LAN problem, Havel-Hakimi criterion, Realization of a graphic sequence.

UNIT-II	CONNECTED GRAPHS AND SHORTEST PATHS

Connected graphs and shortest paths - Walks, trails, paths, cycles, Connected graphs, Distance, Cut-vertices and cut-edges, Blocks, Connectivity, Weighted graphs and shortest paths, Weighted graphs, Dijkstra‟s shortest path algorithm, Floyd-Warshall shortest path algorithm.

UNIT-III	TREES

Trees- Definitions and characterizations, Number of trees, Cayley‟s formula, Kircho↵-matrix-tree theorem, Minimum spanning trees, Kruskal‟s algorithm, Prim‟s algorithm, Special classes of graphs, Bipartite Graphs, Line Graphs, Chordal Graphs, Eulerian Graphs, Fleury‟s algorithm, Chinese Postman problem, Hamilton Graphs, Introduction, Necessary conditions and sufficient conditions.

UNIT-IV	INDEPENDENT SETS COVERINGS AND MATCHINGS

Independent sets coverings and matchings– Introduction, Independent sets and coverings: basic equations, Matchings in bipartite graphs, Hall‟s Theorem, K¨onig‟s Theorem, Perfect matchings in graphs, Greedy and approximation algorithms.

UNIT-V	VERTEX COLORINGS

Vertex Colorings- Basic definitions, Cliques and chromatic number, Mycielski‟s theorem, Greedy coloring algorithm, Coloring of chordal graphs, Brooks theorem, Edge Colorings, Introduction and Basics, Gupta-Vizing theorem, Class-1 and Class-2 graphs, Edge-coloring of bipartite graphs, Class-2

graphs, Hajos union and Class-2 graphs, A scheduling problem and equitable edge-coloring.

TEXT BOOKS

1. J. A. Bondy and U. S. R. Murty. Graph Theory, volume 244 of Graduate Texts in Mathematics. Springer, 1st edition, 2008.
2. J. A. Bondy and U. S. R. Murty. Graph Theory with Applications.

REFERENCE BOOKS

1. Lecture Videos: http://nptel.ac.in/courses/111106050/13
2. Introduction to Graph Theory, Douglas B. West, Pearson.

WEB REFERENCES

1. https://www.geeksforgeeks.org/mathematics-graph-theory-basics-set-1/
2. https://medium.com/basecs/a-gentle-introduction-to-graph-theory-77969829ead8
3. https://www.britannica.com/topic/graph-theory
4. https://towardsdatascience.com/what-is-graph-theory-and-why-should-you-care-28d6a715a5c2

E -TEXT BOOKS

1. http://www.freebookcentre.net/Mathematics/Graph-Theory-Books.html 2.
2. https://www.kobo.com/us/en/ebook/a-textbook-of-graph-theory 3.
3. https://www.maths.ed.ac.uk/~v1ranick/papers/wilsongraph.pdf 4. https://www.e-booksdirectory.com/listing.php?category=53

MOOCS COURSE

1. https://www.coursera.org/courses?query=graph%20theory
2. https://www.mooc-list.com/tags/graph-theory
3. https://www.classcentral.com/tag/graph-theory
4. https://www.edx.org/course/advanced-algorithmics-and-graph-theory-with-python
5. https://nptel.ac.in/courses/111/106/111106050/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

INTRODUCTION TO DATA SCIENCE (Professional Elective – I)

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM512PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Learn concepts, techniques and tools they need to deal with various facets of data science practice, including data collection and integration
2. Understand the basic types of data and basic statistics
3. Identify the importance of data reduction and data visualization techniques

COURSE OUTCOMES

1. Understand basic terms of statistical modeling and data science
2. Implementation of R programming concepts
3. utilize R elements for data visualization and prediction

UNIT-I INTRODUCTION

Definition of Data Science- Big Data and Data Science hype – and getting past the hype - Datafication- Current landscape of perspectives - Statistical Inference - Populations and samples - Statistical modeling, probability distributions, fitting a model – Over fitting.

Basics of R: Introduction, R-Environment Setup, Programming with R, Basic Data Types.

UNIT-II DATA TYPES & STATISTICAL DESCRIPTION

Types of Data: Attributes and Measurement, Attribute, The Type of an Attribute, The Different Types of Attributes, Describing Attributes by the Number of Values, Asymmetric Attributes, Binary Attribute, Nominal Attributes, Ordinal Attributes, Numeric Attributes, Discrete versus Continuous Attributes.

Basic Statistical Descriptions of Data: Measuring the Central Tendency: Mean, Median, and Mode, Measuring the Dispersion of Data: Range, Quartiles, Variance, Standard Deviation, and Interquartile Range, Graphic Displays of Basic Statistical Descriptions of Data.

UNIT-III VECTORS

Vectors: Creatng and Naming Vectors, Vector Arithmetic, Vector sub setting,

Matrices: Creating and Naming Matrices, Matrix Sub setting, Arrays, Class.

Factors and Data Frames: Introduction to Factors: Factor Levels, Summarizing a Factor, Ordered Factors, Comparing Ordered Factors, Introduction to Data Frame, subsetting of Data Frames, Extending Data Frames, Sorting Data Frames.

Lists: Introduction, creating a List: Creating a Named List, Accessing List Elements, Manipulating List Elements, Merging Lists, Converting Lists to Vectors

UNIT-IV	CONDITIONALS AND CONTROL FLOW

Conditionals and Control Flow: Relational Operators, Relational Operators and Vectors, Logical Operators, Logical Operators and Vectors, Conditional Statements.
Iterative Programming in R: Introduction, While Loop, For Loop, Looping Over List.
Functions in R: Introduction, writing a Function in R, Nested Functions, Function Scoping, Recursion, Loading an R Package, Mathematical Functions in R.

UNIT-V	CHARTS AND GRAPHS

Charts and Graphs: Introduction, Pie Chart: Chart Legend, Bar Chart, Box Plot, Histogram, Line Graph: Multiple Lines in Line Graph, Scatter Plot.

Regression: Linear Regression Analysis, Multiple Linear regression

TEXT BOOKS

1. Doing Data Science, Straight Talk from The Frontline. Cathy O'Neil and Rachel Schutt, O'Reilly, 2014.
2. K G Srinivas, G M Siddesh, "Statistical programming in R", Oxford Publications.

REFERENCE BOOKS

1. Jiawei Han, Micheline Kamber and Jian Pei. Data Mining: Concepts and Techniques, 3rd ed. The Morgan Kaufmann Series in Data Management Systems.
2. Introduction to Data Mining, Pang-Ning Tan, Vipin Kumar, Michael Steinbanch, Pearson Education.
3. Brain S. Everitt, "A Handbook of Statistical Analysis Using R", Second Edition, 4 LLC, 2014.
4. Dalgaard, Peter, "Introductory statistics with R", Springer Science & Business Media, 2008.
5. Paul Teetor, "R Cookbook", O'Reilly, 2011.

WEB REFERENCES

1. https://nathancarter.github.io/MA346-course-notes/_build/html/chapter-1-intro-to-datascience.html
2. https://www.geeksforgeeks.org/introduction-to-data-science/
3. https://www.guru99.com/data-science-tutorial.html

E -TEXT BOOKS

1.An Introduction to Data Science, Jeffrey Stanton, 2013

MOOCS COURSE

1.https://www.udemy.com/course/an-introduction-to-data-science/
2.https://nptel.ac.in/courses/106106179
3.https://www.coursera.org/specializations/introduction-data-science

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

WEB PROGRAMMING (Professional Elective – I)

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM513PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Understand the technologies used in Web Programming.
2. Know the importance of object-oriented aspects of Scripting.
3. Understand creating database connectivity using JDBC.
4. Learn the concepts of web-based application using sockets.

COURSE OUTCOMES

1. Design web pages.
2. Use technologies of Web Programming.
3. Apply object-oriented aspects to Scripting.
4. Create databases with connectivity using JDBC.
5. Build web-based application using sockets.

UNIT-I	CLIENT SIDE PROGRAMMING

HTML- Basic Tags- List, Tables, Images, Forms, Frames, CSS

JAVA Script - Web page Designing using HTML, Scripting basics- Client side and server side scripting. Java Script Object, names, literals, operators and expressions- statements and features- events - windows - documents - frames - data types - built-in functions- Browser object model - Verifying forms.-HTML5- CSS3- HTML 5 canvas - Web site creation using tools.

UNIT-II	JAVA

Introduction to object-oriented programming-Features of Java – Data types, variables and arrays – Operators – Control statements – Classes and Methods – Inheritance. Packages and Interfaces – Exception Handling – Multithreaded Programming – Input/Output – Files – Utility Classes – String Handling.

UNIT-III	JDBC

JDBC Overview – JDBC implementation – Connection class – Statements - Catching Database Results, handling database Queries. Networking– InetAddress class – URL class- TCP sockets – UDP sockets, Java Beans –RMI.

UNIT-IV	APPLETS

Java applets- Life cycle of an applet – Adding images to an applet – Adding sound to an applet. Passing parameters to an applet. Event Handling. Introducing AWT: Working with Windows Graphics and

Text. Using AWT Controls, Layout Managers and Menus. Servlet – life cycle of a servlet. The Servlet API, Handling HTTP Request and Response, using Cookies, Session Tracking. Introduction to JSP.

UNIT-V	**XML AND WEB SERVICES**

Xml – Introduction-Form Navigation-XML Documents- XSL – XSLT- Web services-UDDI-WSDL-Javaweb services – Web resources

TEXT BOOKS

1. Harvey Deitel, Abbey Deitel, Internet and World Wide Web: How To Program 5th Edition.
2. Herbert Schildt, Java - The Complete Reference, 7th Edition. Tata McGraw- Hill Edition.
3. Michael Morrison XML Unleashed Tech media SAMS.

REFERENCE BOOKS

1. John Pollock, Javascript - A Beginners Guide, 3rd Edition –- Tata McGraw-Hill Edition.
2. Keyur Shah, Gateway to Java Programmer Sun Certification, Tata McGraw Hill, 2002.

WEB REFERENCES

1. https://tms-outsource.com/blog/posts/web-technologies/
2. https://www.geeksforgeeks.org/web-technology/

E -TEXT BOOKS

1. https://archive.uneca.org/sites/default/files/uploaded-documents/SROs/SA/GISSP2018/introduction_to_web_technology.pdf
2. https://www.oreilly.com/library/view/web-technology-theory/9789332508194/
3. http://seu1.org/files/level6/IT230/Book/(web.tech%201st%20book)%20Web%20Technologies%20-%20A%20Computer%20Science%20Perspective.pdf

MOOCS COURSE

1. https://in.coursera.org/courses?query=web%20technologies
2. https://www.udemy.com/course/web-technology-for-entrepreneurs/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

IMAGE PROCESSING (Professional Elective – I)

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM514PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Provide a theoretical and mathematical foundation of fundamental Digital Image Processing concepts.
2. The topics include image acquisition; sampling and quantization; preprocessing; enhancement; restoration; segmentation; and compression.

COURSE OUTCOMES

1. Demonstrate the knowledge of the basic concepts of two-dimensional signal acquisition, sampling, and quantization.
2. Demonstrate the knowledge of filtering techniques.
3. Demonstrate the knowledge of 2D transformation techniques.
4. Demonstrate the knowledge of image enhancement, segmentation, restoration and compression techniques

UNIT-I	DIGITAL IMAGE FUNDAMENTALS

Digital Image Fundamentals: Digital Image through Scanner, Digital Camera. Concept of Gray Levels. Gray Level to Binary Image Conversion. Sampling and Quantization. Relationship between Pixels. Imaging Geometry. 2D Transformations-DFT, DCT, KLT and SVD.

UNIT-II	IMAGE ENHANCEMENT

Image Enhancement in Spatial Domain Point Processing, Histogram Processing, Spatial Filtering, Enhancement in Frequency Domain, Image Smoothing, Image Sharpening.

UNIT-III	IMAGE RESTORATION DEGRADATION MODEL

Image Restoration Degradation Model, Algebraic Approach to Restoration, Inverse Filtering, Least Mean Square Filters, Constrained Least Squares Restoration, Interactive Restoration.

UNIT-IV	IMAGE SEGMENTATION DETECTION

Image Segmentation Detection of Discontinuities, Edge Linking and Boundary Detection, Thresholding, Region Oriented Segmentation.

UNIT-V	IMAGE COMPRESSION

Image Compression Redundancies and their Removal Methods, Fidelity Criteria, Image Compression Models, Source Encoder and Decoder, Error Free Compression, Lossy Compression.

TEXT BOOKS

1. Digital Image Processing: R.C. Gonzalez & R. E. Woods, Addison Wesley/ Pearson Education, 2nd Ed, 2004

REFERENCE BOOKS

1. Fundamentals of Digital Image Processing: A. K. Jain, PHI.
2. Digital Image Processing using MAT LAB: Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins: Pearson Education India, 2004.
3. Digital Image Processing: William K. Pratt, John Wiley, 3rd Edition, 2004

WEB REFERENCES

1. https://www.ijert.org/image-processing-using-web-2-0-2
2. https://iopscience.iop.org/article/10.1088/1742-6596/1087/5/052024/pdf
3. https://en.wikipedia.org/wiki/Digital_image_processing

E -TEXT BOOKS

1. http://sdeuoc.ac.in/sites/default/files/sde_videos/Digital%20Image%20Processing%203rd%20ed.%20-%20R.%20Gonzalez%2C%20R.%20Woods-ilovepdf-compressed.pdf
2. https://sisu.ut.ee/imageprocessing/book/1

MOOCS COURSE

1. http://nptel.ac.in
2. https://www.coursera.org2.

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

COMPUTER GRAPHICS (Professional Elective – I)

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM515PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Provide the basics of graphics systems including Points and lines, line drawing algorithms, 2D, 3D objective transformations

COURSE OUTCOMES

1. Explore applications of computer graphics
2. Understand 2D, 3D geometric transformations and clipping algorithms
3. Understand 3D object representations, curves, surfaces, polygon rendering methods, color models
4. Analyze animation sequence and visible surface detection methods

UNIT-I **INTRODUCTION**

Introduction: Application areas of Computer Graphics, overview of graphics systems, video-display devices, raster-scan systems, random-scan systems, graphics monitors and work stations and input devices

Output primitives: Points and lines, line drawing algorithms (DDA and Bresenham's Algorithm) circle- generating algorithms and ellipse - generating algorithms

Polygon Filling: Scan-line algorithm, boundary-fill and flood-fill algorithms

UNIT-II **2-D GEOMETRIC TRANSFORMATIONS**

2-D geometric transformations: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems

2-D viewing: The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, clipping operations, point clipping, Line clipping-Cohen Sutherland algorithms, Polygon clipping-Sutherland Hodgeman polygon clipping algorithm.

UNIT-III **3-D OBJECT REPRESENTATION**

3-D object representation: Polygon surfaces, quadric surfaces, spline representation, Hermite curve, Bezier curve and B-Spline curves, Bezier and B-Spline surfaces, Polygon rendering methods, color models and color applications.

UNIT-IV **3-D GEOMETRIC TRANSFORMATIONS**

3-D Geometric transformations: Translation, rotation, scaling, reflection and shear

transformations, composite transformations.

3-D viewing: Viewing pipeline, viewing coordinates, projections, view volume and general projection transforms and clipping

UNIT-V	COMPUTER ANIMATION

Computer animation: Design of animation sequence, general computer animation functions, raster animations, computer animation languages, key frame systems, motion specifications.

Visible surface detection methods: Classification, back-face detection, depth-buffer method, BSP-tree method, area sub-division method and octree method.

TEXT BOOKS

1. "Computer Graphics C version", Donald Hearn and M. Pauline Baker, Pearson Education

REFERENCE BOOKS

1. Computer Graphics, Dr. P. Santosh Kumar Patra, Dr. N. Krishnaiah Spectrum Publications, First Edition 2021.
2. Procedural elements for Computer Graphics, David F Rogers, Tata Mc Graw hill, 2nd edition.
3. Principles of Interactive Computer Graphics", Neuman and Sproul, TMH.
4. Principles of Computer Graphics, Shalini Govil, Pai, 2005, Springer.
5. "Computer Graphics Principles & practice", second edition in C, Foley, Van Dam, Feiner and Hughes, Pearson Education.
6. Computer Graphics, Steven Harrington, TMH.

WEB REFERENCES

1. https://web.stanford.edu/class/ee478/references.html
2. https://www.tutorialsduniya.com/notes/introduction-to-computer_graphics-notes/
3. https://nptel.ac.in/courses/108/108/108108168/
4. http://web.mit.edu/6.933/www/Fall2001/Shannon2.pdf

E -TEXT BOOKS

1. https://books.google.co.in/books?id=tZYdEAAAQBAJ
2. https://books.askvenkat.org/computer graphics -books/
3. https://www.kopykitab.com/ computer graphics -Notes-eBook
4. https://www.cl.cam.ac.uk/teaching/0813/computer graphics .pdf

MOOCS COURSE

1. https://web.iitd.ac.in/~rbose/initiative/MOOCS.pdf
2. http://etsc.iitd.ac.in/pdf_files/MOOCs%20IIT%20ETSC.pdf

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MACHINE LEARNING LAB

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
IT505PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. The objective of this lab is to get an overview of the various machine learning techniques andcan demonstrate them using python.

COURSE OUTCOMES

1. Understand modern notions in predictive data analysis
2. Select data, model selection, model complexity and identify the trends
3. Understand a range of machine learning algorithms along with their strengths and weaknesses
4. Build predictive models from data and analyze their performance

LIST OF EXPERIMENTS

1. Write a python program to compute Central Tendency Measures: Mean, Median, Mode Measure of Dispersion: Variance, Standard Deviation
2. Study of Python Basic Libraries such as Statistics, Math, Numpy and Scipy
3. Study of Python Libraries for ML application such as Pandas and Matplotlib
4. Write a Python program to implement Simple Linear Regression
5. Implementation of Multiple Linear Regression for House Price Prediction using sklearn
6. Implementation of Decision tree using sklearn and its parameter tuning
7. Implementation of KNN using sklearn
8. Implementation of Logistic Regression using sklearn
9. Implementation of K-Means Clustering
10. Performance analysis of Classification Algorithms on a specific dataset (Mini Project)

TEXT BOOKS

1. Machine Learning – Tom M. Mitchell, - MGH.

REFERENCE BOOKS

1. Machine Learning: An Algorithmic Perspective, Stephen Marshland, Taylor & Francis

WEB REFERENCES
1. https://www.coursera.org/learn/machine-learning 2. https://www.ibm.com/in-en/cloud/learn/machine-learning 3. https://www.geeksforgeeks.org/machine-learning/ 4. https://www.expert.ai/blog/machine-learning-definition/
E -TEXT BOOKS
1. https://machinelearningmastery.com/products/ 2. https://www.kdnuggets.com/2020/03/24-best-free-books-understand-machine- learning.html 3. https://www.analyticsinsight.net/10-popular-must-read-free-ebooks-on-machine- learning/ 4. https://alex.smola.org/drafts/thebook.pdf
MOOCS COURSE
1. https://onlinecourses-archive.nptel.ac.in 2. https://swayam.gov.in/ 3. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

COMPUTER NETWORKS LAB

III B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CS508PC	**B. Tech**	**0**	**0**	**2**	**1**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To understand the working principle of various communication protocols.
2. To understand the network simulator environment and visualize a network topology and observe its performance
3. To analyze the traffic flow and the contents of protocol frames

COURSE OUTCOMES

1. Implement data link layer farming methods
2. Analyze error detection and error correction codes.
3. Implement and analyze routing and congestion issues in network design.
4. Implement Encoding and Decoding techniques used in presentation layer
5. To be able to work with different network tools

LIST OF EXPERIMENTS

1. Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijsktra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting techniques used in buffers.
10. Wireshark

i. Packet Capture Using Wire shark
ii. Starting Wire shark
iii. Viewing Captured Traffic
iv. Analysis and Statistics & Filters. How to run Nmap scan

Operating System Detection using Nmap Do the following using NS2 Simulator

i. NS2 Simulator-Introduction

ii. Simulate to Find the Number of Packets Dropped

iii. Simulate to Find the Number of Packets Dropped by TCP/UDP

iv. Simulate to Find the Number of Packets Dropped due to Congestion

v. Simulate to Compare Data Rate & Throughput.

vi. Simulate to Plot Congestion for Different Source/Destination

vii. Simulate to Determine the Performance with respect to Transmission of Packets

TEXT BOOKS

1. Computer Networks, Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI .

REFERENCE BOOKS

1. An Engineering Approach to Computer Networks, S. Keshav, 2nd Edition, Pearson Education.
2. Data Communications and Networking – Behrouz A. Forouzan. 3rd Edition, TMH.

