

WEB TECHNOLOGY AND ITS APPLICATIONS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS71	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course Objectives: This course will enable students to

- Illustrate the Semantic Structure of HTML and CSS
- Compose forms and tables using HTML and CSS
- Design Client-Side programs using JavaScript and Server-Side programs using PHP
- Infer Object Oriented Programming capabilities of PHP
- Examine JavaScript frameworks such as jQuery and Backbone

Module – 1

**Teaching
Hours**

Introduction to HTML, What is HTML and Where did it come from?, HTML Syntax, Semantic Markup, Structure of HTML Documents, Quick Tour of HTML Elements, HTML5 Semantic Structure Elements, Introduction to CSS, What is CSS, CSS Syntax, Location of Styles, Selectors, The Cascade: How Styles Interact, The Box Model, CSS Text Styling.

10 Hours

Module – 2

HTML Tables and Forms, Introducing Tables, Styling Tables, Introducing Forms, Form Control Elements, Table and Form Accessibility, Microformats, Advanced CSS: Layout, Normal Flow, Positioning Elements, Floating Elements, Constructing Multicolumn Layouts, Approaches to CSS Layout, Responsive Design, CSS Frameworks.

10 Hours

Module – 3

JavaScript: Client-Side Scripting, What is JavaScript and What can it do?, JavaScript Design Principles, Where does JavaScript Go?, Syntax, JavaScript Objects, The Document Object Model (DOM), JavaScript Events, Forms, Introduction to Server-Side Development with PHP, What is Server-Side Development, A Web Server's Responsibilities, Quick Tour of PHP, Program Control, Functions

10 Hours

Module – 4

PHP Arrays and Superglobals, Arrays, \$_GET and \$_POST Superglobal Arrays, \$_SERVER Array, \$_FILES Array, Reading/Writing Files, PHP Classes and Objects, Object-Oriented Overview, Classes and Objects in PHP, Object Oriented Design, Error Handling and Validation, What are Errors and Exceptions?, PHP Error Reporting, PHP Error and Exception Handling

10 Hours

Module – 5

Managing State, The Problem of State in Web Applications, Passing Information via Query Strings, Passing Information via the URL Path, Cookies, Serialization, Session State, HTML5 Web Storage, Caching, Advanced JavaScript and jQuery, JavaScript Pseudo-Classes, jQuery Foundations, AJAX, Asynchronous File Transmission, Animation, Backbone MVC Frameworks, XML Processing and Web Services, XML Processing, JSON, Overview of Web Services.

10 Hours

Course Outcomes: After studying this course, students will be able to

- Adapt HTML and CSS syntax and semantics to build web pages.

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

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Randy Connolly, Ricardo Hoar, "Fundamentals of Web Development", 1st Edition, Pearson Education India. (ISBN:978-9332575271)

Reference Books:

- 1) Robin Nixon, "Learning PHP, MySQL & JavaScript with jQuery, CSS and HTML5", 4th Edition, O'Reilly Publications, 2015. (ISBN:978-9352130153)
- 2) Luke Welling, Laura Thomson, "PHP and MySQL Web Development", 5th Edition, Pearson Education, 2016. (ISBN:978-9332582736)
- 3) Nicholas C Zakas, "Professional JavaScript for Web Developers", 3rd Edition, Wrox/Wiley India, 2012. (ISBN:978-8126535088)
- 4) David Sawyer Mcfarland, "JavaScript & jQuery: The Missing Manual", 1st Edition, O'Reilly/Shroff Publishers & Distributors Pvt Ltd, 2014 (ISBN:978-9351108078)
- 5) Zak Ruvalcaba Anne Boehm, "Murach's HTML5 and CSS3", 3rd Edition, Murachs/Shroff Publishers & Distributors Pvt Ltd, 2016. (ISBN:978-9352133246)



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ADVANCED COMPUTER ARCHITECTURES
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – VII

Subject Code	15CS72	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

- Describe computer architecture.
- Measure the performance of architectures in terms of right parameters.
- Summarize parallel architecture and the software used for them.

Module – 1

Teaching Hours

Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multicomputer, Multivector and SIMD Computers, PRAM and VLSI Models, Program and Network Properties, Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup Performance Laws, Scalability Analysis and Approaches.

10 Hours

Module – 2

Hardware Technologies: Processors and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology.

10 Hours

Module – 3

Bus, Cache, and Shared Memory, Bus Systems, Cache Memory Organizations, Shared Memory Organizations, Sequential and Weak Consistency Models, Pipelining and Superscalar Techniques, Linear Pipeline Processors, Nonlinear Pipeline Processors, Instruction Pipeline Design, Arithmetic Pipeline Design (Upto 6.4).

10 Hours

Module – 4

Parallel and Scalable Architectures: Multiprocessors and Multicomputers, Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Three Generations of Multicomputers, Message-Passing Mechanisms, Multivector and SIMD Computers, Vector Processing Principles, Multivector Multiprocessors, Compound Vector Processing, SIMD Computer Organizations (Upto 8.4), Scalable, Multithreaded, and Dataflow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine-Grain Multicomputers, Scalable and Multithreaded Architectures, Dataflow and Hybrid Architectures.


10 Hours

Module – 5

Software for parallel programming: Parallel Models, Languages, and Compilers, Parallel Programming Models, Parallel Languages and Compilers, Dependence Analysis of Data Arrays, Parallel Program Development and Environments, Synchronization and Multiprocessing Modes, Instruction and System Level Parallelism, Instruction Level Parallelism, Computer Architecture, Contents, Basic Design Issues, Problem Definition, Model of a Typical Processor, Compiler-detected Instruction Level Parallelism, Operand Forwarding, Reorder

10 Hours

Buffer, Register Renaming ,Tomasulo's Algorithm ,Branch Prediction, Limitations in Exploiting Instruction Level Parallelism ,Thread Level Parallelism.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain the concepts of parallel computing and hardware technologies • Compare and contrast the parallel architectures • Illustrate parallel programming concepts 	
Question paper pattern The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books: <ol style="list-style-type: none"> 1. Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015 	
Reference Books: <ol style="list-style-type: none"> 1. John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elseveir, 2013 	


