Dr. Babasaheb Ambedkar Technological University
(Established as a University of Technology in the State of Maharashtra)
(Under Maharashtra Act No. XXIX of 2014)
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CURRICULUM FOR UNDER GRADUATE PROGRAMME

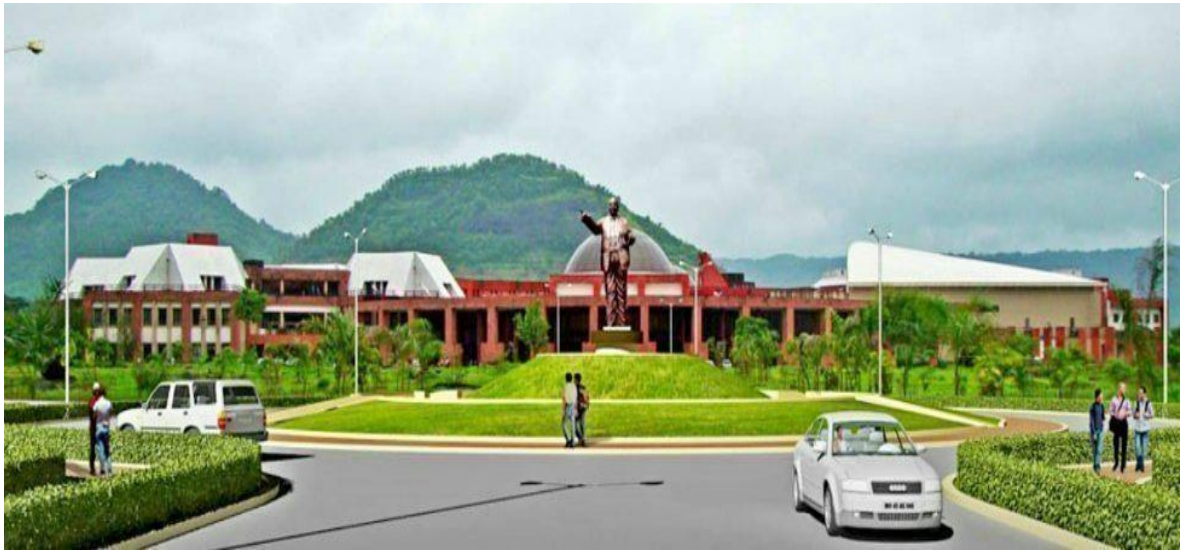
B.TECH

ARTIFICIAL INTELLIGENCE

S.Y. B.Tech 2021-22

T.Y. B.Tech 2022-23

Final B.Tech 2023-24



Rules and Regulations

1. The normal duration of the course leading to B. Tech degree will be EIGHT semesters.
2. The normal duration of the course leading to M. Tech. degree will be FOUR semesters.
3. Each academic year shall be divided into 2 semesters, each of 20 weeks duration, including evaluation and grade finalization, etc. The Academic Session in each semester shall provide for at least 90 teaching Days, with at least 40 hours of teaching contact periods in a five to six days session per week. The semester that is typically from mid- July to November is called theODD SEMESTER, and the one that is from January to Mid-May is called the EVEN SEMESTER. Academic Session may be scheduled for the Summer Session/Semester as well. For 1st year B. Tech and M. Tech the schedule will be decided as per the admission schedule declared by Government of Maharashtra.
4. The schedule of academic activities for a Semester, including the dates of registration, mid-semester examination, end-semester examination, inter-semester vacation, etc. shall be referred to as the Academic Calendar of the Semester, which shall be prepared by the Dean (Academic), and announced at least TWO weeks before the Closing Date of the previous Semester.
5. The Academic Calendar must be strictly adhered to, and all other activities including co-curricular and/or extra-curricular activities must be scheduled so as not to interfere with the Curricular Activities as stipulated in the Academic Calendar.

REGISTRATION:

1. Lower and Upper Limits for Course Credits Registered in a Semester, by a Full-Time Student of a UG/PG Programme:

   A full time student of a particular UG/PG programme shall register for the appropriate number of course credits in each semester/session that is within the minimum and maxi- mum limits specific to that UG/PG programme as stipulated in the specific Regulations pertaining to that UG/PG programme.