WEB REFERENCES

1. https://www.geeksforgeeks.org/what-is-Computer-Networks/
2. https://searchsecurity.techtarget.com/definition/Computer-Networksinfosec
3. https://www.cisco.com › Products & Services › Networks

E -TEXT BOOKS

1. http://study-ccna.com/

MOOCS COURSE

1. https://nptel.ac.in/courses/106105081/
2. https://www.geeksforgeeks.org/computer- network-routing-protocols-set-1-distance- vector-routing/
3. https://www.tutorialspoint.com/errorcontrol-in-data-link-layer

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI&ML)

Advanced English Communication Skills Lab

III B. TECH (R 22)

Course Code	Category	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
EN506HS/EN606HS	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES:

To train students

1. To use relevant words through the practice of vocabulary and responding appropriately.
2. To improve Reading Comprehension Skills and Techniques, to read and infer for meanings.
3. To enable to write and improve writing skills to present different types of writing.
4. To enable students to perform presentation skills with the right usage of Body language through seminars, posters, etc.
5. To prepare students for placements by practicing various activates like group discussions, mock interviews, etc.

COURSE OUTCOMES:

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

1. Gather ideas and information to organize ideas relevantly and coherently.
2. Participate in group discussions.
3. Face interviews.
4. Write project/research reports/technical reports.
5. Make oral presentations and written presentations.

LIST OF EXPERIMENTS:

EXERCISE: I

Activities on Listening and Reading Comprehension: Active Listening-Development of Listening Skills Through Audio clips - Benefits of Reading -Methods and Techniques of Reading- Basic Steps to Effective Reading - Common Obstacles - Discourse Markers or Linkers- Sub- skills of reading- Reading for facts, negative facts and Specific Details- Guessing Meanings from Context, Inferring Meaning - Critical Reading - Reading Comprehension - Exercises for Practice.

EXERCISE: II

Activities on Writing Skills: Vocabulary for Competitive Examinations- Planning for Writing - Improving Writing Skills - Structure and presentation of different types of writing - Free Writing and

Structured Writing - Letter Writing -Writing a Letter of Application –Resume vs. Curriculum Vitae - Writing a Résumé - Styles of Résumé - e-Correspondence -Emails -Blog Writing - (N)etiquette - Report Writing - Importance of Reports – Types and Formats of Reports- Technical Report Writing- Exercises for Practice.

EXERCISE: III

Activities on Presentation Skills - Starting a conversation – responding appropriately and relevantly – using the right language and body language - Role Play in different situations including Seeking Clarification, Making a Request, Asking for and Refusing Permission, Participating in a Small Talk - Oral presentations (individual and group) through JAM sessions- PPTs - Importance of Presentation Skills - Planning, Preparing, Rehearsing and Making a Presentation - Dealing with Glossophobia or Stage Fear – Understanding Nuances of Delivery - Presentations through Posters/Projects/Reports – Checklist for Making a Presentation and Rubrics of Evaluation.

EXERCISE: IV

Activities on Group Discussion (GD): Types of GD and GD as a part of a Selection Procedure - Dynamics of Group Discussion- Myths of GD- Intervention, Summarizing - Modulation of Voice, Body Language, Relevance, Fluency and Organization of Ideas -Do's and Don'ts - GD Strategies- Exercises for Practice.

EXERCISE: V

Interview Skills: Concept and Process - Interview Preparation Techniques - Types of Interview Questions – Pre-interview Planning, Opening Strategies, Answering Strategies - Interview Through Tele-conference & Video-conference- Mock Interviews.

MINIMUM REQUIREMENTS:

The Advanced English Communication Skills (AECS) Laboratory shall have the following infrastructural facilities to accommodate at least 35 students in the lab:

- Spacious room with appropriate acoustics
- Round Tables with movable chairs
- Audio-visual aids
- LCD Projector
- Public Address system
- One PC with latest configuration for the teacher
- T. V, a digital stereo
- Headphones of High quality

TEXT BOOKS:

1. Effective Technical Communication by M Asharaf Rizvi. McGraw Hill Education (India) Pvt. Ltd. 2nd Edition
2. Academic Writing: A Handbook for International students by Stephen Bailey, Routledge, 5th Edition.

REFERENCE BOOKS:

1. Learn Correct English – A Book of Grammar, Usage and Composition by Shiv K. Kumar and Hemalatha Nagarajan. Pearson 2007
2. Professional Communication by Aruna Koneru, McGraw Hill Education (India) Pvt. Ltd, 2016.
3. Technical Communication by Meenakshi Raman & Sangeeta Sharma, Oxford University Press2009.
4. Technical Communication by Paul V. Anderson. 2007. Cengage Learning pvt. Ltd. New Delhi.
5. English Vocabulary in Use series, Cambridge University Press 2008.

WEB REFERENCES:

1. http://www.skillsyouneed.com/ips/interpersonal-communication.html#ixzz3Zo3C60Js
2. http://en.wikipedia.org/wiki/Conversation
3. http://www.wikihow.com/Start-a-Conversation-When-You-Have-Nothing-to-Talk-About
   10 Sure-Fire Strategies to Improve Your Vocabulary
4. https://litemind.com/top-3-reasons-to-improve-your-vocabulary/

E –TEXTBOOKS:

1. Mc corry Laurie Kelly Mc Corry Jeff Mason, Communication Skills fortheHealthcare Profession-al, 1 edition,ISBN:1582558140, ISBN-13:9781582558141
2. Robert E Owens ,Jr ,Language Development, 9th edition, ISBN:0133810364,9780133810363

MOOCS Course:

1. https://www.coursera.org/specializations/improve-english
2. https://www.edx.org/professional-certificate/upvalenciax-upper-intermediate-english

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

UI DESIGN-FLUTTER LAB

III B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CS507PC	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. Learns to Implement Flutter Widgets and Layouts
2. Understands Responsive UI Design and with Navigation in Flutter
3. Knowledge on Widges and customize widgets for specific UI elements, Themes
4. understand to include animation apart from fetching data

COURSE OUTCOMES

1. Implements Flutter Widgets and Layouts
2. Responsive UI Design and with Navigation in Flutter
3. Create custom widgets for specific UI elements and also Apply styling using themes and custom styles.
4. Design a form with various input fields, along with validation and error handling
5. Fetches data and write code for unit Test for UI components and also animation

LIST OF EXPERIMENTS

1. a) Install Flutter and Dart SDK.
   b) Write a simple Dart program to understand the language basics.
2. a) Explore various Flutter widgets (Text, Image, Container, etc.).
   b) Implement different laout structures using Row, Column, and Stack widgets.
3. a) Design a responsive UI that adapts to different screen sizes.
   b) Implement media queries and breakpoints for responsiveness.
4. a) Set up navigation between different screens using Navigator.
   b) Implement navigation with named routes.
5. a) Learn about stateful and stateless widgets.
   b) Implement state management using set State and Provider.
6. a) Create custom widgets for specific UI elements.
   b) Apply styling using themes and custom styles.
7. a) Design a form with various input fields.
   b) Implement form validation and error handling.
8. a) Add animations to UI elements using Flutter's animation framework.
   b) Experiment with different types of animations (fade, slide, etc.).

9. a) Fetch data from a REST API.

b) Display the fetched data in a meaningful way in the UI.

10. a) Write unit tests for UI components.

b) Use Flutter's debugging tools to identify and fix issues

TEXT BOOKS

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development

REFERENCE BOOKS

1. Flutter for Beginners: An introductory guide to building cross-platform mobile applications with Flutter and Dart 2, Packt Publishing Limited.
2. Rap Payne, Beginning App Development with Flutter: Create Cross-Platform Mobile Apps, 1st edition, Apress.
3. Frank Zammetti, Practical Flutter: Improve your Mobile Development with Google's Latest Open-Source SDK, 1st edition, Apress.

WEB REFERENCES

1. https://docs.flutter.dev/ui/layout/tutorial
2. https://docs.flutter.dev/ui
3. https://docs.flutter.dev/ui/design/material

E -TEXT BOOKS

1. https://codecanyon.net/category/mobile?term=ebook%20flutter
2. https://www.pinterest.com/pin/flutter-ebook-app-online-ebook-reading-download-ebooksbooks-app-pdf-and-epub-supported--369435975704780155/

MOOCS COURSE

1. https://coursesity.com/free-tutorials-learn/flutter
2. https://www.udemy.com/course/the-complete-flutter-ui-course-build-amazing-mobile-ui/

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI&ML)

INTELLECTUAL PROPERTY RIGHTS

III B. TECH (R 22)

Course Code	Category	Hours /Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
IP510MC	B.Tech	3	0	0	0	100	-	100

COURSE OBJECTIVES

1. To acquaint the learners with the basic concepts of Intellectual Property Rights.
2. To develop expertise in the learners in IPR related issues and sensitize the learners with the emerging issues in IPR and the rationale for the protection of IPR.
3. To identify the significance of practice and procedure of Patents.
4. To learn the procedure of obtaining Patents, Copyrights, Trade Marks &Industrial Design.
5. To enable the students to keep their IP rights alive.

COURSE OUTCOMES

Upon successful completion of the course

1. Gain knowledge on Intellectual Property assets and generate economic wealth.
2. Assist individuals and organizations in capacity building and work as a platform for development, promotion, protection, compliance, and enforcement of Intellectual Property & knowledge.
3. Gather knowledge about Intellectual Property Rights which is important for students of engineering in particular as they are tomorrow's technocrats and creator of new technology.
4. Discover how IPR are regarded as a source of national wealth and mark of an economic leadership in context of global market scenario.
5. Study the national & International IP system.

UNIT-I	INTRODUCTION TO INTELLECTUALPROPERTY

Introduction, types of intellectual property, international organizations, agencies and treaties, importance of intellectual property rights.

UNIT-II	TRADE MARKS

Purpose and function of trademarks, acquisition of trade mark rights, protectable matter, selecting and evaluating trade mark, trade mark registration processes.

UNIT-III	LAW OF COPY RIGHTS

Fundamental of copy right law, originality of material, rights of reproduction, rights to perform the work publicly, copy right ownership issues, copy right registration, notice of copy right, international copy right law.
Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer

UNIT-IV	TRADE SECRETS

Trade secrets law, determination of trade secrete status, liability for misappropriations of trade secrets, protection for submission, trade secrete litigation.
Unfair competition: Misappropriation right of publicity, false advertising.

UNIT-V	NEW DEVELOPMENT OF INTELLECTUAL PROPERTY

New developments in trade mark law; copy right law, patent law, intellectual property audits. International overview on intellectual property, international – trade mark law, copy right law, International patent law and international development in trade secrets law.

TEXTBOOKS:

1. Intellectual property right, Deborah. E. Bouchoux, Cengage learning.

REFERENCE BOOKS:

1. Intellectual property rights – Unleashing the knowledge economy, prabuddha ganguli,Tata Mcgraw Hill Publishing company ltd.

WEBREFERENCES:

1. http://libgen.rs/book/index.php?md5=C4A6559ECCAEFC767CE71BD91A1BAD41
2. http://libgen.rs/book/index.php?md5=6463CAD16544B347B19335FB19D6917C

E –TEXTBOOKS:

1. http://libgen.rs/book/index.php?md5=13C4B3A45B1C95B4A388F94729CCCFBC
2. https://maklaw.in/intellectual-property-rights/?gclid=EAIaIQobChMIsprsv_WI7QIVilVgCh29HwPzEAAYASAAEgK5YvD_BwE

MOOCSCOURSE:

1. https://nptel.ac.in/courses/110/105/110105139/
2. https://nptel.ac.in/courses/109/106/109106137/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

KNOWLEDGE REPRESENTATION AND REASONING

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM601PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To investigate the key concepts of Knowledge Representation (KR) techniques and different notations.
2. To integrate the KR view as a knowledge engineering approach to model organizational knowledge.
3. To introduce the study of ontologies as a KR paradigm and applications of ontologies.
4. To understand various KR techniques and process, knowledge acquisition and sharing of ontology.

COURSE OUTCOMES

1. Analyze and design knowledge-based systems intended for computer implementation.
2. Acquire theoretical knowledge about principles for logic-based representation and reasoning.
3. Ability to understand knowledge-engineering process
4. Ability to implement production systems, frames, inheritance systems and approaches to handle uncertain or incomplete knowledge.

UNIT-I THE KEY CONCEPTS

The Key Concepts: Knowledge, Representation, Reasoning, Why knowledge representation and reasoning, Role of logic

Logic: Historical background, Representing knowledge in logic, Varieties of logic, Name, Type, Measures, Unity Amidst diversity

UNIT-II ONTOLOGY

Ontology: Ontological categories, Philosophical background, Top-level categories, Describing physical entities, Defining abstractions, Sets, Collections, Types and Categories, Space and Time

UNIT-III KNOWLEDGE REPRESENTATIONS

Knowledge Representations: Knowledge Engineering, Representing structure in frames, Rules and data, Object-oriented systems, Natural language Semantics, Levels of representation

UNIT-IV PROCESSES

Processes: Times, Events and Situations, Classification of processes, Procedures, Processes and Histories, Concurrent processes, Computation, Constraint satisfaction, Change Contexts: Syntax of contexts, Semantics of contexts, First-order reasoning in contexts, Modal reasoning in contexts, Encapsulating objects in contexts.

UNIT-V	KNOWLEDGE SOUP

Knowledge Soup: Vagueness, Uncertainty, Randomness and Ignorance, Limitations of logic, Fuzzy logic, Nonmonotonic Logic, Theories, Models and the world, Semiotics Knowledge Acquisition and Sharing: Sharing Ontologies, Conceptual schema, Accommodating multiple paradigms, Relating different knowledge representations, Language patterns, Tools for knowledge acquisition

TEXT BOOKS

1. Knowledge Representation logical, Philosophical, and Computational Foundations by John F. Sowa, Thomson Learning.
2. Knowledge Representation and Reasoning by Ronald J. Brachman, Hector J. Levesque, Elsevier.

REFERENCE BOOKS

1. Readings in Knowledge Representation, Ronald J. Brachman, Hector J.

WEB REFERENCES

1.https://www.mdpi.com/journal/algorithms/special_issues/Knowledge_Representation_Reasoning

E -TEXT BOOKS

1. https://pkklib.iitk.ac.in/index.php/resources/e-books/e-text-books/50677:foundations-of-knowledge-representation-and-reasoning

MOOCS COURSE

1. https://nptel.ac.in/courses/106106140
2. https://www.cs.ru.nl/~peterl/teaching/KeR/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DATA ANALYTICS

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM602PC	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To explore the fundamental concepts of data analytics.
2. To learn the principles and methods of statistical analysis
3. Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.
4. To understand the various search methods and visualization techniques.

COURSE OUTCOMES

1. Understand the impact of data analytics for business decisions and strategy
2. Carry out data analysis/statistical analysis
3. To carry out standard data visualization and formal inference procedures
4. Design Data Architecture
5. Understand various Data Sources

UNIT-I	DATA MANAGEMENT

Data Management: Design Data Architecture and manage the data for analysis, understand various sources of Data like Sensors/Signals/GPS etc. Data Management, Data Quality(noise, outliers, missing values, duplicate data) and Data Processing & Processing

UNIT-II	DATA ANALYTICS

Data Analytics: Introduction to Analytics, Introduction to Tools and Environment, Application of Modeling in Business, Databases & Types of Data and Variables, Data Modeling Techniques, Missing Imputations etc. Need for Business Modeling.

UNIT-III	REGRESSION

Regression – Concepts, Blue property assumptions, Least Square Estimation, Variable Rationalization, and Model Building etc.

Logistic Regression: Model Theory, Model fit Statistics, Model Constructon, Analytics applications to various Business Domains etc.

UNIT-IV	OBJECT SEGMENTATION

Object Segmentation: Regression Vs Segmentation – Supervised and Unsupervised Learning, Tree Building – Regression, Classification, Overfitting, Pruning and Complexity, Multiple Decision Trees etc. **Time Series Methods**: Arima, Measures of Forecast Accuracy,

STL approach, Extract features from generated model as Height, Average Energy etc and Analyze for prediction

NIT-V	DATA VISUALIZATION

Data Visualization: Pixel-Oriented Visualization Techniques, Geometric Projection Visualization Techniques, Icon-Based Visualization Techniques, Hierarchical Visualization Techniques, Visualizing Complex Data and Relations.

TEXT BOOKS

1. Student's Handbook for Associate Analytics – II, III.
2. Data Mining Concepts and Techniques, Han, Kamber, 3rd Edition, Morgan Kaufmann Publishers.

REFERENCE BOOKS

1. Data Analytics Dr. P. Santosh Kumar Patra, Dr. G. Govinda Rajulu, Dr. B. Rajalingam, Mr. Mahboob Subani Spectrum Publications,
2. Introduction to Data Mining, Tan, Steinbach and Kumar, Addision Wisley, 2006.
3. Data Mining Analysis and Concepts, M. Zaki and W. Meira
4. Mining of Massive Datasets, Jure Leskovec Stanford Univ. Anand Rajaraman Milliway Labs Jeffrey D Ullman Stanford Univ.

WEB REFERENCES

1. https://www.ncertbooks.guru/big-data-analytics/
2. https://www.mastersindatascience.org/learning/what-is-data-analytics/
3. https://nptel.ac.in/noc/courses/noc17/SEM2/noc17-mg24/
4. https://www.nptel.ac.in/courses/110/106/110106072/

E -TEXT BOOKS

1. https://www.datapine.com/blog/best-big-data-and-data-analytics-books/
2. https://files.eric.ed.gov/fulltext/ED536788.pdf

MOOCS COURSE

1. https://www.mooc-list.com/tags/data-analytics
2. https://www.mooc-course.com/subject/data-science/data-analysis/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

NATURAL LANGUAGE PROCESSING

III B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM603PC	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. Introduction to some of the problems and solutions of NLP and their relation to linguistics and statistics

COURSE OUTCOMES

1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems
3. Manipulate probabilities, construct statistical models over strings and trees, and estimate parameters using supervised and unsupervised training methods.
4. Design, implement, and analyze NLP algorithms; and design different language modeling Techniques.

UNIT-I	FINDING THE STRUCTURE OF WORDS

Finding the Structure of Words: Words and Their Components, Issues and Challenges, Morphological Models

Finding the Structure of Documents: Introduction, Methods, Complexity of the Approaches, Performances of the Approaches, Features

UNIT-II	SYNTAX I

Syntax I: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms

UNIT-III	SYNTAX II

Syntax II: Models for Ambiguity Resolution in Parsing, Multilingual Issues

Semantic Parsing I: Introduction, Semantic Interpretation, System Paradigms, Word Sense

UNIT-IV	CREATING A STARTER PROJECT TEMPLATE

Semantic Parsing II: Predicate-Argument Structure, Meaning Representation Systems

UNIT-V	LANGUAGE MODELING

Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Bayesian parameter estimation, Language Model Adaptation, Language Models- class based, variable length, Bayesian topic based, Multilingual and Cross Lingual Language Modeling

TEXT BOOKS

1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication.

REFERENCE BOOKS

1. Natural Languages Processing Dr. P. Santosh Kumar Patra, Dr. K. Srinivas , Mr. T.Selvamuthukumar Spectrum Publications,
2. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications.
3. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary.

WEB REFERENCES

1. http://www.freebookcentre.net/Free- natural Language Processing.-Books- Download.html
2. https://www.gatevidyalay.com/ natural Language Processing./

E -TEXT BOOKS

1. http://www.ebooks-for-all.com/bookmarks/detail/ natural Language Processing. /onecat/0.html
2. http://freecomputerbooks.com/nlpBooks.html

MOOCS COURSE

1. https://swayam.gov.in/nd2_cec19_cs05/preview
2. https://swayam.gov.in/nd2_nou19_lb03/preview

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SOFTWARE TESTING METHODOLOGIES (Professional Elective – II)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM611PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To provide knowledge of the concepts in software testing such as testing process, criteria, strategies, and methodologies.
2. To develop skills in software test automation and management using the latest tools.

COURSE OUTCOMES

1. Understand purpose of testing and path testing
2. Understand strategies in data flow testing and domain testing
3. Develop logic-based test strategies
4. Understand graph matrices and its applications
5. Implement test cases using any testing automation tool

UNIT-I	INTRODUCTION

Introduction: Purpose of testing, Dichotomies, model for testing, consequences of bugs, taxonomy of bugs Flow graphs and Path testing: Basics concepts of path testing, predicates, path predicates and achievable paths, path sensitizing, path instrumentation, application of path testing.

UNIT-II	TRANSACTION FLOW TESTING

Transaction Flow Testing: transaction flows, transaction flow testing techniques.

Data Flow testing: Basics of data flow testing, strategies in data flow testing, application of data flow testing.

Domain Testing: domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

UNIT-III	LOGIC BASED TESTING

Paths, Path products and Regular expressions: path products & path expression, reduction procedure, applications, regular expressions & flow anomaly detection.

Logic Based Testing: overview, decision tables, path expressions, kv charts, specifications.

UNIT-IV	STATE

State, State Graphs and Transition testing: state graphs, good & bad state graphs, state testing, Testability tips.