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MACHINE LEARNING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS73	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course Objectives: This course will enable students to <ul style="list-style-type: none"> • Define machine learning and problems relevant to machine learning. • Differentiate supervised, unsupervised and reinforcement learning • Apply neural networks, Bayes classifier and k nearest neighbor, for problems appear in machine learning. • Perform statistical analysis of machine learning techniques. 			
Module – 1			Teaching Hours
Introduction: Well posed learning problems, Designing a Learning system, Perspective and Issues in Machine Learning. Concept Learning: Concept learning task, Concept learning as search, Find-S algorithm, Version space, Candidate Elimination algorithm, Inductive Bias. Text Book1, Sections: 1.1 – 1.3, 2.1-2.5, 2.7			10 Hours
Module – 2			
Decision Tree Learning: Decision tree representation, Appropriate problems for decision tree learning, Basic decision tree learning algorithm, hypothesis space search in decision tree learning, Inductive bias in decision tree learning, Issues in decision tree learning. Text Book1, Sections: 3.1-3.7			10 Hours
Module – 3			
Artificial Neural Networks: Introduction, Neural Network representation, Appropriate problems, Perceptrons, Backpropagation algorithm. Text book 1, Sections: 4.1 – 4.6			08 Hours
Module – 4			
Bayesian Learning: Introduction, Bayes theorem, Bayes theorem and concept learning, ML and LS error hypothesis, ML for predicting probabilities, MDL principle, Naive Bayes classifier, Bayesian belief networks, EM algorithm Text book 1, Sections: 6.1 – 6.6, 6.9, 6.11, 6.12			10 Hours
Module – 5			
Evaluating Hypothesis: Motivation, Estimating hypothesis accuracy, Basics of sampling theorem, General approach for deriving confidence intervals, Difference in error of two hypothesis, Comparing learning algorithms. Instance Based Learning: Introduction, k-nearest neighbor learning, locally weighted regression, radial basis function, cased-based reasoning, Reinforcement Learning: Introduction, Learning Task, Q Learning Text book 1, Sections: 5.1-5.6, 8.1-8.5, 13.1-13.3			12 Hours
Course Outcomes: After studying this course, students will be able to <ul style="list-style-type: none"> • Identify the problems for machine learning. And select the either supervised, 			

unsupervised or reinforcement learning.

- Explain theory of probability and statistics related to machine learning
- Investigate concept learning, ANN, Bayes classifier, k nearest neighbor, Q,

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Tom M. Mitchell, Machine Learning, India Edition 2013, McGraw Hill Education.

Reference Books:

1. Trevor Hastie, Robert Tibshirani, Jerome Friedman, h The Elements of Statistical Learning, 2nd edition, springer series in statistics.
2. Ethem Alpaydin, Introduction to machine learning, second edition, MIT press.



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NATURAL LANGUAGE PROCESSING
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS741	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Learn the techniques in natural language processing.
- Be familiar with the natural language generation.
- Be exposed to Text Mining.
- Understand the information retrieval techniques

Module – 1

Teaching Hours

Overview and language modeling: Overview: Origins and challenges of NLP- Language and Grammar-Processing Indian Languages- NLP Applications- Information Retrieval. Language Modeling: Various Grammar- based Language Models-Statistical Language Model.

8 Hours

Module – 2

Word level and syntactic analysis: Word Level Analysis: Regular Expressions- Finite-State Automata-Morphological Parsing-Spelling Error Detection and correction- Words and Word classes-Part-of Speech Tagging. Syntactic Analysis: Context-free Grammar-Constituency- Parsing-Probabilistic Parsing.

8 Hours

Module – 3

Extracting Relations from Text: From Word Sequences to Dependency Paths:

8 Hours

Introduction, Subsequence Kernels for Relation Extraction, A Dependency-Path Kernel for Relation Extraction and Experimental Evaluation.

Mining Diagnostic Text Reports by Learning to Annotate Knowledge Roles: Introduction, Domain Knowledge and Knowledge Roles, Frame Semantics and Semantic Role Labeling, Learning to Annotate Cases with Knowledge Roles and Evaluations.

A Case Study in Natural Language Based Web Search: InFact System Overview, The GlobalSecurity.org Experience.

Module – 4

Evaluating Self-Explanations in iSTART: Word Matching, Latent Semantic Analysis, and Topic Models: Introduction, iSTART: Feedback Systems, iSTART: Evaluation of Feedback Systems,

8 Hours

Textual Signatures: Identifying Text-Types Using Latent Semantic Analysis to Measure the Cohesion of Text Structures: Introduction, Cohesion, Coh-Metrix, Approaches to Analyzing Texts, Latent Semantic Analysis, Predictions, Results of Experiments.

Automatic Document Separation: A Combination of Probabilistic Classification and Finite-State Sequence Modeling: Introduction, Related Work, Data Preparation, Document Separation as a Sequence Mapping Problem, Results.


Evolving Explanatory Novel Patterns for Semantically-Based Text Mining: Related Work, A Semantically Guided Model for Effective Text Mining.

Module – 5	
INFORMATION RETRIEVAL AND LEXICAL RESOURCES: Information Retrieval: Design features of Information Retrieval Systems-Classical, Non classical, Alternative Models of Information Retrieval – valuation Lexical Resources: World Net-Frame Net- Stemmers-POS Tagger- Research Corpora.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> Analyze the natural language text. Generate the natural language. Do Text mining. Apply information retrieval techniques. 	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
<ol style="list-style-type: none"> 1. Tanveer Siddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008. 2. Anne Kao and Stephen R. Poteet (Eds), "Natural Language Processing and Text Mining", Springer-Verlag London Limited 2007. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Daniel Jurafsky and James H Martin, "Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", 2nd Edition, Prentice Hall, 2008. 2. James Allen, "Natural Language Understanding", 2nd edition, Benjamin/Cummings publishing company, 1995. 3. Gerald J. Kowalski and Mark.T. Maybury, "Information Storage and Retrieval systems", Kluwer academic Publishers, 2000. 	


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Module – 5	
INFORMATION RETRIEVAL AND LEXICAL RESOURCES: Information Retrieval: Design features of Information Retrieval Systems-Classical, Non classical, Alternative Models of Information Retrieval – valuation Lexical Resources: World Net-Frame Net- Stemmers-POS Tagger- Research Corpora.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> Analyze the natural language text. Generate the natural language. Do Text mining. Apply information retrieval techniques. 	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
<ol style="list-style-type: none"> 1. Tanveer Siddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008. 2. Anne Kao and Stephen R. Poteet (Eds), "Natural LanguageProcessing and Text Mining", Springer-Verlag London Limited 2007. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Daniel Jurafsky and James H Martin, "Speech and Language Processing: Anintroduction to Natural Language Processing, Computational Linguistics and SpeechRecognition", 2nd Edition, Prentice Hall, 2008. 2. James Allen, "Natural Language Understanding", 2nd edition, Benjamin/Cummingspublishing company, 1995. 3. Gerald J. Kowalski and Mark.T. Maybury, "Information Storage and Retrieval systems", Kluwer academic Publishers, 2000. 	