2. Mandatory Pre-Registration for higher semesters:

   In order to facilitate proper planning of the academic activities of a semester, it is essential for the every institute to inform to Dean (Academics) and COE regarding details of total no. of electives offered (Course-wise) along with the number of students opted for the same. This information should be submitted within two weeks from the date of commencement of the semester as per academic calendar.

3. PhD students can register for any of PG/PhD courses and the corresponding rules of evaluation will apply.

4. Under Graduate students may be permitted to register for a few selected Post Graduatecourses, in exceptionally rare circumstances, only if the DUGC/DPGC is convinced of the level of the academic achievement and the potential in a student.

COURSE PRE-REQUISITES:

1. In order to register for some courses, it may be required either to have exposure in, or to have completed satisfactorily, or to have prior earned credits in, some specified courses.
2. Students who do not register on the day announced for the purpose may be permitted LATE REGISTRATION up to the notified day in academic calendar on payment of late fee.
3. REGISTRATION IN ABSENTIA will be allowed only in exceptional cases with the approval of the Dean (Academic) / Principal.
4. A student will be permitted to register in the next semester only if he fulfills the following conditions:
   (a) Satisfied all the Academic Requirements to continue with the programme of Studies without termination
   (b) Cleared all Institute, Hostel and Library dues and fines (if any) of the previous semesters;
   (c) Paid all required advance payments of the Institute and hostel for the current semester;
   (d) Not been debarred from registering on any specific ground by the Institute**.**

EVALUATION SYSTEM:

1. Absolute grading system based on absolute marks as indicated below will be implemented from academic year 2019-20, starting from I year B.Tech.

Percentage of Marks	Letter grade	Grade point
91-100	EX	10.0
86-90	AA	9.0
81-85	AB	8.5
76-80	BB	8.0
71-75	BC	7.5
66-70	CC	7.0
61-65	CD	6.5
56-60	DD	6.0
51-55	DE	5.5
40-50	EE	5.0
<40	EF	0.0

2. **Class is awarded based on CGPA of all eighth semester of B.Tech Program.**

CGPA for pass is minimum 5.0	
CGPA upto < 5.50	Pass Class
CGPA ≥ 5.50 & < 6.00	Second Class
CGPA ≥ 6.00 & < 7.50	First Class
CGPA ≥ 7.50	Distinction
[Percentage of Marks = CGPA*10.0]	

3. **A total of 100 Marks for each theory course are distributed as follows:**

1	Mid Semester Exam (MSE) Marks	20
2	Continuous Assessment Marks	20
3	End Semester Examination (ESE)Marks	60

4. A total of 100 Marks for each practical course are distributed as follows:

1	Continuous Assessment Marks	60
2	End Semester Examination (ESE) Marks	40

It is mandatory for every student of B.Tech to score a minimum of 40 marks out of 100, with a minimum of 20 marks out of 60 marks in End Semester Examination for theory course.

This will be implemented from the first year of B.Tech starting from Academic Year 2019-20.

5. Description of Grades:

EX Grade: An 'EX' grade stands for outstandingachievement.
EE Grade: The 'EE' grade stands for minimum passinggrade.
The students may appear for the remedial examination for the subjects he/she failed for the current semester of admission only and his/her performance will be awarded with EE grade only.
If any of the student remain Absent for the regular examination due to genuine reason and the same will be verified and tested by the Dean (Academics) or committee constituted by the University Authority.
FF Grade: The 'FF' grade denotes very poor performance, i.e. failure in a course due to poor performance. The students who have been awarded 'FF' grade in a course in any semester must repeat the subject in next semester.

6. Evaluation of Performance:

1. Semester Grade Point Average (SGPA) and Cumulative Grade Point Average (CGPA)

(A) Semester Grade Point Average (SGPA): The performance of a student in a semester is indicated by Semester Grade Point Average (SGPA) which is a weighted average of the grade points obtained in all the courses taken by the student in the semester and scaled to a maximum of 10. (SGPI is to be calculated up to two decimal places). A Semester Grade Point Average (SGPA) will be computed for each semester as follows:

$$SGPA = \frac{[\sum_{i=1}^{n} c_i g_i]}{[\sum_{i=1}^{n} c_i]}$$

Where
'n' is the number of subjects for the semester,
'ci' is the number of credits allotted to a particular subject, and
'gi' is the grade-points awarded to the student for the subject based on his performance as per the above table.
-SGPA will be rounded off to the second place of decimal and recorded as such.