UNIT-V	GRAPH MATRICES AND APPLICATION

Graph Matrices and Application: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools. (Student should be given an exposure to a tool like Jmeter/selenium/soapUI/Catalon).

TEXT BOOKS

1. Software Testing techniques - Baris Beizer, Dreamtech, second edition.
2. Software Testing Tools – Dr. K. V. K. K. Prasad, Dreamtech.

REFERENCE BOOKS

1. Software Testing Methodologies Dr. P. Santosh Kumar Patra, Dr. K. Srinivas , Mr.P. Mahesh Spectrum Publications
2. The craft of software testing - Brian Marick, Pearson Education.
3. Software Testing Techniques – SPD(Oreille)
4. Software Testing in the Real World – Edward Kit, Pearson.
5. Effective methods of Software Testing, Perry, John Wiley.
6. Art of Software Testing – Meyers, John Wiley.

WEB REFERENCES

1. https://www.smartzworld.com/notes/software-testing-methodologies-pdf-notes-stm-pdf- notes/
2. https://www.academia.edu/27915965/SOFTWARE_TESTING_METHODOLOGIES

E -TEXT BOOKS

1. https://examupdates.in/software-testing-methodologies/

MOOCS COURSE

1. https://onlinecourses-archive.nptel.ac.in
2. https://swayam.gov.in/
3. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

INFORMATION RETRIEVAL SYSTEMS (Professional Elective – II)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM612PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To learn the concepts and algorithms in Information Retrieval Systems
2. To understand the data/file structures that are necessary to design, and implement information retrieval (IR) systems.

COURSE OUTCOMES

1. Ability to apply IR principles to locate relevant information large collections of data
2. Ability to design different document clustering algorithms
3. Implement retrieval systems for web search tasks.
4. Design an Information Retrieval System for web search tasks.

UNIT-I	INTRODUCTION TO INFORMATION RETRIEVAL SYSTEMS

Introduction to Information Retrieval Systems: Definition of Information Retrieval System, Objectives of Information Retrieval Systems, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses Information Retrieval System Capabilities: Search Capabilities, Browse Capabilities, Miscellaneous Capabilities

UNIT-II	CATALOGING AND INDEXING

Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction Data Structure: Introduction to Data Structure, Stemming Algorithms, Inverted File Structure, N-Gram Data Structures, PAT Data Structure, Signature File Structure, Hypertext and XML Data Structures, Hidden Markov Models.

UNIT-III	AUTOMATIC INDEXING

Automatic Indexing: Classes of Automatic Indexing, Statistical Indexing, Natural Language, Concept Indexing, Hypertext Linkages

Document and Term Clustering: Introduction o Clustering, Thesaurus eneraton, Item Clustering, Hierarchy of Clusters

UNIT-IV	USER SEARCH TECHNIQUES

User Search Techniques: Search Statements and Binding, Similarity Measures and Ranking, Relevance Feedback, Selective Dissemination of Information Search, Weighted Searches of Boolean Systems, Searching the INTERNET and Hypertext

Information Visualization: Introduction to Information Visualization, Cognition and Perception, Information Visualization Technologies

UNIT-V	**TEXT SEARCH ALGORITHMS**

Text Search Algorithms: Introduction to Text Search Techniques, Software Text Search Algorithms, Hardware Text Search Systems

Multimedia Information Retrieval: Spoken Language Audio Retrieval, Non-Speech Audio Retrieval, Graph Retrieval, Imagery Retrieval, Video Retrieval

TEXT BOOKS

1. Information Storage and Retrieval Systems – Theory and Implementation, Second Edition, Gerald J. Kowalski, Mark T. Maybury, Springer .

REFERENCE BOOKS

1. Frakes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.
2. Information Storage & Retrieval by Robert Korfhage – John Wiley & Sons.
3. Modern Information Retrieval by Yates and Neto Pearson Education.

WEB REFERENCES

1. https://books.google.co.in/books?id=tZYdEDDDDQBAJ
2. https://books.askvenkat.org/irs-books/
3. https://www.kopykitab.com/irs-Notes-eBook
4. https://www.cl.cam.ac.uk/teaching/0809/irs/irs.pdf

E -TEXT BOOKS

1. https://www.datapine.com/blog/best-Information Retrieval Systems /-books/
2. https://files.eric.ed.gov/fulltext/ED536788.pdf

MOOCS COURSE

1. https://www.mooc-list.com/tags/ Information Retrieval Systems
2. https://www.mooc-course.com/subject/ Information Retrieval Systems /

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

PATTERN RECOGNITION (Professional Elective – II)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM613PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Introducing fundamental concepts, theories, and algorithms for pattern recognition and machine learning.

COURSE OUTCOMES

1. Understand the importance of pattern recognition and its representation
2. Analyza the variants of NN algorithm
3. Understand the necessity of Hidden markov models, decision tree and SVM for classification
4. Understand different types of clustering algorithms

UNIT-I	INTRODUCTION

Introduction: Pattern Recognition, Data Sets for Pattern Recognition, Different Paradigms for Pattern Recognition. Representation: Data Structures for Pattern Representation, Representation of Clusters, Proximity Measures, Size of Patterns, Abstractions of the Data Set, Feature Extraction, Feature Selection, Evaluation of Classifier, Evaluation of Clustering.

UNIT-II	NEAREST NEIGHBOR BASED CLASSIFIER

Nearest Neighbor Based Classifier: Nearest Neighbor Algorithm, Variants of the NN Algorithm, use of the Nearest Neighbor Algorithm for Transaction Databases, Efficient Algorithms, Data Reduction, Prototype Selection. Bayes Classifier: Bayes Theorem, Minimum Error Rate Classifier, Estimation of Probabilities, Comparison with the NNC, Naïve Bayes Classifier, Bayesian Belief Network.

UNIT-III	HIDDEN MARKOV MODELS

Hidden Markov Models: Markov Models for Classification, Hidden Morkov Models, Classification using HMMs. Decision Trees: Introduction, Decision Tree for Pattern Classification, Construction of Decision Trees, Splitting at the Nodes, Overfitting and Pruning, Examples of Decision Tree Induction.

UNIT-IV	SUPPORT VECTOR MACHINES

Support Vector Machines: Introduction, Learning the Linear Discriminant Functions, Neural Networks, SVM for Classification. Combination of Classifiers: Introduction, Methods for Constructing Ensembles of Classifiers, Methods for Combining Classifiers.

UNIT-V	CLUSTERING

Clustering: Importance of clustering, Hierarchical Algorithms, Partitional Clustering, Clustering Large Data Sets. An Application-Hand Written Digit Recognition: Description of the Digit Data, Preprocessing of Data, Classification Algorithms, Selection of Representative Patterns, Results.

TEXT BOOKS

1. Pattern Recognition: An Algorithmic Approach: Murty, M. Narasimha, Devi, V. Susheela,Spinger Pub, 1st Ed.

REFERENCE BOOKS

1. Machine Learning - Mc Graw Hill, Tom M. Mitchell.
2. Fundamentals Of Speech Recognition: Lawrence Rabiner and Biing- Hwang Juang. PrenticeHall Pub.

WEB REFERENCES

1. https://www.geeksforgeeks.org/pattern-recognition-introduction/
2. https://viso.ai/deep-learning/pattern-recognition/
3. https://www.edureka.co/blog/pattern-recognition/

E -TEXT BOOKS

1. https://darmanto.akakom.ac.id/pengenalanpola/Pattern%20Recognition%204th%20Ed.%20(2009).pdf
2. https://cds.cern.ch/record/998831/files/9780387310732_TOC.pdf

MOOCS COURSE

1. https://www.edureka.co/blog/pattern-recognition/
2. https://nptel.ac.in/courses/117105101

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

COMPUTER VISION AND ROBOTICS (Professional Elective – II)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM614PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To understand the Fundamental Concepts Related To sources, shadows and shading
2. To understand the The Geometry of Multiple Views

COURSE OUTCOMES

1. Implement fundamental image processing techniques required for computer vision
2. Implement boundary tracking techniques
3. Apply chain codes and other region descriptors, Hough Transform for line, circle, and ellipse detections.
4. Apply 3D vision techniques and Implement motion related techniques.
5. Develop applications using computer vision techniques.

UNIT-I SOURCES, SHADOWS, AND SHADING

CAMERAS: Pinhole Cameras

Radiometry – Measuring Light: Light in Space, Light Surfaces, Important Special Cases

Sources, Shadows, And Shading: Qualitative Radiometry, Sources and Their Effects, Local Shading Models, Application: Photometric Stereo, Interreflections: Global Shading Models

Color: The Physics of Color, Human Color Perception, Representing Color, A Model for Image Color, Surface Color from Image Color.

UNIT-II LINEAR FILTERS

Linear Filters: Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing, Filters as Templates

Edge Detection: Noise, Estimating Derivatives, Detecting Edges

Texture: Representing Texture, Analysis (and Synthesis) Using Oriented Pyramids, Application: Synthesis by Sampling Local Models, Shape from Texture

UNIT-III STEREOPSIS

The Geometry of Multiple Views: Two Views

Stereopsis: Reonstruction, Human Stereposis, Binocular Fusion, Using More Cameras Segmentation by Clustering: Segmentation, Human Vision: Grouping and Getstalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,

UNIT-IV	SEGMENTATION BY FITTING A MODEL

Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness

Geometric Camera Models: Elements of Analytical Euclidean Geometry, Camera Parameters and the Perspective Projection, Affine Cameras and Affine Projection Equations

Geometric Camera Calibration: Least-Squares Parameter Estimation, A Linear Approach to Camera Calibration, Taking Radial Distortion into Account, Analytical Photogrammetry, An Application: Mobile Robot Localization

UNIT-V	INTRODUCTION TO ROBOTICS

Introduction to Robotics: Social Implications of Robotics, Brief history of Robotics, Attributes of hierarchical paradigm, Closed world assumption and frame problem, Representative Architectures, Attributes of Reactive Paradigm, Subsumption Architecture, Potential fields and Perception

Common sensing techniques for Reactive Robots: Logical sensors, Behavioural Sensor Fusion, Proprioceptive sensors, Proximity Sensors, Topological Planning and Metric Path Planning

TEXT BOOKS

1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009.
2. Robin Murphy, Introduction to AI Robotics, MIT Press

REFERENCE BOOKS

1. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4th edition, 2013.
2. The Robotics premier, Maja J Matari, MIT Press
3. Richard Szeliski "Computer Vision: Algorithms and Applications" Springer-Verlag London Limited 2011.

WEB REFERENCES

1. https://www.geeksforgeeks.org/computer-vision-introduction/

2. https://www.byjusfutureschool.com/blog/what-is-robotics-what-are-benefits-uses-types-of-roboticsin-real-world/

E -TEXT BOOKS

1. https://www.amazon.in/Computer-Vision-Robotics-Industrial-Applications ebook/dp/B00MI916RC

MOOCS COURSE

1. https://www.coursera.org/learn/robotics-perception

2. https://www.udemy.com/topic/computer-vision/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DATA WAREHOUSING AND BUSINESS INTELLIGENCE

(Professional Elective – II)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM615PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. This course is concerned with extracting data from the information systems that deal with the day-to-day operations and transforming it into data that can be used by businesses to drive high-level decision making
2. Students will learn how to design and create a data warehouse, and how to utilize the process of extracting, transforming, and loading (ETL) data into data warehouses.

COURSE OUTCOMES

1. Understand architecture of data warehouse and OLAP operations.
2. Understand Fundamental concepts of BI
3. Application of BI Key Performance indicators
4. Understand Utilization of Advanced BI Tools and their Implementation.
5. Implementation of BI Techniques and BI Ethics.

UNIT-I	DATA WAREHOUSE

Data Warehouse, Data Warehouse Modelling, OLAP operations, Data Qube Computation methods

UNIT-II	BUSINESS INTELLIGENCE INTRODUCTION

Business Intelligence Introduction – Definition, Leveraging Data and Knowledge for BI, BI Components, BI Dimensions, Information Hierarchy, Business Intelligence and Business Analytics. BI Life Cycle. Data for BI - Data Issues and Data Quality for BI.

UNIT-III	BI IMPLEMENTATION

BI Implementation - Key Drivers, Key Performance Indicators and Performance Metrics, BI Architecture/Framework, Best Practices, Business Decision Making, Styles of BI-vent-Driven alerts-A cyclic process of Intelligence Creation. The value of Business Intelligence-Value driven and Information use.

UNIT-IV	ADVANCED BI

Advanced BI – Big Data and BI, Social Networks, Mobile BI, emerging trends, Description of different BI-Tools (Pentaho, KNIME)

UNIT-V	BUSINESS INTELLIGENCE

Business Intelligence and integration implementation-connecting in BI systems- Issues of legality-Privacy and ethics- Social networking and BI.

TEXT BOOKS

1. Data Mining – Concepts and Techniques - JIAWEI HAN & MICHELINE KAMBER, Elsevier, 4th Edition.
2. Rajiv Sabherwal "Business Intelligence" Wiley Publications, 2012

REFERENCE BOOKS

1. EfrCSM Turban, Ramesh Sharda, Jay Aronson, David King, Decision Support and Business Intelligence Systems, 9th Edition, Pearson Education, 2009.
2. David Loshin, Business Intelligence - The Savy Manager's Guide Getting Onboard with Emerging IT, Morgan Kaufmann Publishers, 2009.
3. Philo Janus, Stacia Misner, Building Integrated Business Intelligence. Solutions with SQL Server, 2008 R2 & Office 2010, TMH, 2011 Business Intelligence Data Mining and Optimization for decision making [Author: Carlo-Verellis] [Publication: (Wiley)]
4. Data Warehousing, Data Mining & OLAP- Alex Berson and Stephen J. Smith- Tata McGraw- Hill Edition, Tenth reprint 2007
5. Building the Data Warehouse- W. H. Inmon, Wiley Dreamtech India Pvt. Ltd.
6. Data Mining Introductory and Advanced topics – Margaret H Dunham, PEA.

WEB REFERENCES

1. https://www.geeksforgeeks.org/data-warehousing/

E -TEXT BOOKS

1. Data Warehousing, Business Intelligence

MOOCS COURSE

1. https://www.coursera.org/specializations/data-warehousing
2. https://www.udemy.com/topic/data-warehouse/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

FUNDAMENTALS OF AI (Open Elective – I)

III B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM600OE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To learn the difference between optimal reasoning Vs human like reasoning
2. To understand the notions of state space representation, exhaustive search, heuristic search along with the time and space complexities
3. To learn different knowledge representation techniques
4. To understand the applications of AI namely, Game Playing, Theorem Proving, Expert Systems, Machine Learning and Natural Language Processing

COURSE OUTCOMES

1. Gain the knowledge of what is AI, risks and benefits of AI, limits of AI and the ethics involved in building an AI application.
2. Understand the nature of environments and the structure of agents.
3. Possess the ability to select a search algorithm for a problem and characterize its time and space complexities.
4. Possess the skill for representing knowledge using the appropriate technique
5. Gain an understanding of the applications of AI

UNIT-I	**FOUNDATIONS OF AI**

Foundations of AI: Introduction to AI, History of AI, Strong and Weak AI, The State of the Art, Risks and Benefits of AI

Philosophy, Ethics and Safety of AI: The Limits of AI, Machine thinking capability, The Ethics of AI Intelligent Agents: Agents and Environments, Good Behavior: The Concept of Rationality, The Nature of Environments, The Structure of Agents.

UNIT-I	**SOLVING PROBLEMS BY SEARCHING**

Solving Problems by Searching: Problem – Solving Agents

Uninformed Search Strategies: Best-First Search, Breadth-First Search, Uniform-Cost Search, Depth-First Search, Iterative Deepening Search and Bidirectional Search

Informed Search Strategies: Greedy Best-First Search, A* Search

UNIT-III	**LOGICAL AGENTS**

Logical Agents: Knowledge-based agents, Propositional Logic, Propositional Theorem Proving

First-Order Logic: Syntax and Semantics of First-Order Logic

Inference in First-Order Logic: Propositional Vs. First-Order Inference, Unification and First-Order Inference, Forward Chaining, Backward Chaining

Knowledge Representation: Ontological Engineering, Categories and Objects, Events

UNIT-IV	QUANTIFYING UNCERTAINTY

Quantifying Uncertainty: Basic Probability Notation, Inference Using Full-Joint Distributions, Independence, Bayes' Rule and its Use, Naive Bayes Models

Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The semantics of Bayesian Networks, Exact Inference in Bayesian Networks

UNIT-V	NATURAL LANGUAGE PROCESSING

Learning from Examples: Forms of Learning, Supervised Learning, Learning Decision Trees, Model Selection, Linear Regression and Classification, Ensemble Learning

Natural Language Processing: Language Models, Grammar, Parsing, Complications of Real Natural Language, Natural Language Tasks

Robotics: Robots, Robot Hardware, Kind of Problems solved, Application Domains

Computer Vision: Simple Image Features, Using Computer Vision

TEXT BOOKS

1. "Artificial Intelligence a Modern Approach", Fourth Edition, Stuart J. Russell & Peter Norvig –Pearson

REFERENCE BOOKS

1. "Artificial Intelligence", Elaine Rich, Kevin Knight & Shivashankar B Nair – McGraw Hill Education.
2. Artificial Intelligence, 3rd Edn, E. Rich and K. Knight (TMH)
3. Artificial Intelligence, 3rd Edn., Patrick Henny Winston, Pearson Education.
4. Artificial Intelligence, Shivani Goel, Pearson Education.
5. Artificial Intelligence and Expert systems – Patterson, Pearson Education

WEB REFERENCES

1. https://www.britannica.com/technology/artificial-intelligence
2. https://builtin.com/artificial-intelligence
3. https://www.techtarget.com/searchenterpriseai/definition/AI-Artificial-Intelligence
4. https://www.ibm.com/in-en/cloud/learn/what-is-artificial-intelligence

E -TEXT BOOKS

1. https://www.amazon.in/Artificial-Intelligence-Books/b?ie=UTF8&node=4149453031
2. https://www.mygreatlearning.com/blog/artificial-intelligence-books/
3. https://www.analyticsinsight.net/top-12-books-on-artificial-intelligence/
4. https://towardsdatascience.com/5-books-you-can-read-to-learn-about-artificial- intelligence-477b5a26277d

MOOCS COURSE

1. https://www.mooc-list.com/tags/artificial-intelligence
2. https://www.coursera.org/courses?query=artificial%20intelligence

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MACHINE LEARNING BASICS (Open Elective – I)

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM607OE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To introduce students to the basic concepts and techniques of Machine Learning.
2. To have a thorough understanding of the Supervised and Unsupervised learning techniques
3. To study the various probability-based learning techniques

COURSE OUTCOMES

1. Distinguish between, supervised, unsupervised and semi-supervised learning
2. Understand algorithms for building classifiers applied on datasets of non-linearly separable classes
3. Understand the principles of evolutionary computing algorithms
4. Design an ensembler to increase the classification accuracy

UNIT-I	SUPERVISED LEARNING

Learning – Types of Machine Learning – Supervised Learning – The Brain and the Neuron – Design a Learning System – Perspectives and Issues in Machine Learning – Concept Learning Task – Concept Learning as Search – Finding a Maximally Specific Hypothesis – Version Spaces and the Candidate Elimination Algorithm – Linear Discriminants: – Perceptron – Linear Separability – Linear Regression.

UNIT-II	MULTI-LAYER PERCEPTRON

Multi-layer Perceptron– Going Forwards – Going Backwards: Back Propagation Error – Multi-layer Perceptron in Practice – Examples of using the MLP – Overview – Deriving Back-Propagation

UNIT-III	CLASSIFICATION AND REGRESSION

Learning with Trees – Decision Trees – Constructing Decision Trees – Classification and Regression Trees – Ensemble Learning – Boosting – Bagging – Different ways to Combine Classifiers – Nearest Neighbor Methods – Unsupervised Learning – K means Algorithms

UNIT-IV	SUPPORT VECTOR MACHINES

Support Vector Machines

Evolutionary Learning – Genetic algorithms – Genetic Offspring: - Genetic Operators – Using Genetic Algorithms

UNIT-V	REINFORCEMENT LEARNING

Reinforcement Learning – Overview – Getting Lost Example
Markov Chain Monte Carlo Methods – Sampling – Proposal Distribution – Markov Chain Monte Carlo – Hidden Markov Models

TEXT BOOKS

1. Stephen Marsland, ―Machine Learning – An Algorithmic Perspective, Second Edition,Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.

REFERENCE BOOKS

1. Tom M Mitchell, ―Machine Learning, First Edition, McGraw Hill Education, 2013.
2. Peter Flach, ―Machine Learning: The Art and Science of Algorithms that Make Sense of Data‖, First Edition, Cambridge University Press, 2012.
3. Jason Bell, ―Machine learning – Hands on for Developers and Technical Professionals‖, First Edition, Wiley, 2014
4. Ethem Alpaydin, ―Introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series), Third Edition, MIT Press, 2014.