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CLOUD COMPUTING AND ITS APPLICATIONS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS742	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Explain the fundamentals of cloud computing
- Illustrate the cloud application programming and aneka platform
- Contrast different cloud platforms used in industry

Module – 1

Teaching Hours

Introduction ,Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments, Distributed Systems, Virtualization, Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka

8 Hours

Virtualization, Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples Xen: Paravirtualization, VMware: Full Virtualization, Microsoft Hyper-V

Module – 2

8 Hours

Cloud Computing Architecture, Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Economics of the Cloud, Open Challenges, Cloud Definition, Cloud Interoperability and Standards Scalability and Fault Tolerance Security, Trust, and Privacy Organizational Aspects


Aneka: Cloud Application Platform, Framework Overview, Anatomy of the Aneka Container, From the Ground Up: Platform Abstraction Layer, Fabric Services, foundation Services, Application Services, Building Aneka Clouds, Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode, Cloud Programming and Management, Aneka SDK, Management Tools

Module – 3

8 Hours

Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, What is a Thread?, Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka, Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model, Domain Decomposition: Matrix

<p>Multiplication, Functional Decomposition: Sine, Cosine, and Tangent. High-Throughput Computing: Task Programming, Task Computing, Characterizing a Task, Computing Categories, Frameworks for Task Computing, Task-based Application Models, Embarrassingly Parallel Applications, Parameter Sweep Applications, MPI Applications, Workflow Applications with Task Dependencies, Aneka Task-Based Programming, Task Programming Model, Developing Applications with the Task Model, Developing Parameter Sweep Application, Managing Workflows.</p>	
Module – 4	
<p>Data Intensive Computing: Map-Reduce Programming, What is Data-Intensive Computing?, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming, Introducing the MapReduce Programming Model, Example Application</p>	8 Hours
Module – 5	
<p>Cloud Platforms in Industry, Amazon Web Services, Compute Services, Storage Services, Communication Services, Additional Services, Google AppEngine, Architecture and Core Concepts, Application Life-Cycle, Cost Model, Observations, Microsoft Azure, Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance. Cloud Applications Scientific Applications, Healthcare: ECG Analysis in the Cloud, Biology: Protein Structure Prediction, Biology: Gene Expression Data Analysis for Cancer Diagnosis, Geoscience: Satellite Image Processing, Business and Consumer Applications, CRM and ERP, Productivity, Social Networking, Media Applications, Multiplayer Online Gaming.</p>	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain cloud computing, virtualization and classify services of cloud computing • Illustrate architecture and programming in cloud • Describe the platforms for development of cloud applications and List the application of cloud. 	
<p>Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
<p>Text Books: 1. Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education</p>	
Reference Books:	
<p>1. Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013.</p>	


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INFORMATION AND NETWORK SECURITY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS743	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Analyze the cryptographic processes.
- Summarize the digital security process.
- Indicate the location of a security process in the given system

Module – 1	Teaching Hours
Introduction. How to Speak Crypto. Classic Crypto. Simple Substitution Cipher. Cryptanalysis of a Simple Substitution. Definition of Secure. Double Transposition Cipher. One-time Pad. Project VENONA. Codebook Cipher. Ciphers of the Election of 1876. Modern Crypto History. Taxonomy of Cryptography. Taxonomy of Cryptanalysis.	8 Hours
Module – 2.	
What is a Hash Function? The Birthday Problem. Non-cryptographic Hashes. Tiger Hash. HMAC. Uses of Hash Functions. Online Bids. Spam Reduction. Other Crypto-Related Topics. Secret Sharing. Key Escrow. Random Numbers. Texas Hold 'em Poker. Generating Random Bits. Information Hiding.	8 Hours
Module – 3	
Random number generation Providing freshness Fundamentals of entity authentication Passwords Dynamic password schemes Zero-knowledge mechanisms Further reading Cryptographic Protocols Protocol basics From objectives to a protocol Analysing a simple protocol Authentication and key establishment protocols	8 Hours
Module – 4	
Key management fundamentals Key lengths and lifetimes Key generation Key establishment Key storage Key usage Governing key management Public-Key Management Certification of public keys The certificate lifecycle Public-key management models Alternative approaches	8 Hours
Module – 5	
Cryptographic Applications Cryptography on the Internet Cryptography for wireless local area networks Cryptography for mobile telecommunications Cryptography for secure payment card transactions Cryptography for video broadcasting Cryptography for identity cards Cryptography for home users	8 Hours

Course outcomes: The students should be able to:

- Analyze the Digital security lapses
- Illustrate the need of key management

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Information Security: Principles and Practice, 2nd Edition by Mark Stamp Wiley
2. Everyday Cryptography: Fundamental Principles and Applications Keith M. Martin
Oxford Scholarship Online: December 2013

Reference Books:


1. Applied Cryptography Protocols, Algorithms, and Source Code in C by Bruce Schneier

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UNIX SYSTEM PROGRAMMING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS744	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the fundamental design of the unix operating system • Familiarize with the systems calls provided in the unix environment • Design and build an application/service over the unix operating system 			
Module – 1			Teaching Hours
Introduction: UNIX and ANSI Standards: The ANSI C Standard, The ANSI/ISO C++ Standards, Difference between ANSI C and C++, The POSIX Standards, The POSIX.1 FIPS Standard, The X/Open Standards. UNIX and POSIX APIs: The POSIX APIs, The UNIX and POSIX Development Environment, API Common Characteristics.			8 Hours
Module – 2			
UNIX Files and APIs: File Types, The UNIX and POSIX File System, The UNIX and POSIX File Attributes, Inodes in UNIX System V, Application Program Interface to Files, UNIX Kernel Support for Files, Relationship of C Stream Pointers and File Descriptors, Directory Files, Hard and Symbolic Links. UNIX File APIs: General File APIs, File and Record Locking, Directory File APIs, Device File APIs, FIFO File APIs, Symbolic Link File APIs.			8 Hours
Module – 3			
UNIX Processes and Process Control: The Environment of a UNIX Process: Introduction, main function, Process Termination, Command-Line Arguments, Environment List, Memory Layout of a C Program, Shared Libraries, Memory Allocation, Environment Variables, setjmp and longjmp Functions, getrlimit, setrlimit Functions, UNIX Kernel Support for Processes. Process Control: Introduction, Process Identifiers, fork, vfork, exit, wait, waitpid, wait3, wait4 Functions, Race Conditions, exec Functions, Changing User IDs and Group IDs, Interpreter Files, system Function, Process Accounting, User Identification, Process Times, I/O Redirection. Process Relationships: Introduction, Terminal Logins, Network Logins, Process Groups, Sessions, Controlling Terminal, tcgetpgrp and tcsetpgrp Functions, Job Control, Shell Execution of Programs, Orphaned Process Groups.			8 Hours
Module – 4			
Signals and Daemon Processes: Signals: The UNIX Kernel Support for Signals, signal, Signal Mask, sigaction, The SIGCHLD Signal and the waitpid Function, The sigsetjmp and siglongjmp Functions, Kill, Alarm, Interval Timers, POSIX.1b Timers. Daemon Processes: Introduction, Daemon Characteristics, Coding Rules, Error Logging, Client-Server Model.			8 Hours
Module – 5			
Interprocess Communication : Overview of IPC Methods, Pipes, popen, pclose Functions, Coprocesses, FIFOs, System V IPC, Message Queues, Semaphores.			8 Hours