(B) Cumulative Grade Point Average (CGPA): An up to date assessment of the overall performance of a student from the time he entered the Institute is obtained by calculating Cumulative Grade Point Average (CGPA) of a student. The CGPA is weighted average of the grade points obtained in all the courses registered by the student since she entered theInstitute. CGPA is also calculated at the end of every semester (up to two decimal places). Starting from the first semester at the end of each semester (S), a Cumulative Grade Point Average (CGPA) will be computed as follows:

$$CGPA = \frac{[\sum_{i=1}^{m} c_i g_i]}{[\sum_{i=1}^{m} c_i]}$$

Where

'm' is the total number of subjects from the first semester onwards up to and including the semester S,

'ci' is the number of credits allotted to a particular subject, and

'gi' is the grade-points awarded to the student for the subject based on his/her performance as per the above table.

-CGPA will be rounded off to the second place of decimal and recorded as such.

AWARD OF DEGREE OF HONOURS (MAJOR) DEGREE

The concept of Major and Minors at B.Tech level is introduced, to enhance learning skills of students, acquisition of additional knowledge in domains other than the discipline being pursued by the student, to make the students better employable with additional knowledge and encourage students to pursue cross-discipline research.

A. Eligibility Criteria for Majors

1. The Student should have Minimum CGPA of 7.5 up to 4th Semester.
2. Student willing to opt for majors has to register at the beginning of 5th Semester.
3. The Student has to complete 5 additional advanced courses from the same discipline specified in the curriculum. These five courses should be of 4 credits each amounting to 20 credits. The students should complete these credits before the end of last semester.
4. Student may opt for the courses from NPTEL/ SWAYAM platform. (if the credits of NPTEL / SWAYAMcourses do not match with the existing subject proper scaling will be done.)

Student complying with these criteria will be awarded B.Tech (Honours) Degree.

B. Eligibility Criteria for Minors

1. The Student should have Minimum CGPA of 7.5 up to 4th Semester.
2. Student willing to opt for minors has to register at the beginning of 5th Semester.
3. The Student has to complete 5 additional courses from other discipline of their interest, which are specified in the respective discipline. These five courses should be of 4 credits each amounting to 20 credits.
4. Student may opt for the courses from NPTEL / SWAYAM platform. (if the credits of NPTEL / SWAYAM courses do not match with the existing subject proper scaling will be done.)

Student complying with these criteria will be awarded with B.Tech Degree in

-------Engineering with Minor in ----------Engineering.

(For e. g.: B. Tech in Civil Engineering with Minor in Computer Engineering)

For applying for Honours and Minor Degree the student has to register themselves through the proper system.

ATTENDANCE REQUIREMENTS

1. All students must attend every lecture, tutorial and practical classes.
2. To account for approved leave of absence (e.g. Representing the Institute in sports, games or athletics; placement activities; NCC/NSS activities; etc.) and/or any other such contingencies like medical emergencies, etc., the attendance requirement shall be a minimum of 75% of the classes actually conducted.

   If the student failed to maintain 75% attendance, he/she will be detained for appearing the successive examination.
   The Dean (Academics)/ Principal is permitted to give 10% concession for the genuine reasons as such the case may be.
   In any case the student will not be permitted for appearing the examination if the attendance is less than 65%.
3. The course instructor handling a course must finalize the attendance 3 calendar days before the last day of classes in the current semester and communicate clearly to the students by displaying prominently in the department and also in report writing to the head of the department concerned.
4. The attendance records are to be maintained by the course instructor and he shall show it to the student, if and when required.