WEB REFERENCES

1. http://web.eecs.umich.edu/~cscott/past_courses/eecs545f09/bib.html
2. https://christophm.github.io/interpretable-ml-book/references.html
3. https://towardsdatascience.com/embedding-machine-learning-models-to-web-apps- part-1-6ab7b55ee428
4. https://link.springer.com/article/10.1007/s42979-021-00592-x

E -TEXT BOOKS

1. https://machinelearningmastery.com/products/
2. https://www.ibm.com/downloads/cas/GB8ZMQZ3
3. https://www.analyticsinsight.net/10-popular-must-read-free-ebooks-on-machine- learning/
4. https://alex.smola.org/drafts/thebook.pdf
5. https://www.analyticsvidhya.com/blog/2018/02/10-free-must-read-machine-learning-e- books/

MOOCS COURSE

1. https://www.geeksforgeeks.org/Machine Learning
2. https://nptel.ac.in/courses/106105087/pdf/m01L01.pdf
3. https://onlinecourses.nptel.ac.in/noc21_cs13/preview.
4. https://www.tutorialspoint.com/machine_engineering/index.htm

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

NATURAL LANGUAGE PROCESSING LAB

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM604PC	B. Tech	0	0	3	1.5	40	60	100

COURSE OBJECTIVES

1. To Develop and explore the problems and solutions of NLP

COURSE OUTCOMES

1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Knowledge on NLTK Library implementation
3. Work on strings and trees, and estimate parameters using supervised and unsupervised training methods.

LIST OF EXPERIMENTS

1. Write a Python Program to perform following tasks on text

   a)Tokenization b) Stop word Removal
2. Write a Python program to implement Porter stemmer algorithm for stemming
3. Write Python Program for a) Word Analysis b) Word Generation
4. Create a Sample list for at least 5 words with ambiguous sense and Write a Python program to implement WSD
5. Install NLTK tool kit and perform stemming
6. Create Sample list of at least 10 words POS tagging and find the POS for any given word
7. Write a Python program to
   a) Perform Morphological Analysis using NLTK library
   b) Generate n-grams using NLTK N-Grams library
   c) Implement N-Grams Smoothing
8. Using NLTK package to convert audio file to text and text file to audio files.

TEXT BOOKS

1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication.
2. Oreilly Practical natural Language Processing, A Comprehensive Guide to Building Real World NLP Systems.
3. Daniel Jurafsky, James H. Martin—Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech, Pearson Publication,

2014.

REFERENCE BOOKS

1. Steven Bird, Ewan Klein and Edward Loper, ―Natural Language Processing with Python, FirstEdition, O'Reilly Media, 2009.

WEB REFERENCES

1. https://www.ibm.com/in-en/topics/natural-language-processing
2. https://www.techtarget.com/searchenterpriseai/definition/natural-language-processing-NLP
3. tutorialspoint.com/artificial_intelligence/artificial_intelligence_natural_language_processing.htm

E -TEXT BOOKS

1. https://cseweb.ucsd.edu/~nnakashole/teaching/eisenstein-nov18.pdf
2. https://www.london.ac.uk/sites/default/files/study-guides/introduction-to-natural-languageprocessing.pdf

MOOCS COURSE

1. https://in.coursera.org/specializations/natural-language-processing
https://www.udemy.com/topic/natural-language-processing/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DATA ANALYTICS LAB

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM605PC	B. Tech	0	0	3	1.5	40	60	100

COURSE OBJECTIVES

1. To explore the fundamental concepts of data analytics.
2. To learn the principles and methods of statistical analysis
3. Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.
4. To understand the various search methods and visualization techniques.

COURSE OUTCOMES

1. Understand linear regression and logistic regression
2. Understand the functionality of different classifiers
3. Implement visualization techniques using different graphs
4. Apply descriptive and predictive analytics for different types of data

LIST OF EXPERIMENTS

1. Data Preprocessing
   a. Handling missing values
   b. Noise detection removal
   c. Identifying data redundancy and elimination
2. Implement any one imputation model
3. Implement Linear Regression
4. Implement Logistic Regression
5. Implement Decision Tree Induction for classification
6. Implement Random Forest Classifier
7. Implement ARIMA on Time Series data
8. Object segmentation using hierarchical based methods
9. Perform Visualization techniques (types of maps - Bar, Colum, Line, Scatter, 3D Cubes etc)
10. Perform Descriptive analytics on healthcare data
11. Perform Predictive analytics on Product Sales data
12. Apply Predictive analytics for Weather forecasting

TEXT BOOKS

1. Student's Handbook for Associate Analytics – II, III.
2. Data Mining Concepts and Techniques, Han, Kamber, 3rd Edition, Morgan Kaufmann Publishers.

REFERENCE BOOKS

1. Introduction to Data Mining, Tan, Steinbach and Kumar, Addison Wesley, 2006.
2. Data Mining Analysis and Concepts, M. Zaki and W. Meira
3. Mining of Massive Datasets, Jure Leskovec Stanford Univ. Anand Rajaraman Milliway Labs Jeffrey D Ullman Stanford Univ.

WEB REFERENCES

1. https://www.geeksforgeeks.org/design-and-analysis-of-algorithms/
2. https://www.w3schools.in/data-structures/big-o-notation-and-algorithm-analysis

E -TEXT BOOKS

1. https://edutechlearners.com/download/books/Algorithms%20Design%20and%20Analysis%20by%20Udit%20Agarwal%20PDF.pdf
2. Design and analysis of algorithms, Parag H. Dave, Himanshu B. Dave, Pearson Education

MOOCS COURSE

1. https://www.udemy.com/course/design-and-analysis-of-algorithm-/
2. https://onlinecourses.nptel.ac.in/noc19_cs47/preview
3. https://in.coursera.org/courses?query=algorithm%20design

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DEVOPS

III B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM607PC	**B. Tech**	**0**	**0**	**4**	**2**	**40**	**60**	**100**

COURSE OBJECTIVES

1. Develop a sustainable infrastructure for applications and ensure high scalability. DevOps CSMs to shorten the software development lifecycle to provide continuous delivery with high-quality.

COURSE OUTCOMES

1. Understand the need of DevOps tools
2. Understand the environment for a software application development
3. Apply different project management, integration and development tools
4. Use Selenium tool for automated testing of application

LIST OF EXPERIMENTS

1. Write code for a simple user registration form for an event.
2. Explore Git and GitHub commands.
3. Practice Source code management on GitHub. Experiment with the source code in exercise 1.
4. Jenkins installation and setup, explore the environment.
5. Demonstrate continuous integration and development using Jenkins.
6. Explore Docker commands for content management.
7. Develop a simple containerized application using Docker.
8. Integrate Kubernetes and Docker
9. Automate the process of running containerized application for exercise 7 using Kubernetes.
10. Install and Explore Selenium for automated testing.
11. Write a simple program in JavaScript and perform testing using Selenium.
12. Develop test cases for the above containerized application using selenium.

TEXT BOOKS

1. Joakim Verona., Practical DevOps, Packt Publishing, 2016..

REFERENCE BOOKS

1. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications.
2. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley.

WEB REFERENCES

1. https://docs.oracle.com/en-us/iaas/Content/devops/using/devops_plugin.html

E -TEXT BOOKS

1. https://itrevolution.com/the-devops-handbook/
2. https://itrevolution.com/the-phoenix-project/

MOOCS COURSE

1. https://www.padok.fr/en/blog/resources-devops
2. https://www.edx.org/learn/devops

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

ENVIRONMENTAL SCIENCE

III B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
*ES606MC	B. Tech	3	0	0	0	40	60	100

COURSE OBJECTIVES

1. Understanding the importance of ecological balance for sustainable development.
2. Understanding the impacts of developmental activities and mitigation measures.
3. Understanding the environmental policies and regulations.

COURSE OUTCOMES

1. Based on this course, the Engineering graduate will understand /evaluate / develop technologies on the basis of ecological principles and environmental regulations which in turn helps in sustainable development

UNIT-I ECOSYSTEMS

Ecosystems: Definition, Scope and Importance of ecosystem. Classification, structure, and function of an ecosystem, Food chains, food webs, and ecological pyramids. Flow of energy, Biogeochemical cycles, Bioaccumulation, Biomagnification, ecosystem value, services and carrying capacity, Field visits.

UNIT-II NATURAL RESOURCES

Natural Resources: Classification of Resources: Living and Non-Living resources, water resources: use and over utilization of surface and ground water, floods and droughts, Dams: benefits and problems. Mineral resources: use and exploitation, environmental effects of extracting and using mineral resources, Land resources: Forest resources, Energy resources: growing energy needs, renewable and non renewable energy sources, use of alternate energy source, case studies.

UNIT-III BIODIVERSITY AND BIOTIC RESOURCES

Biodiversity And Biotic Resources: Introduction, Definition, genetic, species and ecosystem diversity. Value of biodiversity; consumptive use, productive use, social, ethical, aesthetic and optional values. India as a mega diversity nation, Hot spots of biodiversity. Field visit. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts; conservation of biodiversity: In-Situ and Ex-situ conservation. National Biodiversity act.

UNIT-IV ENVIRONMENTAL POLLUTION AND CONTROL TECHNOLOGIES

Environmental Pollution and Control Technologies: Environmental Pollution: Classification of pollution, Air Pollution: Primary and secondary pollutants, Automobile and Industrial pollution, Ambient air quality standards. Water pollution: Sources and types of pollution, drinking water quality standards. Soil Pollution: Sources and types, Impacts of modern agriculture, degradation of soil. Noise Pollution: Sources and Health hazards, standards, Solid waste: Municipal Solid Waste

management, composition and characteristics of e-Waste and its management. Pollution control technologies: Wastewater Treatment methods: Primary, secondary and Tertiary.

Overview of air pollution control technologies, Concepts of bioremediation. Global Environmental Problems and Global Efforts: Climate change and impacts on human environment. Ozone depletion and Ozone depleting substances (ODS). Deforestation and desertification. International conventions / Protocols: Earth summit, Kyoto protocol, and Montréal Protocol

UNIT-V	ENVIRONMENTAL POLICY, LEGISLATION & EIA

Environmental Policy, Legislation & EIA: Environmental Protection act, Legal aspects Air Act-1981, Water Act, Forest Act, Wild life Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition. Overview on Impacts of air, water, biological and Socio- economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan(EMP). Towards Sustainable Future: Concept of Sustainable Development, Population and its explosion, Crazy Consumerism, Environmental Education, Urban Sprawl, Human health, Environmental Ethics, Concept of Green Building, Ecological Foot Print, Life Cycle assessment (LCA), Low carbon life style.

TEXT BOOKS

1. Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha for University Grants Commission.
2. Environmental Studies by R. Rajagopalan, Oxford University Press.

REFERENCE BOOKS

1. Environmental Science by Dr.S.Hemambika, Dr.Saumyaprava Achrya, Mr.N.N.V. Pandurangarao. Surneni, Spectrum Publications
2. Environmental Science: towards a sustainable future by Richard T. Wright. 2008 PHL Learning Private Ltd. New Delhi.
3. Environmental Engineering and science by Gilbert M. Masters and Wendell P. Ela. 2008 PHI Learning Pvt. Ltd.
4. Environmental Science by Daniel B. Botkin & Edward A. Keller, Wiley INDIA edition.
5. Environmental Studies by Anubha Kaushik, 4th Edition, New age international publishers.

WEB REFERENCES

1. https://www.britannica.com/science/ecosystem
2. https://ocw.mit.edu/resources/#EnvironmentandSustainability

E -TEXT BOOKS

1. P N Palanisamy Environmental Science ISBN:9788131773253, eISBN:97899332509771 Edition: Second edition

2. Environmental Studies. Author, Dr. J. P. Sharma. Publisher, Laxmi Publications, 2009 ISBN, 8131806413, 9788131806418.

MOOCS COURSE

1. https://nptel.ac.in/courses/122103039/38
2. https://nptel.ac.in/courses/106105151/12

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DEEP LEARNING

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM701PC	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To understand deep Learning algorithms and their applications in real-world data

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand machine learning basics and neural networks
2. Understand optimal usage of data for training deep models
3. Apply CNN and RNN models for real-world data
4. Evaluate deep models
5. Develop deep models for real-world problems

UNIT-I	**MACHINE LEARNING BASICS AND DEEP FEED FORWARD NETWORKS**

Learning Algorithms, Capacity, Over fitting and Under fitting, Hyper parameters and Validation Sets, Estimators, Bias and Variance, Maximum Likelihood Estimation, Bayesian Statistics, Supervised Learning Algorithms, Unsupervised Learning Algorithms, Stochastic Gradient Descent, Building a Machine Learning Algorithm, Challenges Motivating Deep Learning

Deep Feed forward Networks Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and Other Differentiation Algorithms

UNIT-II	**REGULARIZATION FOR DEEP LEARNING**

Parameter Norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under- Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised Learning, Multi- Task Learning, Early Stopping, Parameter Tying and Parameter Sharing, Sparse Representations, Bagging and Other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, Tangent Prop, and Manifold Tangent Classifier, Optimization for Training Deep Models, Learning vs Pure Optimization, Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates

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UNIT-III	**CONVOLUTIONAL NETWORKS**

The Convolution Operation, Motivation, Pooling, Convolution and Pooling as an Infinitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features

UNIT-IV	RECURRENT AND RECURSIVE NETS

Unfolding Computational Graphs, Recurrent Neural Networks, Bidirectional RNNs, Encoder-Decoder Sequence-to-Sequence Architectures, Deep Recurrent Networks, Recursive Neural Networks, The Challenge of Long-Term Dependencies, Echo State Networks, Leaky Units and Other Strategies for Multiple Time Scales, The Long Short-Term Memory and Other Gated RNNs, Optimization for Long- Term Dependencies, Explicit Memory

UNIT-V	PRACTICAL METHODOLOGY AND APPLICATIONS)

Practical Methodology: Performance Metrics, Default Baseline Models, Determining Whether to Gather More Data**,** Selecting Hyperparameters, Debugging Strategies, Example: Multi-Digit Number Recognition

Applications: Large-Scale Deep Learning, Computer Vision, Speech Recognition, Natural LanguageProcessing, Other Applications.

TEXT BOOKS

1 . Deep Learning by Ian Goodfellow, Yoshua Bengio and Aaron Courville, MIT Press

REFERENCE BOOKS

1. The Elements of Statistical Learning. Hastie, R. Tibshirani, and J. Friedman, Springer.
2. Probabilistic Graphical Models. Koller, and N. Friedman, MIT Press.
3. Bishop. C.M., Pattern Recognition and Machine Learning, Springer, 2006.
4. Yegnanarayana, B., Artificial Neural Networks PHI Learning Pvt. Ltd, 2009.
5. Golub, G.,H., and Van Loan, C.,F., Matrix Computations, JHU Press, 2013.
6. Satish Kumar, Neural Networks: A Classroom Approach, Tata McGraw-Hill Education, 2004.

WEB REFERENCES

1. https://project.inria.fr/deeplearning/references/
2. https://dl.acm.org/
3. https://aws.amazon.com/what-is/deep-learning
4. https://www.ibm.com/topics/deep-learning

E -TEXT BOOKS

3. https://www.kdnuggets.com/2022/11/15-free-machine-learning-deep-learning-books.html
4. https://www.e-booksdirectory.com/details.php?ebook=10650

MOOCS COURSE

3. https://swayam.gov.in/
4. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

NATURE INSPIRED COMPUTING

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM703PC	**B. Tech**	**2**	**0**	**0**	**2**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. Knowledge on significance of evolutionary computing, neuro computing and swarmintelligence

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Familiar with Evolutionary Computing algorithms
2. Understand scope of neuro computing
3. Compare different Ant Colony Optimization algorithmic models.
4. Understand the scope of artificial immune systems
5. Tackle different real world problems

UNIT-I	EVOLUTIONARY COMPUTING

Problem Solving as a Search Task, Hill Climbing and Simulated Annealing, Evolutionary Biology, Evolutionary Computing, The Other Main Evolutionary Algorithms, From Evolutionary Biology to Computing, Scope of Evolutionary Computing

UNIT-II	NEUROCOMPUTING

The Nervous System, Artificial Neural Networks, Typical ANNS and Learning Algorithms, FromNatural to Artificial Neural Networks, Scope of Neurocomputing

UNIT-III	SWARM INTELLIGENCE

Ant Colonies, Swarm Robotics, Social Adaptation of Knowledge

UNIT-IV	IMMUNOCOMPUTING

The Immune System, Artificial Immune Systems, Bone Marrow Models, Negative Selection Algorithms, Clonal Selection and Affinity Maturation, Artificial Immune Networks, From Natural to Artificial Immune Systems, Scope of Artificial Immune Systems

UNIT-V	CASE STUDIES

Case Studies- Bioinformatics, Information Display

TEXT BOOKS

1. Leandro Nunes de Castro - " Fundamentals of Natural Computing, Basic Concepts, Algorithms and Applications", Chapman & Hall/ CRC, Taylor and Francis Group, 2007
2. Albert Y.Zomaya - "Handbook of Nature-Inspired and Innovative Computing", Springer, 2006

REFERENCE BOOKS

1. Floreano, D. and C. Mattiussi -"Bio-Inspired Artificial Intelligence: The oriesethods, andTechnologies" IT Press, 2008
2. Marco Dorrigo, Thomas Stutzle -" Ant Colony Optimization", Prentice Hall of India, New Delhi,2005
3. Vinod Chandra S S, Anand H S - "Machine Learning: A Practitioner's Approach", Prentice Hallof India, New Delhi, 2020

WEB REFERENCES

1. https://www.computersciencedegreehub.com/faq/what-is-nature-inspired-computing/
2. https://en.wikipedia.org/wiki/Natural_computing
3. https://www.lifepage.in/careers/nature-inspired-computing
4. https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4675795/

E -TEXT BOOKS

1 https://egateway.vit.ac.in/bibilo/nature-inspired-computing-and-optimization

2 https://www.libristo.eu/en/book/nature-inspired-computing-for-control-systems_09883195

3 https://www.e-booksdirectory.com/details.php?ebook=10650

MOOCS COURSE

1 https://swayam.gov.in/

2 https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

INTERNET OF THINGS (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM711PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To introduce the terminology, technology and its applications
2. To introduce the concept of M2M (machine to machine) with necessary protocols
3. To introduce the Python Scripting Language which is used in many IoT devices
4. To introduce the Raspberry PI platform, that is widely used in IoT applications
5. To introduce the implementation of web-based services on IoT devices

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Interpret the impact and challenges posed by IoT networks leading to new architecturalmodels.
2. Compare and contrast the deployment of smart objects and the technologies to connect themto network.
3. Appraise the role of IoT protocols for efficient network communication.
4. Identify the applications of IoT in Industry

UNIT-I	**Introduction to Internet of Things and Domain Specific IoTs**

Introduction to Internet of Things –Definition and Characteristics of IoT, Physical Design of IoT, Logical Design of IoT, IoT Enabling Technologies, IoT Levels and Deployment Templates
Domain Specific IoTs – Home automation, Environment, Agriculture, Health and Lifestyle

UNIT-II	**IoT and M2M**

IoT and M2M – M2M, Difference between IoT and M2M, SDN and NFV for IoT,
IoT System Management with NETCOZF, YANG- Need for IoT system Management, Simple Network management protocol, Network operator requirements, NETCONF, YANG, IoT Systems Managementwith NETCONF-YANG

UNIT-III	IOT SYSTEMS – LOGICAL DESIGN USING PYTHON

IoT Systems – Logical design using Python-Introduction to Python – Python Data types & Data structures, Control flow, Functions, Modules, Packaging, File handling, Data/Time operations, Classes,Exception, Python packages of Interest for IoT

UNIT-IV	IoT Physical Devices and Endpoints AND IoT Physical Servers and Cloud Offerings

IoT Physical Devices and Endpoints - Raspberry Pi, Linux on Raspberry Pi, Raspberry Pi Interfaces,Programming Raspberry PI with Python, Other IoT devices.

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs, WAMP-AutoBahn for IoT, Xively Cloud for IoT, Python web application framework –Django, Designing a RESTful web API

UNIT-V	CASE STUDIES

Case studies- Home Automation, Environment-weather monitoring-weather reporting- air pollution monitoring, Agriculture

TEXT BOOKS

1. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, UniversitiesPress, 2015, ISBN: 9788173719547.

REFERENCE BOOKS

5. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759

WEB REFERENCES

1 https://www.oracle.com/in/internet-of-things/what-is-iot/

2 https://en.wikipedia.org/wiki/Internet_of_things

3 https://www.ibm.com/topics/internet-of-things /

E -TEXT BOOKS

1 https://www.elektor.com/internet-of-things-e-book

2 https://semiengineering.com/internet-of-things-iot-e-book/

3 https://www.e-booksdirectory.com/details.php?ebook=10650

MOOCS COURSE

1 https://swayam.gov.in/

2 https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DATA MINING (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM712PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Pre-Requisites:

1. Database Management System
2. Probability and Statistics

COURSE OBJECTIVES

To learn

10. Students will become acquainted with both the strengths and limitations of various data miningtechniques like Association, Classification, Cluster and Outlier analysis.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the need of data mining and pre-processing techniques.
2. Perform market basket analysis using association rule mining.
3. Utilize classification techniques for analysis and interpretation of data.
4. Identify appropriate clustering and outlier detection techniques to handle complex data.
5. Understand the mining of data from web, text and time series data.