Shared Memory, Client-Server Properties, Stream Pipes, Passing File Descriptors, An Open Server-Version 1, Client-Server Connection Functions.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Ability to understand and reason out the working of Unix Systems • Build an application/service over a Unix system. 	
Question paper pattern:	
The question paper will have ten questions.	
There will be 2 questions from each module.	
Each question will have questions covering all the topics under a module.	
The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
<ol style="list-style-type: none"> 1. Unix System Programming Using C++ - Terrence Chan, PHI, 1999. 2. Advanced Programming in the UNIX Environment - W.Richard Stevens, Stephen A. Rago, 3rd Edition, Pearson Education / PHI, 2005. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Advanced Unix Programming- Marc J. Rochkind, 2nd Edition, Pearson Education, 2005. 2. The Design of the UNIX Operating System - Maurice.J.Bach, Pearson Education / PHI, 1987. 3. Unix Internals - Uresh Vahalia, Pearson Education, 2001. 	


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SOFT AND EVOLUTIONARY COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS751	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> Familiarize with the basic concept of soft computing and intelligent systems Compare with various intelligent systems Analyze the various soft computing techniques 			
Module – 1			Teaching Hours
Introduction to soft computing: ANN, FS,GA, SI, ES, Comparing among intelligent systems ANN: introduction, biological inspiration, BNN&ANN, classification, first Generation NN, perceptron, illustrative problems Text Book 1: Chapter1: 1.1-1.8, Chapter2: 2.1-2.6			8 Hours
Module – 2			
Adaline, Medaline, ANN: (2 nd generation), introduction, BPN, KNN,HNN, BAM, RBF,SVM and illustrative problems Text Book 1: Chapter2: 3.1,3.2,3.3,3.6,3.7,3.10,3.11			8 Hours
Module – 3			
Fuzzy logic: introduction, human learning ability, undecidability, probability theory, classical set and fuzzy set, fuzzy set operations, fuzzy relations, fuzzy compositions, natural language and fuzzy interpretations, structure of fuzzy inference system, illustrative problems Text Book 1: Chapter 5			8 Hours
Module – 4			
Introduction to GA, GA, procedures, working of GA, GA applications, applicability, evolutionary programming, working of EP, GA based Machine learning classifier system, illustrative problems Text Book 1: Chapter 7			8 Hours
Module – 5			
Swarm Intelligent system: Introduction, Background of SI, Ant colony system Working of ACO, Particle swarm Intelligence(PSO). Text Book 1: 8.1-8.4, 8.7			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> Understand soft computing techniques Apply the learned techniques to solve realistic problems Differentiate soft computing with hard computing techniques 			
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			

Text Books:
1. Soft computing : N. P Padhy and S P Simon , Oxford University Press 2015
Reference Books:
1. Principles of Soft Computing, Shivanandam, Deepa S. N Wiley India, ISBN 13: 2011



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Mijar, MOODBIDRI - 574 225

COMPUTER VISION AND ROBOTICS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS752	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Review image processing techniques for computer vision
- Explain shape and region analysis
- Illustrate Hough Transform and its applications to detect lines, circles, ellipses
- Contrast three-dimensional image analysis techniques, motion analysis and applications of computer vision algorithms

Module – 1	Teaching Hours
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.	8 Hours
Module – 2	
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.	8 Hours
Module – 3	
The Geometry of Multiple Views: Two Views, Stereopsis: Reconstruction, Human Stereopsis, Binocular Fusion, Using More Cameras, Segmentation by Clustering: What Is Segmentation?, Human Vision: Grouping and Gestalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,	8 Hours
Module – 4	
Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness, Segmentation and Fitting Using Probabilistic Methods: Missing Data Problems, Fitting, and Segmentation, The EM Algorithm in Practice, Tracking With Linear Dynamic Models: Tracking as an Abstract Inference Problem, Linear Dynamic Models, Kalman Filtering, Data Association, Applications and Examples.	8 Hours
Module – 5	
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, Model- Based Vision: Initial Assumptions, Obtaining	8 Hours

Hypotheses by Pose Consistency, Obtaining Hypotheses by pose Clustering, Obtaining Hypotheses Using Invariants, Verification, Application: Registration In Medical Imaging Systems, Curved Surfaces and Alignment.	
Course outcomes: The students should be able to: <ul style="list-style-type: none"> • Implement fundamental image processing techniques required for computer vision • Perform shape analysis • Implement boundary tracking techniques • Apply chain codes and other region descriptors • Apply Hough Transform for line, circle, and ellipse detections. • Apply 3D vision techniques. • Implement motion related techniques. • Develop applications using computer vision techniques. 	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009.	
Reference Books:	
2. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4 th edition, 2013.	



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DIGITAL IMAGE PROCESSING
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CS753	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Define the fundamental concepts in image processing
- Evaluate techniques followed in image enhancements
- Illustrate image segmentation and compression algorithms

Module – 1

Teaching Hours

Introduction Fundamental Steps in Digital Image Processing, Components of an Image Processing System, Sampling and Quantization, Representing Digital Images (Data structure), Some Basic Relationships Between Pixels- Neighbors and Connectivity of pixels in image, Applications of Image Processing: Medical imaging, Robot vision, Character recognition, Remote Sensing.

8 Hours

Module – 2

Image Enhancement In The Spatial Domain: Some Basic Gray Level Transformations, Histogram Processing, Enhancement Using Arithmetic/Logic Operations, Basics of Spatial Filtering, Smoothing Spatial Filters, Sharpening Spatial Filters, Combining Spatial Enhancement Methods.

8 Hours

Module – 3

Image Enhancement In Frequency Domain: Introduction, Fourier Transform, Discrete Fourier Transform (DFT), properties of DFT, Discrete Cosine Transform (DCT), Image filtering in frequency domain.

8 Hours

Module – 4

Image Segmentation: Introduction, Detection of isolated points, line detection, Edge detection, Edge linking, Region based segmentation- Region growing, split and merge technique, local processing, regional processing, Hough transform, Segmentation using Threshold.

8 Hours

Module – 5

Image Compression: Introduction, coding Redundancy, Inter-pixel redundancy, image compression model, Lossy and Lossless compression, Huffman Coding, Arithmetic Coding, LZW coding, Transform Coding, Sub-image size selection, blocking, DCT implementation using FFT, Run length coding.

8 Hours

Course outcomes: The students should be able to:

- Explain fundamentals of image processing
- Compare transformation algorithms
- Contrast enhancement, segmentation and compression techniques

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Rafael C G., Woods R E. and Eddins S L, Digital Image Processing, Prentice Hall, 3rd edition, 2008.