TRANSFER OF CREDITS

The courses credited elsewhere, in Indian or foreign University / Institutions / Colleges /Swayam Courses by students during their study period at DBATU may count towards the credit requirements for the award of degree. The guidelines for such transfer of credits are as follows:

(a) 20% of the total credit will be considered for respective calculations.
(b) Credits transferred will be considered for overall credits requirements of the programme.
(c) Credits transfer can be considered only for the course at same level i.e. UG, PG etc.
(d) A student must provide all details (original or attested authentic copies) such as course contents, number of contact hours, course instructor / project guide and evaluation system for the course for which he is requesting a credits transfer. He shall also provide the approval or acceptance letter from the other side. These details will be evaluated by the concerned Board of Studies before giving approval. The Board of Studies will then decide the number of equivalent credits the student will get for such course(s) in DBATU. The complete details will then be forwarded to Dean for approval.
(e) A student has to get minimum passing grades / marks for such courses for which the credits transfers are to be made.
(f) Credits transfers availed by a student shall be properly recorded on academic record(s) of the student.
(g) In exceptional cases, the students may opt for higher credits than the prescribed.

Different Categories of Courses and Credits for Degree Requirements

a) Basic Science Course

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTBS101	Engineering Mathematics – I	(3-1-0) 4
2	BTBS102	Engineering Physics	(3-1-0) 4
3	BTBS107L	Engineering Physics Laboratory	(0-0-2) 1
4	BTBS201	Engineering Mathematics-II	(3-1-0) 4
5	BTBS202	Engineering Chemistry	(3-1-0) 4
6	BTBS207L	Engineering Chemistry Laboratory	(0-0-2) 1
7	BTBS301	Engineering Mathematics-III	(3-1-0) 4
8	BTBSC404	Probability and Statistics	(3-0-0) 3
		TOTAL	**25**

b) Engineering Science Course

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTES103	Engineering Graphics	(2-0-0) 2
2	BTES105	Energy and Environment Engineering	(2-0-0) 2
3	BTES106	Basic Civil and Mechanical Engineering	(2-0-0) Audit
4	BTES108L	Engineering Graphics Laboratory	(0-0-4) 2
5	BTES203	Engineering Mechanics	(2-1-0) 3
6	BTES204	Computer Programming	(3-0-0) 3
7	BTES205	Workshop Practices	(0-0-4) 2
8	BTES206	Basic Electrical and Electronics Engineering	(2-0-0) Audit
9	BTES208L	Engineering Mechanics Laboratory	(0-0-2) 1
10	BTES209L	Basic Computer Programming Laboratory	(0-0-2) 1
11	BTES405	Digital Logic Design & Microprocessors	(3-1-0) 4
		TOTAL	**20**

c) Humanities and Social Science including Management Courses

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTHM104	Communication Skills	(2-0-0) 2
2	BTHM109L	Communication Skills Laboratory	(0-0-2) 1
3	BTHM403	Basic Human Rights	(3-0-0) 3
4	BTHM605	(A) Development Engineering (B) Employability and Skills Development (C) Consumer Behaviour	(3-0-0) 3
5	BTHM505	(A) Economics and Management (B) Business Communication	(3-0-0) 3
6	BTHM706	Foreign Language Studies	Audit
		TOTAL	**12**

d) Professional Core Course

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTCOC302	Discrete Mathematics	(3-1-0) 4
2	BTCOC303	Data Structures	(3-1-0) 4
3	BTCOC304	Computer Architecture & Organization	(3-1-0) 4
4	BTCOL306	Data Structures Lab & Object Oriented Programming Lab	(0-0-4) 2
5	BTCOC401	Design & Analysis of Algorithms	(3-1-0) 4
6	BTCOC402	Operating Systems	(3-1-0) 4
7	BTCOC501	Database Systems	(3-1-0) 4
8	BTCOC502	Theory of Computation	(3-1-0) 4
9	BTCOC503	Software Engineering	(3-1-0) 4
10	BTCOL506	Database Management System & Software Engineering Lab	(0-0-4) 2
11	BTCOC601	Compiler Design	(3-1-0) 4
12	BTCOC602	Computer Networks	(3-1-0) 4
		TOTAL	**44**

e) Professional Elective Course

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTCOE504	(A) Human Computer Interaction (B) Numerical Methods	(3-0-0) 3
2	BTCOE604	(A) Geographic Information System (B) Internet of Things (C) Embedded Systems	(3-0-0) 3
3	BTCOE703	(A) Bioinformatics (B) Distributed System (C) Big Data Analytics	(3-0-0) 3
		TOTAL	**09**