UNIT-I	INTRODUCTION TO DATA MINING

What Data mining? Kinds of Data, Knowledge Discovery process, Data Mining Functionalities, Kinds of Patterns, Major Issues in Data Mining. Data Objects and Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity, Data Pre-processing**:** Major Tasks in Data Pre-processing, Data Cleaning, Data Integration, Data Reduction, Data Transformationand Data Discretization.

UNIT-II	ASSOCIATION ANALYSIS

Basic Concepts, Market Basket Analysis, Apriori Algorithm, FP-growth, From Association Analysis to Correlation Analysis, Pattern Mining in Multilevel Associations and Multidimensional Associations.

UNIT-III	CLASSIFICATION

Basic Concepts, Decision Tree Induction, Bayes Classification Methods, Rule-Based Classification, Metrics for Evaluating Classifier Performance, Ensemble Methods, Multilayer Feed- Forward Neural Network, Support Vector Machines, k-Nearest-Neighbor Classifiers.

UNIT-IV	CLUSTER ANALYSIS

Requirements for Cluster Analysis, Overview of Basic Clustering Methods, Partitioning Methods-k-Means, k-Medoids, Hierarchical Methods-AGENES, DIANA, BIRCH, Density- Based Method-DBSCAN, Outlier Analysis: Types of Outliers, Challenges of

Outlier Detection, and Overview of Outlier Detection Methods

UNIT-V	ADVANCED CONCEPTS

Web Mining- Web Content Mining, Web Structure Mining, Web Usage Mining, Spatial Mining- Spatial Data Overview, Spatial Data Mining Primitives, Spatial Rules, Spatial Classification Algorithm, Spatial Clustering Algorithms, Temporal Mining- Modeling Temporal Events, Time Series, Pattern Detection, Sequences, Temporal Association Rules.

TEXT BOOKS

1. Jiawei Han, Micheline Kamber, Jian Pei., Data Mining: Concepts and Techniques, 3rd Edition,Morgan Kaufmann/Elsevier, 2012.
2. Margaret H Dunham, Data Mining Introductory and Advanced Topics, 2nd Edition, PearsonEducation, India, 2006.

REFERENCE BOOKS

1. Data Mining Techniques, Arun K Pujari, 3rd Edition, Universities Press.
2. Pang-Ning Tan, Michael Steinbach, Anuj Karpatne and Vipin Kumar, Introduction to DataMining, 2nd Edition, Pearson Education India, 2021.
3. Amitesh Sinha, Data Warehousing, Thomson Learning, India, 2007.

WEB REFERENCES

1 https://bootcamp.rutgers.edu/blog/what-is-data-mining/

2 https://en.wikipedia.org/wiki/Data_mining

3 https://www.ibm.com/topics/data-mining

4 https://www.geeksforgeeks.org/data-mining/

E -TEXT BOOKS

1 https://www.odbms.org/2015/06/free-data-mining-ebooks/

2 https://www.e-booksdirectory.com/details.php?ebook=5503

MOOCS COURSE

1. https://swayam.gov.in/
2. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SCRIPTING LANGUAGES (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM713PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Prerequisites:

1. A course on "Computer Programming and Data Structures".
2. A course on "Object Oriented Programming Concepts".

COURSE OBJECTIVES

To learn

1. This course introduces the script programming paradigm
2. Introduces scripting languages such as Perl, Ruby and TCL.
3. Learning TCL

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Comprehend the differences between typical scripting languages and typical system andapplication programming languages.
2. Gain knowledge of the strengths and weakness of Perl, TCL and Ruby; and select anappropriate language for solving a given problem.
3. Acquire programming skills in scripting language

UNIT-I	INTRODUCTION

Introduction: Ruby, Rails, The structure and Execution of Ruby Programs, Package Management with RUBYGEMS, Ruby and web: Writing CGI scripts, cookies, Choice of Webservers, SOAP and web services
RubyTk – Simple Tk Application, widgets, Binding events, Canvas, scrolling

UNIT-II	EXTENDING RUBY

Extending Ruby: Ruby Objects in C, the Jukebox extension, Memory allocation, Ruby Type System,Embedding Ruby to Other Languages, Embedding a Ruby Interpreter

UNIT-III	INTRODUCTION TO PERL AND SCRIPTING

Scripts and Programs, Origin of Scripting, Scripting Today, Characteristics of Scripting Languages, Uses for Scripting Languages, Web Scripting, and the universe of Scripting Languages. PERL- Names and Values, Variables, Scalar Expressions, Control Structures, arrays, list, hashes, strings, pattern andregular expressions, subroutines.

UNIT-IV	ADVANCED PERL

Finer points of looping, pack and unpack, filesystem, eval, data structures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security Issues.

UNIT-V	TCL

TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures, input/output, procedures, strings, patterns, files, Advance TCL- eval, source, exec and uplevel commands, Name spaces, trapping errors, event driven programs, making applications internet aware, Nuts and Bolts Internet Programming, Security Issues, C Interface.

Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding, Perl-Tk.

TEXT BOOKS

1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Ruby Programming language by David Flanagan and Yukihiro Matsumoto O'Reilly
3. "Programming Ruby" The Pramatic Progammers guide by Dabve Thomas Second edition

REFERENCE BOOKS

1. Open Source Web Development with LAMP using Linux Apache, MySQL, Perl and PHP, J.Leeand B. Ware (Addison Wesley) Pearson Education.
2. Perl by Example, E. Quigley, Pearson Education.
3. Programming Perl, Larry Wall, T. Christiansen and J. Orwant, O'Reilly, SPD.
4. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
5. Perl Power, J. P. Flynt, Cengage Learning.

WEB REFERENCES

1. https://en.wikipedia.org/wiki/Scripting_language
2. https://www.geeksforgeeks.org/introduction-to-scripting-languages/
3. https://www.techtarget.com/whatis/definition/scripting-language

E -TEXT BOOKS

1. https://www.cs.rochester.edu/courses/254/fall2022/notes/14-scripting.pdf
2. https://www.ime.usp.br/~alvaroma/ucsp/proglang/book.pdf

MOOCS COURSE

1. https://swayam.gov.in/
2. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MOBILE APPLICATION DEVELOPMENT (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM714PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Prerequisites

1. Acquaintance with JAVA programming
2. A Course on DBMS

COURSE OBJECTIVES

To learn

1. To demonstrate their understanding of the fundamentals of Android operating systems
2. To improves their skills of using Android software development tools
3. To demonstrate their ability to develop software with reasonable complexity on mobileplatform
4. To demonstrate their ability to deploy software to mobile devices
5. To demonstrate their ability to debug programs running on mobile devices

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the working of Android OS Practically.
2. Develop Android user interfaces
3. Develop, deploy and maintain the Android Applications.

UNIT-I	**INTRODUCTION**

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Android Studio, Creating AVDs, Typesof Android applications, Best practices in Android programming, Android tools Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Change

Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT-II	**ANDROID USER INTERFACE**

Android User Interface: Measurements – Device and pixel density independent measuring unit - sLayouts – Linear, Relative, Grid and Table Layouts

User Interface (UI) Components –Editable and non-editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers

Event Handling – Handling clicks or changes of various UI components

Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

UNIT-III	INTENTS AND BROADCASTS

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS

Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding andusing Intents received within an Activity

Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT-IV	PERSISTENT STORAGE

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving andretrieving data using Shared Preference

UNIT-V	DATABASE

Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and etindelg data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

TEXT BOOKS

1 Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012.

REFERENCE BOOKS

1. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning,2013.
2. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013.

WEB REFERENCES

1. https://aws.amazon.com/mobile/mobile-application-development/
2. https://www.ibm.com/topics/mobile-application-development

E -TEXT BOOKS

1. https://www.techaheadcorp.com/wp-content/uploads/2019/10/mobile-application-development-guide-pdf.pdf
2. https://baou.edu.in/assets/pdf/MSCIT_302_slm.pdf
3. https://www.diva-portal.org/smash/get/diva2:1443034/FULLTEXT01.pdf

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

CLOUD COMPUTING (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM715PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Pre-requisites:

1. A course on "Computer Networks".
2. A course on "Operating System".

COURSE OBJECTIVES

To learn

1. This course provides an insight into cloud computing.
2. Topics covered include- Cloud Computing Architecture, Deployment Models, Service Models, Technological Drivers for Cloud Computing, Networking for Cloud Computing and Security in Cloud Computing.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand different computing paradigms and potential of the paradigms and specificallycloud computing
2. Understand cloud service types, cloud deployment models and technologies supporting anddriving the cloud
3. Acquire the knowledge of programming models for cloud and development of softwareapplication that runs the cloud and various services available from major cloud providers
4. Understand the security concerns and issues in cloud computing
5. Acquire the knowledge of advances in cloud computing.

UNIT-I	INTRODUCTION

Computing Paradigms, Cloud Computing Fundamentals, Cloud Computing Architecture and Management

UNIT-II	CLOUD DEPLOYMENT MODELS

Cloud Deployment Models, Cloud Service Models, Technological Drivers for Cloud Computing: SOA and Cloud, Multicore Technology, Web 2.0 and Web 3.0, Pervasive Computing, Operating System, Application Environment

UNIT-III	VIRTUALIZATION
Virtualization, Programming Models for Cloud Computing: MapReduce, Cloud Haskell, SoftwareDevelopment in Cloud	
UNIT-IV	**NETWORKING FOR CLOUD COMPUTING**
Networking for Cloud Computing: Introduction, Overview of Data Center Environment, Networking Issues in Data Centers, Transport Layer Issues in DCNs, Cloud Service Providers	
UNIT-V	**ADVANCED CONCEPTS**
Security in Cloud Computing, and Advanced Concepts in Cloud Computing	

TEXT BOOKS

1. Chandrasekaran, K. *Essentials of cloud computing*. CRC Press, 2014

REFERENCE BOOKS

1. Cloud Computing: Principles and Paradigms, Editors: Rajkumar Buyya, James Broberg,Andrzej M. Goscinski, Wiley, 2011
2. Enterprise Cloud Computing - Technology, Architecture, Applications, Gautam Shroff,Cambridge University Press, 2010
3. Cloud Computing Bible, Barrie Sosinsky, Wiley-India, 2010

WEB REFERENCES

1. https://www.ibm.com/topics/cloud-computing
2. https://aws.amazon.com/what-is-cloud-computing/
3. https://cloud.google.com/learn/what-is-cloud-computing

E -TEXT BOOKS

1. https://www.kth.se/social/files/554fa451f276544829be2e5e/9-cloud-computing.pdf
2. https://www.tutorialspoint.com/cloud_computing/cloud_computing_tutorial.pdf
3. https://www.dialogic.com/~/media/products/docs/whitepapers/12023-cloud-computing-wp.pdf

MOOCS COURSE

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2. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

QUANTUM COMPUTING (Professional Elective – IV)

IVB. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM721PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. To introduce the fundamentals of quantum computing
2. The problem-solving approach using finite dimensional mathematics

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand basics of quantum computing
2. Understand physical implementation of Qubit
3. Understand Quantum algorithms and their implementation
4. Understand The Impact of Quantum Computing on Cryptography

UNIT-I	HISTORY OF QUANTUM COMPUTING

History of Quantum Computing: Importance of Mathematics, Physics and Biology. Introduction to Quantum Computing: Bits Vs Qubits, Classical Vs Quantum logical operations

UNIT-II	BACKGROUND MATHEMATICS

Basics of Linear Algebra, Hilbert space, Probabilities and measurements. Background Physics: Paul's exclusion Principle, Superposition, Entanglement and super-symmetry, density operators and correlation, basics of quantum mechanics, Measurements in bases other than computational basis. Background Biology: Basic concepts of Genomics and Proteomics (Central Dogma)

UNIT-III	QUBIT

Qubit: Physical implementations of Qubit. Qubit as a quantum unit of information. The Bloch sphere Quantum Circuits: single qubit gates, multiple qubit gates, designing the quantum circuits. Bell states.

UNIT-IV	QUANTUM ALGORITHMS

Quantum Algorithms: Classical computation on quantum computers. Relationship between quantum and classical complexity classes. Deutsch's algorithm, Deutsch's-Jozsa algorithm, Shor's factorizationalgorithm, Grover's search algorithm.

UNIT-V	NOISE AND ERROR CORRECTION

Noise and error correction: Graph states and codes, Quantum error correction, fault-tolerant computation. Quantum Information and Cryptography: Comparison between classical and quantum information theory. Quantum Cryptography, Quantum teleportation

TEXT BOOKS

1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge.

REFERENCE BOOKS

1. Quantum Computing for Computer Scientists by Noson S. Yanofsky and Mirco A. Mannucci
2. Benenti G., Casati G. and Strini G., Principles of Quantum Computation and Information, Vol.I: Basic Concepts, Vol II.
3. Basic Tools and Special Topics, World Scientific. Pittenger A. O., An Introduction to QuantumComputing Algorithms.

WEB REFERENCES

1. https://aws.amazon.com/what-is/quantum-computing/#:~:text=Quantum%20computing%20is%20a%20multidisciplinary,hardware%20research%20and%20application%20development.
2. https://en.wikipedia.org/wiki/Quantum_computing
3. https://scienceexchange.caltech.edu/topics/quantum-science-explained/quantum-computing-computers

E -TEXT BOOKS

1 .https://cds.cern.ch/record/383367/files/p165.pdf

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2 https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

EXPERT SYSTEMS (Professional Elective – IV)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM722PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. Understand the basic techniques of artificial intelligence.
2. Understand the Non-monotonic reasoning and statistical reasoning

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Apply the basic techniques of artificial intelligence.
2. Discuss the architecture of an expert system and its tools.
3. Understand the importance of building an expert systems
4. Understand various problems with an expert systems

UNIT-I	**INTRODUCTION**

Introduction to AI programming languages, Blind search strategies, Breadth-first – Depth-first – Heuristic search techniques Hill Climbing – Best first – A Algorithms AO* algorithm – game trees, Min- max algorithms, game playing – Alpha-beta pruning.

UNIT-II	**KNOWLEDGE REPRESENTATION**

Knowledge representation issues predicate logic – logic programming Semantic nets- frames and inheritance, constraint propagation; Representing Knowledge using rules, Rules-based deduction systems.

UNIT-III	**INTRODUCTION TO EXPERT SYSTEM**

Introduction to Expert Systems, Architecture of expert systems, Representation and organization of knowledge, Basics characteristics, and types of problems handled by expert systems.

UNIT-IV	**EXPERT SYSTEM TOOLS**

Techniques of knowledge representations in expert systems, knowledge engineering, system-building aids, support facilities, stages in the development of expert systems.

UNIT-V	BUILDING AN EXPERT SYSTEM AND PROBLEMS WITH EXPERT SYSTEMS

Building an Expert System: Expert system development, Selection of the tool, Acquiring Knowledge, Building process.

Problems with Expert Systems: Difficulties, common pitfalls in planning, dealing with domain experts, difficulties during development.

TEXT BOOKS

1. Elain Rich and Kevin Knight, "Artificial Intelligence", Tata McGraw-Hill, New Delhi.
2. Waterman D.A., "A Guide to Expert Systems", Addison Wesley Longman

REFERENCE BOOKS

1. Stuart Russel and other Peter Norvig, "Artificial Intelligence – A Modern Approach", Prentice-Hall,
2. Patrick Henry Winston, "Artificial Intelligence", Addison Wesley,
3. Patterson, Artificial Intelligence & Expert System, Prentice Hall India, 1999.
4. Hayes-Roth, Lenat, and Waterman: Building Expert Systems, Addison Wesley,
5. Weiss S.M. and Kulikowski C.A., "A Practical Guide to Designing Expert Systems", Rowman&Allanheld, New Jersey.

WEB REFERENCES

1. https://onlinelibrary.wiley.com/journal/14680394
2. https://www.techtarget.com/searchenterpriseai/definition/expert-system#:~:text=An%20expert%20system%20is%20a,%2C%20not%20replace%2C%20human%20experts.

E -TEXT BOOKS

1. **https://www.researchgate.net/publication/311692837_Expert_Systems**

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1. https://swayam.gov.in/
2. https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SEMANTIC WEB (Professional Elective – IV)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM723PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. Introduce Semantic Web Vision and learn Web intelligence
2. Understanding about XML, RDF, RDFS, OWL
3. Querying Ontology and Ontology Reasoning
4. To learn Semantic Web Applications, Services and Technology
5. To learn Knowledge Representation for the Semantic Web

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the characteristics of the semantic web technology
2. Understand the concepts of Web Science, semantics of knowledge resource and ontology
3. Describe logic semantics and inference with OWL.
4. Use ontology engineering approaches in semantic applications
5. Learn about web graph processing for various applications such as search engine, communitydetection

UNIT-I	**INTRODUCTION**

Introduction to Semantic Web, the Business Case for the Semantic Web, XML and Its Impact on the Enterprise.

UNIT-II	**WEB SERVICES**

Web Services: Uses, Basics of Web Services, SOAP, UDDI, Orchestrating Web Services, Securing Web Services, Grid Enabled and Semantic Web of Web Services.

UNIT-III	**RESOURCE DESCRIPTION FRAMEWORK**

Resource Description Framework: Features, Capturing Knowledge with RDF.
XML Technologies: XPath, The Style Sheet Family: XSL, XSLT, and XSL FO, XQuery, XLink, XPointer, XInclude, XMLBase, XHTML, XForms, SVG.

UNIT-IV	TAXONOMIES AND ONTOLOGIES

Overview of Taxonomies, Defining the Ontology Spectrum, Topic Maps, Overview of Ontologies, Syntax, Structure, Semantics, and Pragmatics, Expressing Ontologies Logically, Knowledge Representation

UNIT-V	SEMANTIC WEB APPLICATION

Semantic Web Application: Semantic Web Services, e-Learning, Semantic Bioinformatics, Enterprise Application Integration, Knowledge Base.

Semantic Search Technology: Search Engines, Semantic Search, Semantic Search Technology, Web Search Agents, Semantic Methods, Latent Semantic Index Search, TAP, Swoogle

TEXT BOOKS

1. he Semantic Web: A Guide to the Future of XML, Web Services, and Knowledge Management by Michael C. Daconta, Leo J. Obrst , Kevin T. Smith, Wiley Publishing, Inc.
2. Peter Mika, Social Networks and the Semantic Web, Springer

REFERENCE BOOKS

1. Thinking on the Web - Berners Lee, Godel and Turing, Wiley Interscience
2. The Semantic Web: A Guide to the Future of XML, Web Services, and Knowledge Management by Michael C. Daconta, Leo J. Obrst , Kevin T. Smith, Wiley Publishing, Inc
3. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J.Davies, R. Studer, P. Warren, John Wiley & Sons.
4. Semantic Web and Semantic Web Services - Liyang Lu Chapman and Hall/CRCPublishers, (Taylor & Francis Group)
5. Information Sharing on the semantic Web - Heiner Stuckenschmidt; Frank Van Harmelen,Springer Publications.
6. Programming the Semantic Web, T. Segaran, C. Evans, J. Taylor, O'Reilly, SPD.

WEB REFERENCES

1. https://onlinelibrary.wiley.com/journal/14680394
2. https://www.techtarget.com/searchenterpriseai/definition/expert-system#:~:text=An%20expert%20system%20is%20a,%2C%20not%20replace%2C%20human%20experts.