Reference Books:

1. Milan Sonka, "Image Processing, analysis and Machine Vision", Thomson Press India Ltd, Fourth Edition.
2. Fundamentals of Digital Image Processing- Anil K. Jain, 2nd Edition, Prentice Hall of India.
3. S. Sridhar , Digital Image Processing, Oxford University Press, 2nd Ed, 2016.




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STORAGE AREA NETWORKS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS754	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Evaluate storage architectures, • Define backup, recovery, disaster recovery, business continuity, and replication • Examine emerging technologies including IP-SAN • Understand logical and physical components of a storage infrastructure • Identify components of managing and monitoring the data center • Define information security and identify different storage virtualization technologies 			
Module – 1			Teaching Hours
Storage System Introduction to Information Storage: Evolution of Storage Architecture, Data Center Infrastructure, Virtualization and Cloud Computing. Data Center Environment: Application, Host (Compute), Connectivity, Storage. Data Protection: RAID: RAID Implementation Methods, RAID Techniques, RAID Levels, RAID Impact on Disk Performance. Intelligent Storage Systems: Components of Intelligent Storage System, Storage Provisioning. Text Book-1 Ch1: 1.2 to 1.4, Ch2: 2.1, 2.3 to 2.5, Ch3: 3.1, 3.3 to 3.5, Ch4: 4.1 and 4.2			8 Hours
Module – 2			
Storage Networking Technologies Fibre Channel Storage Area Networks: Components of FC SAN, FC connectivity, Fibre Channel Architecture, Zoning, FC SAN Topologies, Virtualization in SAN. IP SAN and FCoE: iSCSI, FCIP, FCoE. Network Attached Storage: Components of NAS, NAS I/O Operation, NAS File-Sharing Protocols, File-Level Virtualization, Object-Based Storage and Unified Storage: Object-Based Storage Devices, Content-Addressed Storage, Unified Storage. Text Book-1 Ch5: 5.3, 5.4, 5.6, 5.9 to 5.11, Ch6: 6.1 to 6.3, Ch7: 7.4, 7.5, 7.7 and 7.9 Ch8: 8.1, 8.2 and 8.4			8 Hours
Module – 3			
Backup, Archive and Replication Introduction to Business Continuity: Information Availability, BC Terminology, BC Planning Lifecycle, Failure Analysis, BC Technology Solutions. Backup and Archive: Backup Methods, Backup Topologies, Backup Targets, Data Deduplication for Backup, Backup in Virtualized Environments, Data Archive. Local Replication: Replication Terminology, Uses of Local Replicas, Local Replication Technologies, Local Replication in a Virtualized Environment. Remote Replication: Remote Replication Technologies, Three-Site Replication, Remote Replication and			8 Hours

Migration in a Virtualized Environment.	
Text Book-1 Ch10: 10.5, 10.8, 10.10 to 10.13, Ch11: 11.1, 11.2, 11.4 and 11.8, Ch12: 12.2, 12.3 and 12.5	
Module – 4	
Cloud Computing and Virtualization Cloud Enabling Technologies, Characteristics of Cloud Computing, Benefits of Cloud Computing, Cloud Service Models, Cloud Deployment Models, Cloud Computing Infrastructure, Cloud Challenges and Cloud Adoption Considerations. Virtualization Appliances: Black Box Virtualization, In-Band Virtualization Appliances, Out-of-Band Virtualization Appliances, High Availability for Virtualization Appliances, Appliances for Mass Consumption. Storage Automation and Virtualization: Policy-Based Storage Management, Application-Aware Storage Virtualization, Virtualization-Aware Applications.	8 Hours
Text Book-1 Ch13: 13.1 to 13.8. Text Book-2 Ch9: 9.1 to 9.5 Ch13: 13.1 to 13.3	
Module – 5	
Securing and Managing Storage Infrastructure Securing and Storage Infrastructure: Information Security Framework, Risk Triad, Storage Security Domains, Security Implementations in Storage Networking, Securing Storage Infrastructure in Virtualized and Cloud Environments. Managing the Storage Infrastructure Monitoring the Storage Infrastructure, Storage Infrastructure Management activities, Storage Infrastructure Management Challenges, Information Lifecycle management, Storage Tiering.	8 Hours
Text Book-1 Ch14: 14.1 to 14.5, Ch15: 15.1 to 15.3, 15.5 and 15.6	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> Identify key challenges in managing information and analyze different storage networking technologies and virtualization Explain components and the implementation of NAS Describe CAS architecture and types of archives and forms of virtualization Illustrate the storage infrastructure and management activities 	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
1. Information Storage and Management, Author :EMC Education Services, Publisher: Wiley ISBN: 9781118094839 2. Storage Virtualization, Author: Clark Tom, Publisher: Addison Wesley Publishing Company ISBN : 9780321262516	
Reference Books:	
NIL	


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MACHINE LEARNING LABORATORY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – VII

Subject Code	15CSL76	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Course objectives: This course will enable students to

1. Make use of Data sets in implementing the machine learning algorithms
2. Implement the machine learning concepts and algorithms in any suitable language of choice.

Description (If any):

1. The programs can be implemented in either JAVA or Python.
2. For Problems 1 to 6 and 10, programs are to be developed without using the built-in classes or APIs of Java/Python.
3. Data sets can be taken from standard repositories (<https://archive.ics.uci.edu/ml/datasets.html>) or constructed by the students.

Lab Experiments:

1. Implement and demonstrate the **FIND-S algorithm** for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the **Candidate-Elimination algorithm** to output a description of the set of all hypotheses consistent with the training examples.
3. Write a program to demonstrate the working of the decision tree based **ID3 algorithm**. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.
4. Build an Artificial Neural Network by implementing the **Backpropagation algorithm** and test the same using appropriate data sets.
5. Write a program to implement the **naïve Bayesian classifier** for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
6. Assuming a set of documents that need to be classified, use the **naïve Bayesian Classifier** model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
7. Write a program to construct a **Bayesian network** considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.
8. Apply **EM algorithm** to cluster a set of data stored in a .CSV file. Use the same data set for clustering using **k-Means algorithm**. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.
9. Write a program to implement **k-Nearest Neighbour algorithm** to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.
10. Implement the non-parametric **Locally Weighted Regression algorithm** in order to fit data points. Select appropriate data set for your experiment and draw graphs.