E -TEXT BOOKS

1. **https://www.researchgate.net/publication/311692837_Expert_Systems**

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

GAME THEORY (Professional Elective – IV)

I B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM724PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

To learn

1. The course will explain in depth the standard equilibrium concepts (such as Nash equilibrium,Subgame-Perfect Nash Equilibrium, and others) in Game Theory

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the basic concepts of game theory and solutions
2. Understand different types of equilibrium interpretations
3. Understand and analyze knowledge and solution concepts
4. Analyze extensive games with perfect information

UNIT-I	**Introduction**

Introduction- Game Theory, Games and Solutions, Game Theory and the Theory of Competitive Equilibrium, Rational Behavior, The Steady State and Deductive Interpretations, Bounded Rationality Terminology and Notation

Nash Equilibrium- Strategic Games, Nash Equilibrium, Examples, Existence of a Nash Equilibrium, Strictly Competitive Games, Bayesian Games: Strategic Games with Imperfect Information

UNIT-II	**RATIONALIZABILITY AND ITERATED ELIMINATION**

Mixed, Correlated, and Evolutionary Equilibrium -Mixed Strategy Nash Equilibrium, Interpretations of Mixed Strategy Nash Equilibrium, Correlated Equilibrium, Evolutionary Equilibrium

Rationalizability and Iterated Elimination of Dominated Actions- Rationalizability Iterated Elimination ofStrictly Dominated Actions, Iterated Elimination of Weakly Dominated Actions

UNIT-III	**KNOWLEDGE AND EQUILIBRIUM**

Knowledge and Equilibrium -A Model of Knowledge Common Knowledge, Can People Agree to Disagree? Knowledge and Solution Concepts, The Electronic Mail Game

UNIT-IV	EXTENSIVE GAMES

Extensive Games with Perfect Information -Extensive Games with Perfect Information, Subgame Perfect Equilibrium, Two Extensions of the Definition of a Game, The Interpretation of a Strategy, Two Notable Finite Horizon Games, Iterated Elimination of Weakly Dominated Strategies

Bargaining Games -Bargaining and Game Theory, A Bargaining Game of Alternating Offers, SubgamePerfect Equilibrium, Variations and Extensions

UNIT-V	REPEATED GAMES

Repeated Games - The Basic Idea Infinitely Repeated Games vs. Finitely Repeated Games, Infinitely Repeated Games: Definitions, Strategies as Machines, Trigger Strategies: Nash Folk Theorems, Punishing for a Limited Length of Time: A Perfect Folk Theorem for the Limit of Means Criterion, Punishing the Punisher: A Perfect Folk Theorem for the Overtaking Criterion, Rewarding Players Who Punish: A Perfect Folk Theorem for the Discounting Criterion, The Structure of Subgame Perfect Equilibria Under the Discounting Criterion, Finitely Repeated Game

TEXT BOOKS

1. A course in Game Theory, M. J. Osborne and A. Rubinstein, MIT Press.

REFERENCE BOOKS

1. Game Theory, Roger Myerson, Harvard University Press.
2. Game Theory, D. Fudenberg and J. Tirole, MIT Press.
3. Theory of Games and Economic Behavior, J. von Neumann and O. Morgenstern, New York:John Wiley and Sons.
4. Games and Decisions, R.D. Luce and H. Raiffa, New York: John Wiley and Sons.
5. Game Theory, G. Owen, 2nd Edition, New York: Academic Press

WEB REFERENCES

3. https://www.geeksforgeeks.org/game-theory-in-ai/
4. https://study.com/academy/lesson/game-theory-in-artificial-intelligence.html
5. https://towardsdatascience.com/game-theory-in-artificial-intelligence-57a7937e1b88

E -TEXT BOOKS

1. https://www.researchgate.net/publication/356838079_GAMES_game_theory_and_artificial_intelligence

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MOBILE COMPUTING (Professional Elective – IV)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM725PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Prerequisites:

1. Computer Networks
2. Distributed Systems / Distributed Operating Systems

COURSE OBJECTIVES

To learn

1. To make the student understand the concept of mobile computing paradigm, its novel applications and limitations, typical mobile networking infrastructure through a popular GSM protocol, the issues of various layers of mobile networks and their solutions.

COURSE OUTCOMES

Upon successful completion of the course, the student is able to

1. Understand the concept of mobile computing paradigm, its novel applications and limitations.
2. Analyze and develop new mobile applications
3. Understand the issues of various layers of mobile networks and their solutions.
4. Classify data delivery mechanisms

UNIT-I INTRODUCTION

Mobile Communications, Mobile Computing – Paradigm, Promises/Novel Applications and Impediments and Architecture; Mobile and Handheld Devices, Limitations of Mobile and Handheld Devices.

GSM – Services, System Architecture, Radio Interfaces, Protocols, Localization, Calling, Handover, Security, New Data Services, GPRS, CSHSD, DECT

UNIT-II MEDIUM ACCESS CONTROL (MAC)

Medium Access Control (MAC)
Motivation for a specialized MAC (Hidden and exposed terminals, Near and far terminals), SDMA, FDMA, TDMA, CDMA, Wireless LAN/(IEEE 802.11)
Mobile Network Layer
IP and Mobile IP Network Layers, Packet Delivery and Handover Management, Location Management,Registration, Tunneling and Encapsulation, Route Optimization, DHCP.

UNIT-III	MOBILE TRANSPORT LAYER AND DATABASE ISSUES

Mobile Transport Layer
Conventional TCP/IP Protocols, Indirect TCP, Snooping TCP, Mobile TCP, Other Transport Layer Protocols for Mobile Networks.
Database Issues
Database Hoarding & Caching Techniques, Client-Server Computing & Adaptation, Transactional Models, Query processing, Data Recovery Process & QoS Issues.

UNIT-IV	DATA DISSEMINATION AND SYNCHRONIZATION

Data Dissemination and Synchronization
Communications Asymmetry, Classification of Data Delivery Mechanisms, Data Dissemination, Broadcast Models, Selective Tuning and Indexing Methods, Data Synchronization – Introduction, Software, and Protocols

UNIT-V	MOBILE AD HOC NETWORKS (MANETS)

Introduction, Applications & Challenges of a MANET, Routing, Classification of Routing Algorithms,Algorithms such as DSR, AODV, DSDV, Mobile Agents, Service Discovery.

TEXT BOOKS

1. Jochen Schiller, "Mobile Communications", Addison-Wesley, Second Edition, 2009.
2. Raj Kamal, "Mobile Computing", Oxford University Press, 2007, ISBN: 0195686772.

REFERENCE BOOKS

1. Asoke K Talukder, Hasan Ahmed, Roopa Yavagal Mobile Computing: Technology, Applications and Service Creation, McGraw Hill Education.

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1. https://study.com/academy/lesson/mobile-computing-definition-examples.html
2. https://www.techtarget.com/searchmobilecomputing/definition/nomadic-computing

E -TEXT BOOKS

2. https://ccsuniversity.ac.in/bridge-library/pdf/Mobile%20Computing%20Notes%20-All.pdf
3. https://annamalaiuniversity.ac.in/studport/download/sci/cis/resources/MCA-Second%20Year-Mobile%20Computing-MCAC403.pdf

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

INTRODUCTION TO NATURAL LANGUAGE PROCESSING

(Open Elective – II)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM700OE	B. Tech	3	0	0	3	40	60	100

Prerequisites:

- Data structures and compiler design

COURSE OBJECTIVES

1. Introduction to some of the problems and solutions of NLP and their relation to linguistics and statistics

COURSE OUTCOMES

1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems
3. Able to manipulate probabilities, construct statistical models over strings and trees, and estimate parameters using supervised and unsupervised training methods.
4. Able to design, implement, and analyze NLP algorithms; and design different language modeling Techniques.

UNIT-I	FINDING THE STRUCTURE OF WORDS

Finding the Structure of Words: Words and Their Components, Issues and Challenges, Morphological Models

Finding the Structure of Documents: Introduction, Methods, Complexity of the Approaches, Performances of the Approaches, Features

UNIT-II	SYNTAX I

Syntax I: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms

UNIT-III	SYNTAX II

Syntax II: Models for Ambiguity Resolution in Parsing, Multilingual Issues

Semantic Parsing I: Introduction, Semantic Interpretation, System Paradigms, Word Sense

UNIT-IV	SEMANTIC PARSING II

Semantic Parsing II: Predicate-Argument Structure, Meaning Representation Systems	
UNIT-V	**LANGUAGE MODELING**
Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Bayesian parameter estimation, Language Model Adaptation, Language Models- class based, variable length, Bayesian topic based, Multilingual and Cross Lingual Language Modeling	
TEXT BOOKS	
1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M.Bikel and Imed Zitouni, Pearson Publication	
REFERENCE BOOKS	
1. Speech and Natural Language Processing - Daniel Jurafsky& James H Martin, Pearson Publications. 2. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary.	
WEB REFERENCES	
5. https://www.ibm.com/topics/natural-language-processing 6. https://www.coursera.org/articles/natural-language-processing 7. https://www.deeplearning.ai/resources/natural-language-processing/	
E -TEXT BOOKS	
1. https://cseweb.ucsd.edu/~nnakashole/teaching/eisenstein-nov18.pdf **2.** https://www.cl.cam.ac.uk/teaching/2002/NatLangProc/revised.pdf	
MOOCS COURSE	
1. https://swayam.gov.in/ 2. https://swayam.gov.in/NPTEL	

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

AI APPLICATIONS (Open Elective – II)

IV B. TECH - I SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM707OE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

Prerequisites:

Fundamentals of AI

COURSE OBJECTIVES

1. To give deep knowledge of AI and how AI can be applied in various fields to make life easy.

COURSE OUTCOMES

1. Correlate AI and solutions to modern problems.
2. Use of AI in business applications
3. Application of AI in manufacturing automation
4. Use of AI in streaming of data and Network applications

UNIT-I	**Alibaba**

Alibaba: Using Artificial Intelligence To Power The Retail And Business-To-Business Services Of The Future

Amazon: Using Deep Learning To Drive Business Performance

UNIT-II	**McDonald's**

McDonald's: Using Robots And Artificial Intelligence To Automate Processes Walmart: Using Artificial Intelligence To Keep Shelves Stacked And Customers Happy

UNIT-III	**LinkedIn**

LinkedIn: Using Artificial Intelligence To Solve The Skills Crisis

Netflix: Using Artificial Intelligence To Give Us A Better TV Experience

UNIT-IV	**Salesforce**

Salesforce: How Artificial Intelligence Helps Businesses Understand Their Customers Uber: Using Artificial Intelligence To Do Everything

UNIT-V	**Siemens**

Siemens: Using Artificial Intelligence And Analytics To Build The Internet Of Trains Tesla: Using Artificial Intelligence To Build Intelligent Cars

TEXT BOOKS

1. Artificial Intelligence in Practice: How 50 Successful Companies Used AI and Machine Learning to Solve Problems, Bernard Marr, Matt Ward, Wiley.

REFERENCE BOOKS
WEB REFERENCES
1. https://www.simplilearn.com/tutorials/artificial-intelligence-tutorial/artificial-intelligence-applicationshttps://simplea.com/Articles/what-is-the-semantic-web 2. https://www.javatpoint.com/application-of-ai
E -TEXT BOOKS
1. https://www.researchgate.net/publication/369914014_Artificial_Intelligence_AI_Applications_The_most_important_technology_we_ever_develop_and_we_must_ensure_it_is_safe_and_beneficial_to_human_civilization_I 2. https://apps.dtic.mil/sti/tr/pdf/ADA422837.pdf
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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

PROFESSIONAL PRACTICE, LAW & ETHICS

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
SM702MS	B. Tech	2	0	0	2	40	60	100

COURSE OBJECTIVES

5. Understand the types of roles they are expected to play in the society as practitioners of the engineering profession.
6. To develop some ideas of the legal and practical aspects of their profession.

COURSE OUTCOMES

4. Practice ethics and rule of the land in their profession
5. Follow the principles and elements of legal contracts
6. Able to resolve disputes pertaining to arbitration, reconciliation
7. Aware of intellectual property loss

UNIT-I	PROFESSIONAL PRACTICE AND ETHICS

Professional Practice and Ethics: Definition of Ethics, Professional Ethics - Engineering Ethics, Personal Ethics; Code of Ethics - Profession, Professionalism, Professional Responsibility, Conflict of Interest, Gift Vs Bribery, Environmental breaches, Negligence, Deficiencies in state-of-the-art; Vigil Mechanism, Whistle blowing, protected disclosures. Introduction to GST- Various Roles of Various Stake holders

UNIT-II	LAW OF CONTRACT

Law of Contract: Nature of Contract and Essential elements of valid contract, Offer and Acceptance, Consideration, Capacity to contract and Free Consent, Legality of Object. Unlawful and illegal agreements, Contingent Contracts, Performance and discharge of Contracts, Remedies for breach of contract. Contracts-II: Indemnity and guarantee, Contract of Agency, Sale of goods Act -1930: General Principles, Conditions & Warranties, Performance of Contract of Sale.

UNIT-III	ARBITRATION, CONCILIATION AND ADR (ALTERNATIVE DISPUTE RESOLUTION) SYSTEM

Arbitration, Conciliation and ADR (Alternative Dispute Resolution) system: Arbitration – meaning, scope and types – distinction between laws of 1940 and 1996; UNCITRAL model law – Arbitration and expert determination; Extent of judicial intervention; International commercial arbitration; Arbitration agreements – essential and kinds, validity, reference and interim measures by court; Arbitration tribunal – appointment, challenge, jurisdiction of arbitral tribunal, powers, grounds of challenge, procedure and court assistance; Distinction between conciliation, negotiation, mediation and arbitration, confidentiality, resort to judicial proceedings, costs; Dispute Resolution Boards; Lok Adalats.

UNIT-IV	ENGAGEMENT OF LABOUR

Engagement of Labour and Labour & other construction-related Laws: Role of Labour in Civil Engineering; Methods of engaging labour- on rolls, labour sub-contract, piece rate work; Industrial Disputes Act, 1947; Collective bargaining; Industrial Employment (Standing Orders) Act, 1946; Workmen's Compensation Act, 1923; Building & Other - Construction Workers (regulation of employment and conditions of service) Act (1996) and Rules (1998); RERA Act 2017, NBC 2017.

UNIT-V	LAW RELATING TO INTELLECTUAL PROPERTY

Law relating to Intellectual property: Introduction – meaning of intellectual property, main forms of IP, Copyright, Trademarks, Patents and Designs, Secrets; Law relating to Copyright in India including Historical evolution of Copy Rights Act, 1957, Meaning of copyright – computer programs, Ownership of copyrights and assignment, Criteria of infringement, Piracy in Internet – Remedies and procedures in India; Law relating to Patents under Patents Act, 1970

TEXT BOOKS

2. Professional Ethics: R. Subramanian, Oxford University Press, 2015.
3. Ravinder Kaur, Legal Aspects of Business, 4e, Cengage Learning, 2016.

REFERENCE BOOKS

1. Wadhera (2004), Intellectual Property Rights, Universal Law Publishing Co.
2. T. Ramappa (2010), Intellectual Property Rights Law in India, Asia Law House.
3. O.P. Malhotra, Law of Industrial Disputes, N.M. Tripathi Publishers.

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WEB REFERENCES

1. https://www.amazon.in/professional-practice-law-and-ethics/s?k=professional+practice+law+and+ethicshttps://www.javatpoint.com/application-of-ai
2. https://www.scribd.com/document/561407538/Professional-Practice-Law-and-Ethics-1st-Unit-Lecture-Notes
3. https://www.goseeko.com/studymaterial/aryabhatta-knowledge-university-bihar/engineering/civil-engineering/fourth-year/sem-1/professional-practice-law-and-ethics

E -TEXT BOOKS

1. https://www.scribd.com/document/561407538/Professional-Practice-Law-and-Ethics-1st-Unit-Lecture-Noteshttps://apps.dtic.mil/sti/tr/pdf/ADA422837.pdf
2. https://www.cl.cam.ac.uk/teaching/0708/PPEthics/PPE_lecture_notes.pdf
3. https://core.ac.uk/download/pdf/268431295.pdf

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

INTERNET OF THINGS LAB (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM716PE	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. To introduce the raspberry PI platform, that is widely used in IoT applications
2. To introduce the implementation of distance sensor on IoT devices

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COURSE OUTCOMES

1. Ability to introduce the concept of M2M (machine to machine) with necessary protocols and get awareness in implementation of distance sensor
2. Get the skill to program using python scripting language which is used in many IoT devices

LIST OF EXPERIMENTS

1. Using Raspberry pi
   a. Calculate the distance using a distance sensor.
   b. Interface an LED and switch with Raspberry pi.
   c. Interface an LDR with Raspberrry Pi.

2. Using Arduino
   a. Calculate the distance using a distance sensor.
   b. Interface an LED and switch with Aurdino.
   c. Interface an LDR with Aurdino
   d. Calculate temperature using a temperature sensor.

3. Using Node MCU
   a. Calculate the distance using a distance sensor.
   b. Interface an LED and switch with Raspberry pi.
   c. Interface an LDR with Node MCU
   d. Calculate temperature using a temperature sensor.

4. Installing OS on Raspberry Pi
   a) Installation using PiImager
   b) Installation using image file
   - Downloading an Image
   - Writing the image to an SD card
     - using Linux

- using Windows
- Booting up Follow the instructions given in the URL https://www.raspberrypi.com/documentation/computers/getting-started.html

5. Accessing GPIO pins using Python
   a) Installing GPIO Zero library. update your repositories list:
   install the package for Python 3:
   b) Blinking an LED connected to one of the GPIO pin
   c) Adjusting the brightness of an LED Adjust the brightness of an LED (0 to 100, where 100 means maximum brightness) using the in-built PWM wavelength.

6. Create a DJANGO project and an app.
7. Create a DJANGO view for weather station REST API
8. Create DJANGO template
9. Configure MYSQL with DJANGO framework

TEXT BOOKS

2. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547.
3. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759.

REFERENCE BOOKS

1. Bernd Scholz-Reiter, Florian Michahelles, "Architecting the Internet of Things", ISBN 978-3- 642-19156-5 e-ISBN 978-3-642-19157-2, Springer, 2016
2. N. Ida, Sensors, Actuators and Their Interfaces, Scitech Publishers, 2014.

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

DATA MINING LAB (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM717PE	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. The course is intended to obtain hands-on experience using data mining software.
2. Intended to provide practical exposure of the concepts in data mining algorithms

COURSE OUTCOMES

1. Apply preprocessing statistical methods for any given raw data.
2. Gain practical experience of constructing a data warehouse.
3. Implement various algorithms for data mining in order to discover interesting patterns from large amounts of data.
4. Apply OLAP operations on data cube construction

LIST OF EXPERIMENTS

Experiments using Weka/ Pentaho/Python

1. Data Processing Techniques:

(i) Data cleaning (ii) Data transformation – Normalization (iii) Data integration

2. Partitioning - Horizontal, Vertical, Round Robin, Hash based
3. Data Warehouse schemas – star, snowflake, fact constellation
4. Data cube construction – OLAP operations
5. Data Extraction, Transformations & Loading operations
6. Implementation of Attribute oriented induction algorithm
7. Implementation of apriori algorithm
8. Implementation of FP – Growth algorithm
9. Implementation of Decision Tree Induction
10. Calculating Information gain measures
11. Classification of data using Bayesian approach
12. Classification of data using K – nearest neighbour approach
13. Implementation of K – means algorithm
14. Implementation of BIRCH algorithm

15. Implementation of PAM algorithm

16. Implementation of DBSCAN algorithm

TEXT BOOKS

1. Data Mining – Concepts and Techniques - JIAWEI HAN &MICHELINE KAMBER, Elsevier.
2. Data Warehousing, Data Mining &OLAP- Alex Berson and Stephen J. Smith- Tata McGraw-Hill Edition, Tenth reprint 2007

REFERENCE BOOKS

1. Pang-Ning Tan, Michael Steinbach, Vipin Kumar, Anuj Karpatne, Introduction to Data Mining, Pearson Education

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SCRIPTING LANGUAGES LAB (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM718PE	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. To Understand the concepts of scripting languages for developing web based projects
2. To understand the applications the of Ruby, TCL, Perl scripting languages

COURSE OUTCOMES

1. Ability to understand the differences between Scripting languages and programming languages
2. Gain some fluency programming in Ruby, Perl, TCL

LIST OF EXPERIMENTS

1. Write a Ruby script to create a new string which is n copies of a given string where n is a non-negative integer
2. Write a Ruby script which accept the radius of a circle from the user and compute the parameter and area.
3. Write a Ruby script which accept the users first and last name and print them in reverse order with a space between them
4. Write a Ruby script to accept a filename from the user print the extension of that
5. Write a Ruby script to find the greatest of three numbers
6. Write a Ruby script to print odd numbers from 10 to 1
7. Write a Ruby script to check two integers and return true if one of them is 20 otherwise return their sum
8. Write a Ruby script to check two temperatures and return true if one is less than 0 and the other is greater than 100
9. Write a Ruby script to print the elements of a given array
10. Write a Ruby program to retrieve the total marks where subject name and marks of a student stored in a hash
11. Write a TCL script to find the factorial of a number
12. Write a TCL script that multiplies the numbers from 1 to 10
13. Write a TCL scrit for sorting a list using a comparison function
14. Write a TCL script to (i) create a list (ii) append elements to the list (iii) Traverse the list (iv) Concatenate the list
15. Write a TCL script to comparing the file modified times.

16. Write a TCL script to Copy a file and translate to native format.

17. a) Write a Perl script to find the largest number among three numbers.

    b) Write a Perl script to print the multiplication tables from 1-10 using subroutines.

18. Write a Perl program to implement the following list of manipulating functions

a) Shift

b) Unshift

c) Push

19. a) Write a Perl script to substitute a word, with another word in a string.

    b) Write a Perl script to validate IP address and email address.