Study Experiment / Project:
NIL
Course outcomes: The students should be able to:
<ol style="list-style-type: none"> 1. Understand the implementation procedures for the machine learning algorithms. 2. Design Java/Python programs for various Learning algorithms. 3. Apply appropriate data sets to the Machine Learning algorithms. 4. Identify and apply Machine Learning algorithms to solve real world problems.
Conduction of Practical Examination:
<ul style="list-style-type: none"> • All laboratory experiments are to be included for practical examination. • Students are allowed to pick one experiment from the lot. • Strictly follow the instructions as printed on the cover page of answer script • Marks distribution: Procedure + Conduction + Viva: 20 + 50 + 10 (80) <p>Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.</p>



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WEB TECHNOLOGY LABORATORY WITH MINI PROJECT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CSL77	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Course objectives: This course will enable students to

1. Design and develop static and dynamic web pages.
2. Familiarize with Client-Side Programming, Server-Side Programming, Active server Pages.
3. Learn Database Connectivity to web applications.

Description (If any):

NIL

Lab Experiments:

PART A

1. Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.
2. Write a JavaScript that calculates the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format.
3. Write a JavaScript code that displays text "TEXT-GROWING" with increasing font size in the interval of 100ms in RED COLOR, when the font size reaches 50pt it displays "TEXT-SHRINKING" in BLUE color. Then the font size decreases to 5pt.
4. Develop and demonstrate a HTML5 file that includes JavaScript script that uses functions for the following problems:
 - a. Parameter: A string
 - b. Output: The position in the string of the left-most vowel
 - c. Parameter: A number
 - d. Output: The number with its digits in the reverse order
5. Design an XML document to store information about a student in an engineering college affiliated to VTU. The information must include USN, Name, and Name of the College, Branch, Year of Joining, and email id. Make up sample data for 3 students. Create a CSS style sheet and use it to display the document.
6. Write a PHP program to keep track of the number of visitors visiting the web page and to display this count of visitors, with proper headings.
7. Write a PHP program to display a digital clock which displays the current time of the server.
8. Write the PHP programs to do the following:
 - a. Implement simple calculator operations.
 - b. Find the transpose of a matrix.
 - c. Multiplication of two matrices.
 - d. Addition of two matrices.

9. Write a PHP program named `states.py` that declares a variable `states` with value "Mississippi Alabama Texas Massachusetts Kansas". write a PHP program that does the following:
- Search for a word in variable `states` that ends in `xas`. Store this word in element 0 of a list named `statesList`.
 - Search for a word in `states` that begins with `k` and ends in `s`. Perform a case-insensitive comparison. [Note: Passing `re.I` as a second parameter to method `compile` performs a case-insensitive comparison.] Store this word in element 1 of `statesList`.
 - Search for a word in `states` that begins with `M` and ends in `s`. Store this word in element 2 of the list.
 - Search for a word in `states` that ends in `a`. Store this word in element 3 of the list.
10. Write a PHP program to sort the student records which are stored in the database using selection sort.

Study Experiment / Project:

Develop a web application project using the languages and concepts learnt in the theory and exercises listed in part A with a good look and feel effects. You can use any web technologies and frameworks and databases.

Note:

- In the examination each student picks one question from part A.
- A team of two or three students must develop the mini project. However during the examination, each student must demonstrate the project individually.
- The team must submit a brief project report (15-20 pages) that must include the following
 - Introduction
 - Requirement Analysis
 - Software Requirement Specification
 - Analysis and Design
 - Implementation
 - Testing

Course outcomes: The students should be able to:

- Design and develop dynamic web pages with good aesthetic sense of designing and latest technical know-how's.
- Have a good understanding of Web Application Terminologies, Internet Tools other web services.
- Learn how to link and publish web sites

Conduction of Practical Examination:

- All laboratory experiments from part A are to be included for practical examination.

2. Mini project has to be evaluated for 30 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:

a) Part A: Procedure + Conduction + Viva: $10 + 35 + 5 = 50$ Marks

b) Part B: Demonstration + Report + Viva voce = $15 + 10 + 05 = 30$ Marks


Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.



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INTERNET OF THINGS TECHNOLOGY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS81	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course Objectives: This course will enable students to			
<ul style="list-style-type: none"> Assess the genesis and impact of IoT applications, architectures in real world. Illustrate diverse methods of deploying smart objects and connect them to network. Compare different Application protocols for IoT. Infer the role of Data Analytics and Security in IoT. Identify sensor technologies for sensing real world entities and understand the role of IoT in various domains of Industry. 			
Module – 1			Teaching Hours
What is IoT, Genesis of IoT, IoT and Digitization, IoT Impact, Convergence of IT and IoT, IoT Challenges, IoT Network Architecture and Design, Drivers Behind New Network Architectures, Comparing IoT Architectures, A Simplified IoT Architecture, The Core IoT Functional Stack, IoT Data Management and Compute Stack.			10 Hours
Module – 2			
Smart Objects: The “Things” in IoT, Sensors, Actuators, and Smart Objects, Sensor Networks, Connecting Smart Objects, Communications Criteria, IoT Access Technologies.			10 Hours
Module – 3			
IP as the IoT Network Layer, The Business Case for IP, The need for Optimization, Optimizing IP for IoT, Profiles and Compliances, Application Protocols for IoT, The Transport Layer, IoT Application Transport Methods.			10 Hours
Module – 4			
Data and Analytics for IoT, An Introduction to Data Analytics for IoT, Machine Learning, Big Data Analytics Tools and Technology, Edge Streaming Analytics, Network Analytics, Securing IoT, A Brief History of OT Security, Common Challenges in OT Security, How IT and OT Security Practices and Systems Vary, Formal Risk Analysis Structures: OCTAVE and FAIR, The Phased Application of Security in an Operational Environment			10 Hours
Module – 5			
IoT Physical Devices and Endpoints - Arduino UNO: Introduction to Arduino, Arduino UNO, Installing the Software, Fundamentals of Arduino Programming. IoT Physical Devices and Endpoints - RaspberryPi: Introduction to RaspberryPi, About the RaspberryPi Board: Hardware Layout, Operating Systems on RaspberryPi, Configuring RaspberryPi, Programming RaspberryPi with Python, Wireless Temperature Monitoring System Using Pi, DS18B20 Temperature Sensor, Connecting Raspberry Pi via SSH, Accessing Temperature from DS18B20 sensors, Remote access to RaspberryPi, Smart and Connected Cities, An IoT Strategy for Smarter Cities, Smart City IoT Architecture,			10 Hours

Smart City Security Architecture, Smart City Use-Case Examples.	
Course Outcomes: After studying this course, students will be able to	
<ul style="list-style-type: none"> • Interpret the impact and challenges posed by IoT networks leading to new architectural models. • Compare and contrast the deployment of smart objects and the technologies to connect them to network. • Appraise the role of IoT protocols for efficient network communication. • Elaborate the need for Data Analytics and Security in IoT. • Illustrate different sensor technologies for sensing real world entities and identify the applications of IoT in Industry. 	
Question paper pattern:	
<p>The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Robert Barton, Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet of Things", 1st Edition, Pearson Education (Cisco Press Indian Reprint). (ISBN: 978-9386873743) 2. Srinivasa K G, "Internet of Things", CENGAGE Learning India, 2017 	
Reference Books:	
<ol style="list-style-type: none"> 1. Vijay Madiseti and ArshdeepBahga, "Internet of Things (A Hands -on- Approach)", 1st Edition, VPT, 2014. (ISBN: 978-8173719547) 2. Raj Kamal, "Internet of Things: Architecture and Design Principles", 1st Edition, McGraw Hill Education, 2017. (ISBN: 978-9352605224) 	