20. Write a Perl script to print the file in reverse order using command line arguments

TEXT BOOKS

1. The World of Scripting Languages, David Barron,Wiley Publications.
2. Ruby Programming language by David Flanagan and Yukihiro Matsumoto O'Reilly
3. "Programming Ruby" The Pramatic Progammers guide by Dabve Thomas Second edition

REFERENCE BOOKS

1. Open Source Web Development with LAMP using Linux Apache, MySQL, Perl and PHP, J.Lee and B. Ware (Addison Wesley) Pearson Education.
2. Perl by Example, E. Quigley, Pearson Education.
3. Programming Perl, Larry Wall, T. Christiansen and J. Orwant, O'Reilly, SPD.
4. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
5. Perl Power, J. P. Flynt, Cengage Learning.

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

MOBILE APPLICATION DEVELOPMENT LAB (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM719PE	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. To learn how to develop Applications in an android environment.
2. To learn how to develop user interface applications.
3. To learn how to develop URL related applications.

COURSE OUTCOMES

1. Understand the working of Android OS Practically.
2. Develop user interfaces.
3. Develop, deploy and maintain the Android Applications.

LIST OF EXPERIMENTS

1. Create an Android application that shows Hello + name of the user and run it on an emulator.

(b) Create an application that takes the name from a text box and shows hello message along with the name entered in the text box, when the user clicks the OK button.

2. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Datepicker), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use (a) Linear Layout (b) Relative Layout and (c) Grid Layout or Table Layout.

3. Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a "Back" button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on the right fragment instead of the second screen with the back button. Use Fragment transactions and Rotation event listeners.

4. Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.

5. Develop an application that inserts some notifications int Notification area and whenever a notification is inserted, it should show a toast with details of the notification.

6. Create an application that uses a text file to store usernames and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with a Login Failed message.

7. Create a user registration application that stores the user details in a database table.

8. Create a database and a user table where the details of login names and passwords are stored.

Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.

9. Create an admin application for the user table, which shows all records as a list and the admin can select any record for edit or modify. The results should be reflected in the table.

10. Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.

11. Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.

12. Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.

TEXT BOOKS

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012.
2. Android Application Development for Java Programmers, James C Sheusi, Cengage, 2013

REFERENCE BOOKS

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013.

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

CLOUD COMPUTING LAB (Professional Elective – III)

IV B. TECH - I SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM720PE	B. Tech	0	0	2	1	40	60	100

COURSE OBJECTIVES

1. This course provides an insight into cloud computing
2. Topics covered include- distributed system models, different cloud service models, service- oriented architectures, cloud programming and software environments, resource management.

COURSE OUTCOMES

1. Understand various service types, delivery models and technologies of a cloud computing environment.
2. Understand the ways in which the cloud can be programmed and deployed.
3. Understand cloud service providers like Cloudsim, Globus Toolkit etc.
4. Examine various programming paradigms suitable to solve real world and scientific problems using cloud services.

LIST OF EXPERIMENTS

1. Install Virtual box/VMware Workstation with different flavors of Linux or windows OS on top of windows7 or 8.
2. Install a C compiler in the virtual machine created using virtual box and execute Simple Programs
3. Create an Amazon EC2 instance and set up a web-server on the instance and associate an IP address with the instance.
4. Install Google App Engine. Create a hello world app and other simple web applications using python/java.
5. Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.
6. Find a procedure to transfer the files from one virtual machine to another virtual machine.
7. Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
8. Install Hadoop single node cluster and run simple applications like word count.
9. Create a database instance in the cloud using Amazon RDS.
10. Create a database instance in the cloud using Google Cloud SQL

TEXT BOOKS

1. Essentials of cloud Computing: K. Chandrasekhran, CRC press, 2014

REFERENCE BOOKS

1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. 2.Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.
3. Cloud Computing Bible, Barrie Sosinsky, Wiley-India, 2010

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SOCIAL NETWORK ANALYSIS (Professional Elective – V)

IV B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM811PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. Understand the concepts of social media
2. Learn the mechanisms for social network analysis
3. Analysis of widely used services such as email, Wikis, Twitter, flickr, YouTube, etc.

COURSE OUTCOMES

1. Ability to construct social network maps easily
2. Gain skills in tracking the content flow through the social media
3. Understand NodeXL use to perform social network analysis

UNIT-I	**INTRODUCTION**

Introduction: Social Media and Social Networks

Social Media: New Technologies of Collaboration

Social Network Analysis: Measuring, Mapping, and Modelling collections of Connections.

UNIT-II	**NodeXL**

NodeXL, Layout, Visual Design, and Labelling, Calculating and Visualising Network Metrics, Preparing Data and Filtering, Clustering and Grouping.

UNIT-III	**CASE STUDIES**

Email: The lifeblood of Modern Communication.

Thread Networks: Mapping Message Boards and Email Lists

Twitter: Conversation, Entertainment and Information

UNIT-IV	**CASE STUDIES**

Visualizing and Interpreting Facebook Networks, WWW Hyperlink Networks

UNIT-V	**CASE STUDIES**

You Tube: Contrasting Patterns of Content Interaction, and Prominence. Wiki Networks: Connections of Creativity and Collaboration

TEXT BOOKS

1. Hansen, Derek, Ben Sheiderman, Marc Smith, Analyzing Social Media Networks with NodeXL:Insights from a Connected World, Morgan Kaufmann, 2011.

REFERENCE BOOKS

1. Avinash Kaushik, Web Analytics 2.0: The Art of Online Accountability, Sybex, 2009.
2. Marshall Sponder, Social Media Analytics: Effective Tools for Building, Interpreting and Using Metrics, 1st Edition, MGH, 2011.

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WEB REFERENCES

1. https://en.wikipedia.org/wiki/Social_network_analysis
2. https://www.sciencedirect.com/topics/social-sciences/social-network-analysis
3. https://www.latentview.com/blog/a-guide-to-social-network-analysis-and-its-use-cases/

E -TEXT BOOKS

1. https://www.researchgate.net/publication/324575362_Social_network_analysis_An_overview
2. https://sagepub.com/sites/default/files/upm-binaries/35208_Chapter1.pdf

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

FEDERATED MACHINE LEARNING (Professional Elective – V)

IV B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM812PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. Understand the key concepts and issues behind Federated Learning
2. Get familiar with key theoretical results of Federated Learning.

COURSE OUTCOMES

1. Understand the basics on privacy-preserving ML
2. Analyze the key concepts of Distributed ML and FL
3. Understand the key concepts and applications of Horizontal FL and Vertical FL
4. Motivates the intensive mechanism design for FL
5. Analyze the concepts of federated reinforcement learning

UNIT-I	**INTRODUCTION**

Introduction: Motivation, Federated Learning as a Solution, The Definition of Federated Learning, Categories of Federated Learning, Current Development in Federated Learning, Research Issues in Federated Learning, Open-Source Projects, Standardization Efforts, The Federated AI Ecosystem Background: Privacy-Preserving Machine Learning, PPML and Secure ML, Threat and Security Models, Privacy Threat Models, Adversary and Security Models, Privacy Preservation Techniques, Secure Multi-Party Computation, Homomorphic Encryption, Differential Privacy

UNIT-II	**DISTRIBUTED MACHINE LEARNING**

Distributed Machine Learning: Introduction to DML, The Definition of DML, DML Platforms, Scalability- Motivated DML, Large-Scale Machine Learning, Scalability-Oriented DML Schemes, Privacy-Motivated DML, Privacy-Preserving Decision Trees, Privacy-Preserving Techniques, Privacy-Preserving DML Schemes, Privacy-Preserving Gradient Descent, Vanilla Federated Learning, Privacy-Preserving Methods

UNIT-III	**HORIZONTAL FEDERATED LEARNING**

Horizontal Federated Learning: The Definition of HFL, Architecture of HFL, The Client- Server Architecture, The Peer-to-Peer Architecture, Global Model Evaluation, The Federated Averaging Algorithm, Federated Optimization, The FedAvg Algorithm, The Secured FedAvg Algorithm, Improvement of the FedAvg Algorithm, Communication Efficiency, Client Selection Vertical Federated Learning: The Definition of VFL, Architecture of VFL, Algorithms of VFL, Secure

Federated Linear Regression, Secure Federated Tree-Boosting

UNIT-IV	FEDERATED TRANSFER LEARNING

Federated Transfer Learning: Heterogeneous Federated Learning, Federated Transfer Learning, The FTL Framework, Additively Homomorphic Encryption, The FTL Training Process, The FTL Prediction Process, Security Analysis, Secret Sharing-Based FTL Incentive Mechanism Design for Federated Learning: Paying for Contributions, Profit- Sharing Games, Reverse Auctions, A Fairness-Aware Profit Sharing Framework, Modeling Contribution, Modeling Cost, Modeling Regret, Modeling Temporal Regret, The Policy Orchestrator, Computing Payoff Weightage

UNIT-V	FEDERATED LEARNING FOR VISION, LANGUAGE, AND RECOMMENDATION

Federated Learning for Vision, Language, and Recommendation: Federated Learning for Computer Vision, Federated CV, Federated Learning for NLP, Federated NLP, Federated Learning for Recommendation Systems, Recommendation Model, Federated Recommendation System

Federated Reinforcement Learning:

Introduction to Reinforcement Learning, Policy, Reward, Value Function, Model of the Environment, RL Background Example, Reinforcement Learning Algorithms, Distributed Reinforcement Learning, Asynchronous Distributed Reinforcement Learning, Synchronous Distributed Reinforcement Learning, Federated Reinforcement Learning, Background and Categorization

TEXT BOOKS

1. Federated Learning, Qiang Yang, Yang Liu, Yong Cheng, Yan Kang, Tianjian Chen, and Han Yu Synthesis Lectures on Artificial Intelligence and Machine Learning 2019.

REFERENCE BOOKS

1. https://research.ibm.com/blog/what-is-federated-learning
2. https://federated.withgoogle.com/

E -TEXT BOOKS

1. https://arxiv.org/ftp/arxiv/papers/2205/2205.09513.pdf
2. https://his.diva-portal.org/smash/get/diva2:1799438/FULLTEXT01.pdf

MOOCS COURSE

1 https://swayam.gov.in/
2 https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

AUGMENTED REALITY & VIRTUAL REALITY (Professional Elective –V)

IV B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM813PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. Provide a foundation to the fast growing field of AR and make the students aware of the various AR concepts.
2. To give historical and modern overviews and perspectives on virtual reality. It describes the fundamentals of sensation, perception, technical and engineering aspects of virtual reality systems.

COURSE OUTCOMES

1. Describe how AR systems work and list the applications of AR.
2. Understand the software architectures of AR.
3. Understand the Visual perception and rendering in VR
4. Understand the interaction, auditory perception and rendering in VR

UNIT-I	**INTRODUCTION TO AUGMENTED REALITY**

Introduction to Augmented Reality: Augmented Reality - Defining augmented reality, history of augmented reality, Examples, Related fields

Displays: Multimodal Displays, Visual Perception, Requirements and Characteristics, Spatial Display Model, Visual Displays

Tracking: Tracking, Calibration, and Registration, Coordinate Systems, Characteristics of Tracking Technology, Stationary Tracking Systems, Mobile Sensors

UNIT-II	**COMPUTER VISION FOR AUGMENTED REALITY**

Computer Vision for Augmented Reality: Marker Tracking, Multiple-Camera Infrared Tracking, Natural Feature Tracking by Detection, Outdoor Tracking**.**

Interaction: Output Modalities, Input Modalities, Tangible Interfaces, Virtual User Interfaces on Real Surfaces, Augmented Paper, Multi-view Interfaces, Haptic Interaction

Software Architectures: AR Application Requirements, Software Engineering Requirements, Distributed Object Systems, Dataflow, Scene Graphs

UNIT-III	**INTRODUCTION TO VIRTUAL REALITY**

Introduction to Virtual Reality: Defining Virtual Reality, History of VR, Human Physiology and Perception

The Geometry of Virtual Worlds: Geometric Models, Axis-Angle Representations of Rotation, Viewing Transformations

Light and Optics: Basic Behavior of Light, Lenses, Optical Aberrations, The Human Eye, Cameras, Displays

UNIT-IV	VISUAL PERCEPTION

The Physiology of Human Vision: From the Cornea to Photoreceptors, From Photoreceptors to the Visual Cortex, Eye Movements, Implications for VR

Visual Perception: Visual Perception - Perception of Depth, Perception of Motion, Perception of Color Visual Rendering: Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates, Immersive Photos and Videos

UNIT-V	MOTION IN REAL AND VIRTUAL WORLDS

Motion in Real and Virtual Worlds: Velocities and Accelerations, The Vestibular System, Physics in the Virtual World, Mismatched Motion and Vection

Interaction: Motor Programs and Remapping, Locomotion, Social Interaction

Audio: The Physics of Sound, The Physiology of Human Hearing, Auditory Perception, Auditory Rendering

TEXT BOOKS

1. Augmented Reality: Principles & Practice by Schmalstieg / Hollerer, Pearson Education India;First edition (12 October 2016),ISBN-10: 9332578494
2. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016

REFERENCE BOOKS

1. Allan Fowler-AR Game Development‖, 1st Edition, A press Publications, 2018, ISBN 978- 1484236178
2. Understanding Virtual Reality: Interface, Application and Design, William R Sherman and Alan B Craig, (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002
3. Developing Virtual Reality Applications: Foundations of Effective Design, Alan B Craig, WilliamR Sherman and Jeffrey D Will, Morgan Kaufmann, 2009
4. Designing for Mixed Reality, Kharis O'Connell Published by O'Reilly Media, Inc., 2016, ISBN: 9781491962381
5. Sanni Siltanen- Theory and applications of marker-based augmented reality. Julkaisija — Utgivare Publisher. 2012. ISBN 978-951-38-7449-0
6. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.

WEB REFERENCES

1. https://edu.gcfglobal.org/en/thenow/understanding-virtual-reality-and-augmented-reality/1/
2. https://www.teamviewer.com/en/augmented-reality-ar-vs-virtual-reality-vr/
3. https://www.pcmag.com/news/augmented-reality-ar-vs-virtual-reality-vr-whats-the-difference

E -TEXT BOOKS

1. https://www.ps3g.com/wp-content/uploads/2019/10/AV-VR.pdf
2. https://fpf.org/wp-content/uploads/2021/04/FPF-ARVR-Report-4.16.21-Digital.

MOOCS COURSE
1 https://swayam.gov.in/ 2 https://swayam.gov.in/NPTEL

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

WEB SECURITY (Professional Elective –V)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM814PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Give an Overview of information security
2. Give an overview of Access control of relational databases

COURSE OUTCOMES

1. Understand the Web architecture and applications
2. Understand client side and service side programming
3. Understand how common mistakes can be bypassed and exploit the application
4. Identify common application vulnerabilities

UNIT-I	CRYPTOGRAPHY AND THE WEB

The Web Security, The Web Security Problem, Risk Analysis and Best Practices

Cryptography and the Web: Cryptography and Web Security, Working Cryptographic Systems and Protocols, Legal Restrictions on Cryptography, Digital Identification

UNIT-II	WEB APPLICATIONS

The Web's War on Your Privacy, Privacy-Protecting Techniques, Backups and Antitheft, Web Server Security, Physical Security for Servers, Host Security for Servers, Securing Web Applications

UNIT-III	DATABASE SECURITY

Database Security: Recent Advances in Access Control, Access Control Models for XML, Database Issues in Trust Management and Trust Negotiation, Security in Data Warehouses and OLAP Systems

UNIT-IV	SECURITY RE-ENGINEERING FOR DATABASES

Security Re-engineering for Databases: Concepts and Techniques, Database Watermarking for Copyright Protection, Trustworthy Records Retention, Damage Quarantine and Recovery in Data Processing Systems, Hippocratic Databases: Current Capabilities

UNIT-V	**FUTURE TRENDS PRIVACY IN DATABASE PUBLISHING**

Future Trends Privacy in Database Publishing: A Bayesian Perspective, Privacy-enhanced Location Based Access Control, Efficiently Enforcing the Security and Privacy Policies in a Mobile Environment

TEXT BOOKS

1. Web Security, Privacy and Commerce Simson G Arfinkel, Gene Spafford, O'Reilly.
2. Handbook on Database security applications and trends Michael Gertz, Sushil Jajodia

WEB REFERENCES

5. https://www.fortinet.com/resources/cyberglossary/what-is-web-security
6. https://www.zscaler.com/resources/security-terms-glossary/what-is-web-security
7. https://www.geeksforgeeks.org/web-security-considerations/
8. https://www.mimecast.com/content/web-security/

E -TEXT BOOKS

1 https://www.cse.psu.edu/~trj1/cse497b-s07/slides/cse497b-lecture-14-websecurity.pdf

MOOCS COURSE

2 https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
3 https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
4 https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

AD-HOC & SENSOR NETWORKS (Professional Elective – V)

IV B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM815PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To understand the challenges of routing in ad-hoc and sensor networks
2. To understand various broadcast, mutlicast and geocasting protocols in ad hoc and sensor networks
3. To understand basics of Wireless sensors, and Lower Layer Issues and Upper Layer Issues of WSN

COURSE OUTCOMES

1. Understand the concepts of sensor networks and applications
2. Understand and compare the MAC and routing protocols for adhoc networks
3. Understand the transport protocols of sensor networks

UNIT-I	**INTRODUCTION TO AD HOC NETWORKS**

Characteristics of MANETs, Applications of MANETs and Challenges of MANETs.

Routing in MANETs

Criteria for classification, Taxonomy of MANET routing algorithms, Topology-based routing algorithms- Proactive: DSDV, WRP; Reactive: DSR, AODV, TORA; Hybrid: ZRP; Position- based routing algorithms- Location Services-DREAM, Quorum-based, GLS; Forwarding Strategies, Greedy Packet, Restricted Directional Flooding-DREAM, LAR; Other routing algorithms-QoS Routing, CEDAR.

UNIT-II	**DATA TRANSMISSION**

Broadcast Storm Problem, Rebroadcasting Schemes-Simple-flooding, Probability-based Methods, Area- based Methods, Neighbour Knowledge-based: SBA, Multipoint Relaying, AHBP. Multicasting: Tree-based: AMRIS, MAODV; Mesh-based: ODMRP, CAMP; Hybrid: AMRoute, MCEDAR.

UNIT-III	**GEOCASTING**

Data-transmission Oriented-LBM; Route Creation Oriented-GeoTORA, MGR.

TCP over Ad Hoc TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT-IV	WIRELESS SENSORS AND LOWER LAYER

Basics of Wireless Sensors and Lower Layer Issues-Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer, Routing Layer.

UNIT-V	UPPER LAYER ISSUES OF WSN

Upper Layer Issues of WSN

Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

TEXT BOOKS

1. Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P.Aggarwal, World Scientific Publications, March 2006, ISBN – 981-256-681-3
2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science, ISBN – 978-1-55860-914-3 (Morgan Kauffman)

REFERENCE BOOKS

1. C. Siva Ram Murthy, B.S. Manoj Ad Hoc Wireless Networks: Architectures and Protocols.
2. Taieb Znati Kazem Sohraby, Daniel Minoli, Wireless Sensor Networks: Technology, Protocols and Applications, Wiley.

.

WEB REFERENCES

1. https://www.brunel.ac.uk/electronic-and-electrical-engineering/research-and-phd-programmes/Research-areas/Ad-hoc-Sensor-Networks
2. https://www.geeksforgeeks.org/differences-between-wireless-adhoc-network-and-wireless-sensor-network/

E -TEXT BOOKS

1. https://easyengineering.net/ec8702-ad-hoc-and-wireless-sensor-networks-notes/

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

SPEECH AND VIDEO PROCESSING (Professional Elective – VI)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM821PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To make students understand speech and video processing techniques

COURSE OUTCOMES

1. Describe the mechanisms of human speech production systems and methods for speech feature extraction.
2. Understand basic algorithms of speech analysis and speech recognition.
3. Explain basic techniques in digital video processing, including imaging characteristics and sensors.
4. Apply motion estimation and object tracking algorithms on video.

UNIT-I	SPEECH PROCESSING CONCEPTS

The speech production mechanism, Discrete time speech signals, Pole-Zero modeling of speech, relevant properties of the fast Fourier transform for speech recognition, convolution, linear and non linear filter banks, spectral estimation of speech using DFT.

Linear Prediction analysis of speech

UNIT-II	SPEECH RECOGNITION

Feature extraction for speech, static and dynamic feature for speech recognition, MFCC, LPCC, Distance measures, vector quantization models, Gaussian Mixture model, HMM.

UNIT-III	MULTI-DIMENSIONAL SIGNALS AND SYSTEMS

Multi-Dimensional Signals, Multi-Dimensional Transforms, Multi-Dimensional Systems, Multi-Dimensional Sampling Theory, Sampling Structure Conversion

Digital Images and Video: Human Visual System and Color, Digital Video

UNIT-IV	MOTION ESTIMATION

Image Formation, Motion Models, 2D Apparent-Motion Estimation, Differential Methods, Matching Methods, Nonlinear Optimization Methods, Transform-Domain Methods, 3D Motion and Structure Estimation

UNIT-V	VIDEO SEGMENTATION AND TRACKING

Image Segmentation, Change Detection, Motion Segmentation, Motion Tracking, Image and Video Matting, Performance Evaluation

TEXT BOOKS

1. Fundamentals of Speech recognition – L. Rabiner and B. Juang, Prentice Hall signal processing series
2. Digital Video processing, A Murat Tekalp, 2nd edition,Prentice Hall.