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BIG DATA ANALYTICS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS82	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Understand Hadoop Distributed File system and examine MapReduce Programming • Explore Hadoop tools and manage Hadoop with Ambari • Appraise the role of Business intelligence and its applications across industries • Assess core data mining techniques for data analytics • Identify various Text Mining techniques 			
Module – 1			Teaching Hours
Hadoop Distributed File System Basics, Running Example Programs and Benchmarks, Hadoop MapReduce Framework, MapReduce Programming			10 Hours
Module – 2			
Essential Hadoop Tools, Hadoop YARN Applications, Managing Hadoop with Apache Ambari, Basic Hadoop Administration Procedures			10 Hours
Module – 3			
Business Intelligence Concepts and Application, Data Warehousing, Data Mining, Data Visualization			10 Hours
Module – 4			
Decision Trees, Regression, Artificial Neural Networks, Cluster Analysis, Association Rule Mining			10 Hours
Module – 5			
Text Mining, Naïve-Bayes Analysis, Support Vector Machines, Web Mining, Social Network Analysis			10 Hours
Course outcomes: The students should be able to: <ul style="list-style-type: none"> • Master the concepts of HDFS and MapReduce framework • Investigate Hadoop related tools for Big Data Analytics and perform basic Hadoop Administration • Recognize the role of Business Intelligence, Data warehousing and Visualization in decision making • Infer the importance of core data mining techniques for data analytics • Compare and contrast different Text Mining Techniques 			
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			
Text Books: <ol style="list-style-type: none"> 1. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1st Edition, Pearson Education, 2016. ISBN-13: 978-9332570351 			

HIGH PERFORMANCE COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS831	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Introduce students the design, analysis, and implementation, of high performance computational science and engineering applications. • Illustrate on advanced computer architectures, parallel algorithms, parallel languages, and performance-oriented computing. 			
Module – 1			Teaching Hours
Introduction: Computational Science and Engineering: Computational Science and Engineering Applications; characteristics and requirements, Review of Computational Complexity, Performance: metrics and measurements, Granularity and Partitioning, Locality: temporal/spatial/stream/kernel, Basic methods for parallel programming, Real-world case studies (drawn from multi-scale, multi-discipline applications)			10 Hours
Module – 2			
High-End Computer Systems : Memory Hierarchies, Multi-core Processors: Homogeneous and Heterogeneous, Shared-memory Symmetric Multiprocessors, Vector Computers, Distributed Memory Computers, Supercomputers and Petascale Systems, Application Accelerators / Reconfigurable Computing, Novel computers: Stream, multithreaded, and purpose-built			10 Hours
Module – 3			
Parallel Algorithms: Parallel models: ideal and real frameworks, Basic Techniques: Balanced Trees, Pointer Jumping, Divide and Conquer, Partitioning, Regular Algorithms: Matrix operations and Linear Algebra, Irregular Algorithms: Lists, Trees, Graphs, Randomization: Parallel Pseudo-Random Number Generators, Sorting, Monte Carlo techniques			10 Hours
Module – 4			
Parallel Programming: Revealing concurrency in applications, Task and Functional Parallelism, Task Scheduling, Synchronization Methods, Parallel Primitives (collective operations), SPMD Programming (threads, OpenMP, MPI), I/O and File Systems, Parallel Matlabs (Parallel Matlab, Star-P, Matlab MPI), Partitioning Global Address Space (PGAS) languages (UPC, Titanium, Global Arrays)			10 Hours
Module – 5			
Achieving Performance: Measuring performance, Identifying performance bottlenecks, Restructuring applications for deep memory hierarchies, Partitioning applications for heterogeneous resources, using existing libraries, tools, and frameworks			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Illustrate the key factors affecting performance of CSE applications, and • Make mapping of applications to high-performance computing systems, and 			

- Apply hardware/software co-design for achieving performance on real-world applications

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Introduction to Parallel Computing, AnanthGrama, Anshul Gupta, George Karypis, and Vipin Kumar, 2nd edition, Addison-Welsey, 2003.
2. Petascale Computing: Algorithms and Applications, David A. Bader (Ed.), Chapman & Hall/CRC Computational Science Series, 2007

Reference Books:

1. Grama, A. Gupta, G. Karypis, V. Kumar, An Introduction to Parallel Computing, Design and Analysis of Algorithms: 2/e, Addison-Wesley, 2003.
2. G.E. Karniadakis, R.M. Kirby II, Parallel Scientific Computing in C++ and MPI: A Seamless Approach to Parallel Algorithms and their Implementation, Cambridge University Press, 2003.
3. Wilkinson and M. Allen, Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers, 2/E, Prentice Hall, 2005.
4. M.J. Quinn, Parallel Programming in C with MPI and OpenMP, McGraw-Hill, 2004.
5. G.S. Almasi and A. Gottlieb, Highly Parallel Computing, 2/E, Addison-Wesley, 1994.
6. David Culler Jaswinder Pal Singh, "Parallel Computer Architecture: A hardware/Software Approach", Morgan Kaufmann, 1999.
7. Kai Hwang, "Scalable Parallel Computing", McGraw Hill 1998.



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USER INTERFACE DESIGN [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS832	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course Objectives: This course will enable students <ul style="list-style-type: none"> To study the concept of menus, windows, interfaces. To study about business functions. To study the characteristics and components of windows and the various controls for the windows. To study about various problems in window design with text, graphics. To study the testing methods. 			
Module –1			Teaching Hours
The User Interface-Introduction, Overview, The importance of user interface – Defining the user interface, The importance of Good design, Characteristics of graphical and web user interfaces, Principles of user interface design.			08 Hours
Module –2			
The User Interface Design process- Obstacles, Usability, Human characteristics in Design, Human Interaction speeds, Business functions-Business definition and requirement analysis, Basic business functions, Design standards.			08 Hours
Module –3			
System menus and navigation schemes- Structures of menus, Functions of menus, Contents of menus, Formatting of menus, Phrasing the menu, Selecting menu choices, Navigating menus, Kinds of graphical menus.			08 Hours
Module–4			
Windows - Characteristics, Components of window, Window presentation styles, Types of window, Window management, Organizing window functions, Window operations, Web systems, Characteristics of device based controls.			08 Hours
Module–5			
Screen based controls- Operable control, Text control, Selection control, Custom control, Presentation control, Windows Tests-prototypes, kinds of tests.			08 Hours
Course outcomes: The Students should be able to: <ul style="list-style-type: none"> Design the User Interface, design, menu creation ,windows creation and connection between menus and windows. 			
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			
Text Book: <ul style="list-style-type: none"> Wilbert O. Galitz, “The Essential Guide to User Interface Design”, John Wiley & Sons, Second Edition 2002. 			