REFERENCE BOOKS

1. Discrete-time speech signal processing: principles and practice, Thomas F. Quatieri, Coth.
2. Video Processing and Communications, Yao Wang, J. Osternann and Qin Zhang, PearsonEducation
3. "Speech and Audio Signal Processing", B.Gold and N. Morgan, Wiley.
4. "Digital image sequence processing, Compression, and analysis", Todd R. Reed, CRC Press
5. "Handbook of Image and Video processing", Al Bovik, Academic press, second Edition.

WEB REFERENCES

1. https://ieeexplore.ieee.org/document/4053682
2. https://labs.ece.uw.edu/sivp_group.html

E -TEXT BOOKS

1. https://web.ece.ucsb.edu/Faculty/Rabiner/ece259/digital%20speech%20processing%20course/lectures_new/Lecture%201_winter_2012_robot_video.pdf
2. https://web.ece.ucsb.edu/Faculty/Rabiner/ece259/digital%20speech%20processing%20course/lectures_new/basic%20course%20material_winter_2015.pdf

MOOCS COURSE

4. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
5. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
6. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

ROBOTIC PROCESS AUTOMATION (Professional Elective – VI)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM822PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Introduce robotic process automation, techniques of automation using UIPath RPA tool.

COURSE OUTCOMES

1. Understand the concepts of Robotic Process Automation.
2. Apply the flow chart mechanism in various calculations.
3. Applying UIPath tool for debugging process
4. Design system managing techniques.
5. Create application for process automation using UIPath tool.

UNIT-I	ROBOTIC PROCESS AUTOMATION

Robotic Process Automation: Introduction, Scope and techniques of automation, Robotic process automation, Components of RPA, RPA platforms, About UiPath

UIPath Stack Uipath Studio, Uipath Robot, Types of Robots, UiPath Orchestrator

UIPath Studio Projects, User interface

The User Interface: Task recorder, Advanced UI interactions: Input methods, Output methods

UNIT-II	DATA MANIPULATION

Sequence, Flowchart, and Control Flow: Sequencing the workflow, Activities, Control Flow, various types of loops and decision making

Data Manipulation: Variables and scope, Collections, Arguments – Purpose and use, Data table usage with examples, File operation with step-by-step example, CSV/Excel to data table and vice versa

UNIT-III	TAKING CONTROL OF THE CONTROLS

Taking Control of the Controls: Finding and attaching windows, Finding the control, Techniques for waiting for a control, Act on controls – mouse and keyboard activities, Handling events, revisit recorder, When to use OCR, Types of OCR available, How to use OCR

Plugins and Extensions: Terminal Plugin, SAP Automation, Citrix automation and Credential management

UNIT-IV	HANDLING USER EVENTS AND ASSISTANT BOTS

Handling User Events and Assistant Bots: Assistant bots, Monitoring system event triggers, Monitoring image and element triggers, Launching an assistant bot on a keyboard event

Exception Handling, Debugging, and Logging: Exception handling, Common exceptions and ways to handle them, Logging and taking screenshots, Debugging techniques, Collecting crash dumps, Error reporting

UNIT-V	**MANAGING AND MAINTAINING THE CODE**

Managing and Maintaining the Code: Project organization, nesting workflows, Reusability of workflows, Commenting techniques, State Machine, When to use Flowcharts, State Machines, or Sequences, Using config files

Deploying and Maintaining the Bot: Publishing using publish utility, using Orchestration Server to control bots, deploy bots, License Management, Publishing and Managing updates

TEXT BOOKS

1. Learning Robotic Process Automation: Create Software robots and automate business processes with the leading RPA tool - UiPath: Create Software robots. with the leading RPA tool – UiPath Kindle Edition

REFERENCE BOOKS

1. Robotic Process Automation A Complete Guide - 2020 Edition Kindle Edition.

WEB REFERENCES

1. https://www.automationanywhere.com/rpa/robotic-process-automation
2. https://www.ibm.com/topics/rpa

E -TEXT BOOKS

1. https://atria.edu/assets/pdf/ise/Notes/RPA_Notes.pdf
2. https://nibmehub.com/opac-service/pdf/read/The%20Robotic%20Process%20Automation%20Handbook%20by%20Tom%20Taulli.pdf

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
1. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
2. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

RANDOMIZED ALGORITHMS (Professional Elective – VI)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM823PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To introduce the power of randomization in the design of algorithms.

COURSE OUTCOMES

1. Appreciate the fundamentals of randomized algorithm design.
2. Understand the fundamentals of Markov chains and the Monte Carlo method.
3. Apply high probability analysis to selected randomized algorithms.
4. Understand the Fingerprint and Pattern Matching techniques

UNIT-I	INTRODUCTION

Introduction, A Min – Cut algorithm, Las Vegas and Monte Carlo, Binary Planar Partitions, A Probabilistic Recurrence

Game-Theoretic Techniques: Game Tree Evaluation, The Minimax Principle

UNIT-II	MOMENTS AND DEVIATIONS

Moments and Deviations: Occupancy Problems, The Markov and Chebyshev Inequalities, Randomized Selection, Two Point sampling, The Coupon Collector's problem.

Markov Chains and Random Walks: A 2-SAT example, Markov Chains, Random Walks on Graphs, Graph Connectivity

UNIT-III	ALGEBRAIC TECHNIQUES

Algebraic Techniques: Fingerprinting and Freivald's Technique, Verifying Polynomial Identities, Perfect Matching in Graphs, Verifying Equality of Strings, A Comparison of Fingerprinting Techniques, Pattern Matching

UNIT-IV	DATA STRUCTURES

Data Structures: The Fundamental of Data-structures, Random Treaps, Skip Lists, Hash Tables Graph Algorithms: All Pairs Shortest Path, The Min- Cut Problem, Minimum Spanning Trees

UNIT-V	GEOMETRIC ALGORITHMS

Geometric Algorithms: Randomized Incremental Construction, Convex Hulls in the Plane, Duality, Half- Space Intersections, Dalaunay Triangulations, Trapezoidal Decompositions, Parallel and Distributed Algorithms: The PRAM Model, Sorting on a PRAM, Maximal Independent Sets, Perfect Matchings.

TEXT BOOKS

1. Randomized Algorithms: Rajeev Motwani, Prabhakar Raghavan, Cambridge University Press
2. Probability and Computing: Randomization and Probabilistic Techniques in Algorithms and
3. Data Analysis by Eli Upfal and Michael Mitzenmacher.

WEB REFERENCES

1. https://www.geeksforgeeks.org/randomized-algorithms-set-1-introduction-and-analysis/
2. https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_randomized_algorithms.html

E -TEXT BOOKS

1. https://www.fi.muni.cz/usr/gruska/random15/random1501.pdf
2. https://cse.iitkgp.ac.in/~abhij/course/theory/Algo2/Autumn21/slides/Randomized-Algo.pdf

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

COGNITIVE COMPUTING (Professional Elective – VI)

IV B. TECH - II SEMESTER (R 22)								
Course Code	**Programme**	**Hours / Week**			**Credits**	**Maximum Marks**		
		L	**T**	**P**	**C**	**CIE**	**SEE**	**Total**
CSM824PE	**B. Tech**	**3**	**0**	**0**	**3**	**40**	**60**	**100**

COURSE OBJECTIVES

1. To provide an understanding of the central challenges in realizing aspects of human cognition.
2. To provide a basic exposition to the goals and methods of human cognition.
3. To develop algorithms that use AI and machine learning along with human interaction and feedback to help humans make choices/decisions.
4. To support human reasoning by evaluating data in context and presenting relevant findings along with the evidence that justifies the answers.

COURSE OUTCOMES

1. Understand cognitive computing
2. Plan and use the primary tools associated with cognitive computing.
3. Plan and execute a project that leverages cognitive computing.
4. Understand and develop the business implications of cognitive computing

UNIT-I	**INTRODUCTION TO COGNITIVE SCIENCE**

Introduction to Cognitive Science: Understanding Cognition, IBM's Watson, Design for Human Cognition, Augmented Intelligence, Cognition Modeling Paradigms: Declarative/ logic-based computational cognitive modeling, connectionist models of cognition, Bayesian models of cognition, a dynamical systems approach to cognition.

UNIT-II	**COGNITIVE MODELS**

Cognitive Models of memory and language, computational models of episodic and semantic memory, modeling psycholinguistics

UNIT-III	**COGNITIVE MODELING**

Cognitive Modeling: modeling the interaction of language, memory and learning, Modeling select aspects of cognition classical models of rationality, symbolic reasoning and decision making.

UNIT-IV	**COGNITIVE DEVELOPMENT**

Formal models of inductive generalization, causality, categorization and similarity, the role of analogy

in problem solving, Cognitive Development Child concept acquisition. Cognition and Artificial cognitive architectures such as ACT-R, SOAR, OpenCog, CopyCat, Memory Networks.

UNIT-V	UPPER LAYER ISSUES OF WSN

DeepQA Architecture, Unstructured Information Management Architecture (UIMA), Structured Knowledge, Business Implications, Building Cognitive Applications, Application of Cognitive Computing and Systems.

TEXT BOOKS

1. The Cambridge Handbook of Computational Psychology by Ron Sun (ed.), Cambridge University Press.

REFERENCE BOOKS

1. Judith S. Hurwitz, Marcia Kaufman, Adrian Bowles Cognitive Computing and Big Data Analytics, Wiley
2. Vijay V Raghavan, Venkat N. Gudivada, Venu Govindaraju, Cognitive Computing: Theory and Applications: Volume 35 (Handbook of Statistics), North Hollan.

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WEB REFERENCES

1. https://www.techtarget.com/searchenterpriseai/definition/cognitive-computing#:~:text=Cognitive%20computing%20is%20an%20attempt,Machine%20learning.
2. https://en.wikipedia.org/wiki/Cognitive_computing

E -TEXT BOOKS

1. https://www.researchgate.net/publication/353447419_On_Cognitive_Computing
2. https://www.researchgate.net/profile/GopalaSriram/publication/359594212_A_BRIEF_OVERVIEW_OF_COGNITIVE_COMPUTING/links/62448bea21077329f2e2940e/A-BRIEF-OVERVIEW-OF-COGNITIVE-COMPUTING.pdf

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
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3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

CONVERSATIONAL AI (Professional Elective – VI)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM825PE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. To be familiar with the basic knowledge about conversational systems.
2. To understand the different techniques of natural language processing
3. Study the fundamental role of machine learning in building conversational systems.
4. To know the various applications of conversational systems and its future development

COURSE OUTCOMES

1. Understand the basic technologies required for building a conversational system.
2. Learn the rule-based dialogue system
3. Involve AI in building conversational system and build advanced systems that are cognitively inclined towards human behaviour.
4. Develop a real time working conversational system for social domain that can intelligently process inputs and generate relevant replies.

UNIT-I	INTRODUCING DIALOGUE SYSTEMS

Introduction of Dialogue System, History of Dialogue Systems, Present-Day Dialogue Systems, Modeling Conversation Dialogue Systems, Designing and Developing Dialogue Systems

UNIT-II	RULE-BASED DIALOGUE SYSTEMS: ARCHITECTURE, METHODS, AND TOOLS

Dialogue Systems Architecture, designing a Dialogue System, Tools for Developing Dialogue Systems, Rule-Based Techniques in Dialogue Systems Participating in the Alexa Prize.

UNIT-III	STATISTICAL DATA-DRIVEN DIALOGUE SYSTEMS

Motivating the Statistical Data-Driven Approach, Dialogue Components in the Statistical Data-Driven Approach, Reinforcement Learning (RL), Representing Dialogue as a Markov Decision Process, From MDPs to POMDPs, Dialogue State Tracking, Dialogue Policy, Problems and Issues with Reinforcement Learning in POMDPs

UNIT-IV	EVALUATING DIALOGUE SYSTEMS

Process of Evaluation, Evaluating Task-Oriented Dialogue Systems, Evaluating Open-Domain Dialogue Systems, Evaluation Frameworks- PARADISE, Quality of Experience (QoE), Interaction Quality, Best Way to Evaluate Dialogue Systems.

UNIT-V	**END-TO-END NEURAL DIALOGUE SYSTEMS**

Neural Network Approaches to Dialogue Modeling, A Neural Conversational Model, Introduction to the Technology of Neural Dialogue, Retrieval-Based Response Generation, Task-Oriented Neural Dialogue Systems, Open-Domain Neural Dialogue Systems, Some Issues and Current Solutions, Dialogue Systems: Datasets, Competitions, Tasks, and Challenges.

TEXT BOOKS

1. Michael McTear, "Conversational AI: Dialogue Systems, Conversational Agents, and Chatbots", Second Edition, Moran and Claypool Publishers, 2020.

REFERENCE BOOKS

1. Cathy Pearl, "Designing Voice User Interfaces: Principles of Conversational Experiences", O'REILLY, 2016..

WEB REFERENCES

1. https://www.ibm.com/topics/conversational-ai
2. https://www.techtarget.com/searchenterpriseai/definition/conversational-AI
3. https://www.uniphore.com/conversational-ai/

E -TEXT BOOKS

1. https://media.bitpipe.com/io_15x/io_157575/item_2397784/WP-Beginners-Guide-Conversational-AI.pdf
2. https://unece.org/sites/default/files/2022-09/Nils%20Lenke%20-%20Conversational%20AI.pdf

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

CHATBOTS (Open Elective – III)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM800OE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Knowledge on concepts of chatbots and understanding the developer environment bot framework.

COURSE OUTCOMES

1. Understand basic concepts of chatbots
2. Analyze different entities in building bots
3. Understand the concepts of advanced bot building
4. Discuss different types of chatbot use cases

UNIT-I	INTRODUCTION TO CHATBOTS

Introduction to Chatbots: Definition of chatbots, Journey of Chatbots, Rise of Chatbots, Messaging Platforms

UNIT-II	SETTING UP THE DEVELOPER ENVIRONMENT BOTFRAMEWORK

Local Installation, Installing NodeJS, Following the Development Pipeline, Storing Messages in Database.

UNIT-III	BOT BUILDING

Basics of Bot Building- Intents, Entities

UNIT-IV	ADVANCED BOT BUILDING

Design Principles, Showing Product Results, Saving Messages, Building Your Own Intent Classifier

UNIT-V	BUSINESS AND MONETIZATION

Analytics, Chatbot Use Cases- Modes of Communication- Business-to-Business (B2B), ChapBusiness-to-Consumer (B2C) Consumer-to-Consumer (C2C) Business-to-Employee (B2E), Employee-to-Employee (E2E), Chatbots by Industry Vertical

TEXT BOOKS

1. Rashid Khan, Anik Das, Build Better Chatbots: A Complete Guide to Getting Started with Chatbots, Apress

REFERENCE BOOKS

1. Drexen Braxley, Chat GPT #1 Bible - 10 Books in 1: A Comprehensive Guide to AI: Elevate Your Daily Life, Increase Work Output, Secure Financial Gains, Foster Career Growth, and Cultivate Modern Talents Paperback
2. D. Nardo Publications, ChatGPT Made Simple How Anyone Can Harness AI To Streamline Their Work, Study & Everyday Tasks To Boost Productivity & Maintain Competitive Edge By Mastering Prompt Engineering
3. Robert E. Miller,Prompt Engineering Bible Join and Master the AI Revolutions Profit Online with GPT-4 & Plugins for Effortless Money Making!
4. Lucas Foster, Chat GPT Bible Developer and Coder Special Edition: Enhancing Coding Productivity with AI-Assisted Conversations.

WEB REFERENCES

1. https://www.drift.com/learn/chatbot/ai-chatbots/
2. https://www.chatbot.com/

E -TEXT BOOKS

1. https://www.researchgate.net/publication/344895276_Introduction_to_AI_Chatbots
2. https://www2.deloitte.com/content/dam/Deloitte/nl/Documents/deloitte-analytics/deloitte-nl-chatbots-moving-beyond-the-hype.pdf

MOOCS COURSE

1. https://www.udacity.com/course/intro-to-artificial-intelligence--cs271
2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/

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DEPARTMENT OF COMPUTER SCIENCE AND ENIGNEERING (AI & ML)

EVOLUTIONARY COMPUTING (Open Elective – III)

IV B. TECH - II SEMESTER (R 22)

Course Code	Programme	Hours / Week			Credits	Maximum Marks		
		L	T	P	C	CIE	SEE	Total
CSM802OE	B. Tech	3	0	0	3	40	60	100

COURSE OBJECTIVES

1. Introduce the concepts of evolutionary computing and various evolution algorithms

COURSE OUTCOMES

1. Appraise the significance of evolutionary computing
2. Apply genetic operators and genetic programming for classification problems
3. Hybridization of genetic algorithms with other techniques
4. Understand multi objective, interactive evolutionary algorithms.

UNIT-I | **OPTIMIZATION, MODELLING, AND SIMULATION PROBLEMS**

Optimization, Modelling, and Simulation Problems

Search Problems, Optimization Versus Constraint Satisfaction, The Famous NP Problems Evolutionary Computing: The Origins: The Main Evolutionary Computing Metaphor, Brief History, The Inspiration from Biology, Evolutionary Computing

Evolutionary Algorithm: Definition, Components of Evolutionary Algorithms, An Evolutionary Cycle by Hand, Example Applications, The Operation of an Evolutionary Algorithm, Natural Versus Artificial Evolution, Evolutionary Computing, Global Optimization, and Other Search Algorithms

UNIT-II | **REPRESENTATION, MUTATION, AND RECOMBINATION**

Representation, Mutation, and Recombination

Representation and the Roles of Variation Operators, Binary Representation, Integer Representation, Real-Valued or Floating-Point Representation, Permutation Representation, Tree Representation Fitness, Selection, and Population Management: Population Management Models, Parent Selection, Survivor Selection, Selection Pressure, Multimodal Problems, Selection, and the Need for Diversity

Popular Evolutionary Algorithm Variants: Genetic Algorithms, Evolution Strategies, Evolutionary Programming, Genetic Programming, Learning Classifier Systems, Differential Evolution, Particle Swarm Optimization, Estimation of Distribution Algorithms

UNIT-II | **PARAMETERS AND PARAMETER TUING**

Parameters and Parameter Tuning: Evolutionary Algorithm Parameters, EAs and EA Instances, Designing Evolutionary Algorithms, The Tuning Problem, Algorithm Quality: Performance and

Robustness, Tuning Methods.

Parameter Control: Introduction, Examples of Changing Parameters, Classification of Control Techniques, Examples of Varying EA Parameters

UNIT-IV	EVOLUTIONARY ALGORITHMS

Working with Evolutionary Algorithms: Working of EA, Performance Measures, Test Problems for Experimental Comparisons, Example Applications

Hybridization with Other Techniques: Memetic Algorithms: Motivation for Hybridizing EAs, A Brief Introduction to Local Search, Structure of a Memetic Algorithm, Adaptive Memetic Algorithms, Design Issues for Memetic Algorithms, Example Application: Multistage Memetic Timetabling

UNIT-V	MULTIOBJECTIVE EVOLUTIONARY ALGORITHMS

Multiobjective Optimization Problems, Dominance and Pareto Optimality, EA Approaches to Multiobjective Optimization, Example Application: Distributed Coevolution of Job Shop Schedules Constraint Handling: Two Main Types of Constraint Handling, Approaches to Handling Constraints, Example Application: Graph Three-Colouring

Interactive Evolutionary Algorithms: Characteristics of Interactive Evolution, Algorithmic Approaches to the Challenges of IEAs, Interactive Evolution as Design vs. Optimization, Example Application: Automatic Elicitation of User Preferences

TEXT BOOKS

1. A. E. Eiben, J. E. Smith, Introduction to Evolutionary Computing, Second Edition, Springer.

REFERENCE BOOKS

1. David E. Goldberg, "Genetic Algorithms in search, Optimization & Machine Learning".
2. Neural Networks and Fuzzy Logic System by Bart Kosko, PHI Publications.

WEB REFERENCES

1. https://www.techtarget.com/whatis/definition/evolutionary-computation#:~:text=Evolutionary%20computation%20is%20a%20sub,many%20variables%20for%20traditional%20algorithms.
2. https://en.wikipedia.org/wiki/Evolutionary_computation
3. https://www.sciencedirect.com/topics/computer-science/evolutionary-computation

E -TEXT BOOKS

1. https://www.researchgate.net/publication/216300585_Introduction_To_Evolutionary_Computing
2. https://www.iitk.ac.in/eeold/archive/courses/2013/intel-info/d2pdf2.pdf
3. https://www.academia.edu/12548062/Introduction_to_Evolutionary_Computing

MOOCS COURSE

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2. https://www.classcentral.com/course/edx-artificial-intelligence-ai-7230
3. https://www.my-mooc.com/en/mooc/intro-to-artificial-intelligence/