Reference Books:

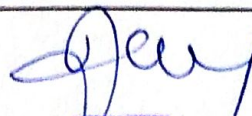
3. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.
4. Alan Cooper, "The Essential of User Interface Design", Wiley- Dream Tech Ltd.,2002



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<p>Technology: The Broadband LAN, The Cable Modem, The Cable Modem Termination System, The HFC Plant, The RF Spectrum for Cable Modem; Data Over Cable, Reference Architecture; HFC Management – Cable Modem and CMTS Management, HFC Link Management, RF Spectrum Management, DSL Technology; Asymmetric Digital Subscriber Line Technology – Role of the ADSL Access Network in an Overall Network, ADSL Architecture, ADSL Channeling Schemes, ADSL Encoding Schemes; ADSL Management – ADSL Network Management Elements, ADSL Configuration Management, ADSL Fault Management, ADSL Performance Management, SNMP-Based ADSL Line MIB, MIB Integration with Interfaces Groups in MIB-2, ADSL Configuration Profiles</p>	
<p>Module – 5</p>	
<p>Network Management Applications: Configuration Management- Network 8 Hours Provisioning, Inventory Management, Network Topology, Fault Management-Fault Detection, Fault Location and Isolation 24 Techniques, Performance Management – Performance Metrics, Data Monitoring, Problem Isolation, Performance Statistics; Event Correlation Techniques – Rule-Based Reasoning, Model-Based Reasoning, CaseBased Reasoning, Codebook correlation Model, State Transition Graph Model, Finite State Machine Model, Security Management – Policies and Procedures, Security Breaches and the Resources Needed to Prevent Them, Firewalls, Cryptography, Authentication and Authorization, Client/Server Authentication Systems, Messages Transfer Security, Protection of Networks from Virus Attacks, Accounting Management, Report Management, Policy- Based Management, Service Level Management.</p>	
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> Analyze the issues and challenges pertaining to management of emerging network technologies such as wired/wireless networks and high-speed internets. Apply network management standards to manage practical networks Formulate possible approaches for managing OSI network model. Use on SNMP for managing the network Use RMON for monitoring the behavior of the network Identify the various components of network and formulate the scheme for the managing them 	
<p>Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
<p>Text Books:</p>	
<p>1. Mani Subramanian: Network Management- Principles and Practice, 2nd Pearson Education, 2010.</p>	
<p>Reference Books:</p>	
<p>1. J. Richard Burke: Network management Concepts and Practices: a Hands-On Approach, PHI, 2008.</p>	


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SYSTEM MODELLING AND SIMULATION [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS834	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Explain the basic system concept and definitions of system; • Discuss techniques to model and to simulate various systems; • Analyze a system and to make use of the information to improve the performance. 			
Module – 1			Teaching Hours
Introduction: When simulation is the appropriate tool and when it is not appropriate, Advantages and disadvantages of Simulation; Areas of application, Systems and system environment; Components of a system; Discrete and continuous systems, Model of a system; Types of Models, Discrete-Event System Simulation Simulation examples: Simulation of queuing systems. General Principles, Simulation Software: Concepts in Discrete-Event Simulation. The Event-Scheduling / Time-Advance Algorithm, Manual simulation Using Event Scheduling			10 Hours
Module – 2			
Statistical Models in Simulation : Review of terminology and concepts, Useful statistical models, Discrete distributions. Continuous distributions, Poisson process, Empirical distributions. Queuing Models: Characteristics of queuing systems, Queuing notation, Long-run measures of performance of queuing systems, Long-run measures of performance of queuing systems cont..., Steady-state behavior of M /G/1 queue, Networks of queues,			10 Hours
Module – 3			
Random-Number Generation: Properties of random numbers; Generation of pseudo-random numbers, Techniques for generating random numbers, Tests for Random Numbers, Random-Variate Generation: Inverse transform technique Acceptance-Rejection technique.			10 Hours
Module – 4			
Input Modeling: Data Collection; Identifying the distribution with data, Parameter estimation, Goodness of Fit Tests, Fitting a non-stationary Poisson process, Selecting input models without data, Multivariate and Time-Series input models. Estimation of Absolute Performance: Types of simulations with respect to output analysis, Stochastic nature of output data, Measures of performance and their estimation, Contd..			10 Hours
Module – 5			
Measures of performance and their estimation, Output analysis for terminating simulations Continued..., Output analysis for steady-state simulations. Verification, Calibration And Validation: Optimization: Model building, verification and validation, Verification of simulation models, Verification of			10 Hours

simulation models, Calibration and validation of models, Optimization via Simulation.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain the system concept and apply functional modeling method to model the activities of a static system • Describe the behavior of a dynamic system and create an analogous model for a dynamic system; • Simulate the operation of a dynamic system and make improvement according to the simulation results. 	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
1. Jerry Banks, John S. Carson II, Barry L. Nelson, David M. Nicol: Discrete-Event System Simulation, 5 th Edition, Pearson Education, 2010.	
Reference Books:	
1. Lawrence M. Leemis, Stephen K. Park: Discrete – Event Simulation: A First Course, Pearson Education, 2006. 2. Averill M. Law: Simulation Modeling and Analysis, 4 th Edition, Tata McGraw-Hill, 2007	




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INTERNSHIP / PROFESSIONAL PRACTISE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS84	IA Marks	50
Duration	4 weeks	Exam Marks	50
		Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
Description (If any):			
Course outcomes: The students should be able to:			
Evaluation of Internship :			


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**PROJECT WORK PHASE II [As per Choice Based Credit System
(CBCS) scheme] (Effective from the academic year 2016 -2017)
SEMESTER – VIII**

Subject Code	15CSP85	IA Marks	100
Number of Lecture Hours/Week	06	Exam Marks	100
Total Number of Lecture Hours	--	Exam Hours	03
CREDITS – 05			
Course objectives: This course will enable students to			
Description (If any):			
Course outcomes: The students should be able to:			
Conduction of Practical Examination:			


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SEMINAR [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CSS86	IA Marks	100
Number of Lecture Hours/Week	04	Exam Marks	--
Total Number of Lecture Hours	--	Exam Hours	--
CREDITS – 02			
Course objectives: This course will enable students to			
•			
Description:			
•			
Course outcomes: The students should be able to:			
•			
Evaluation of seminar:			


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