f) Open Elective Course

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTCOE704	(A) Cryptography and Network Security (B) Business Intelligence (C) Block Chain Technology	(3-0-0) 3
2	BTCOE705	(A) Virtual Reality (B) Deep Learning (C) Design Thinking	(3-0-0) 3
		TOTAL	**06**

g) Seminar / Mini Project / Internship

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTES211P	Field Training / Internship / Industrial Training (minimum of 4 weeks which can be completed partially in first semester and second Semester or in at one time).	Audit
2	BTCOS307	Seminar-I	(0-0-4) 2
3	BTCOS407	Seminar-II	(0-0-4) 2
4	BTCOM507	Mini Project-I	(0-0-4) 2
5	BTCOM607	Mini Project-II	(0-0-4) 2
6	BTCOS708	Project Phase-I	(0-0-4) 2
7	BTCOF801	Project Work / Internship	(0-0-24) 12
		TOTAL	**22**

h) Emerging Courses

Sr. No.	Course Code	Course Name	(L-T-P) Credits
1	BTCOL305	Object Oriented Programming in Java	(3-1-0) 4
2	BTCOL406	Operating Systems & Python Programming Lab	(1-0-4) 3
3	BTCOC603	Machine Learning	(3-1-0) 4
4	BTCOL606	Competitive Programming & Machine Learning Lab	(1-0-4) 3
5	BTCOC701	Artificial Intelligence	(3-0-0) 3
6	BTCOC702	Cloud Computing	(3-0-0) 3
7	BTCOC707	Artificial Intelligence & Cloud Computing Lab	(0-0-4) 2
		TOTAL	**22**

Category – wise total number of credits

Sr. No.	Category of courses	Minimum credits to be Earned
1	Basic Science Course (BSC)	25
2	Engineering Science Course (ESC)	20
3	Humanities and Social Science including Management Courses (HSSMC)	12
4	Professional Core Course (PCC)	44
5	Professional Elective Course (PEC)	09
6	Open Elective Course (OEC)	06
7	Seminar / Mini Project / Internship / Major Project	22
8	Emerging Courses	22
	TOTAL	**160**

Programme Educational Objectives (PEO)

Name of Programme: Bachelor of Technology (Computer Engineering)

A graduate in the discipline of Computer Engineering is generally expected to have three kinds of knowledge. First, the graduate should have conceptual knowledge of the core topics of Computer Science. Second, she/he should have knowledge of mathematical formalism underlying various programming concepts. Third, graduates in the discipline of Computer Engineering should have the knowledge of the state of the technologies and tools so that he/she can apply the principles of Computer Science to solve real-life problems from diverse application domains. The programme of B.Tech in Computer Engineering at Dr. Babasaheb Ambedkar Technological University (DBATU) essentially aims to meet these broad expectations. At the sametime, the program intends to comply with the courses and syllabus available at National Program on TechnologyEnhanced Learning (NPTEL) and SWAYAM. The following specific educational objective aims to achieve these global and regional expectations**.**

Objective Identifier	Objectives
PEO1	To provide knowledge of sound mathematical principles underlying various programming concepts.
PEO2	To develop an ability to understand complex issues in the analysis, design, implementation and operation of information systems.
PEO3	To provide knowledge of mechanisms for building large-scale computer-based systems.
PEO4	To develop an ability to provide computer-based solutions to the problems from other disciplines of science and engineering.
PEO5	To impart skills necessary for adapting rapid changes taking place in the field of information and communication technologies.
PEO6	To provide knowledge of ethical issues arising due to deployment of information and communication technologies in the society on large scale.

Programme Outcomes (PO)

After undergoing the learning process of four years, students of B.Tech. (Computer Engineering) at Dr. Babasaheb Ambedkar Technological University will have an ability to build information systems and provide computer based solutions to real life problems. The graduates of this programme will demonstrate following abilities and skill sets.

Outcome Identifier	Outcomes
PO1	The graduates will possess the knowledge of various discrete mathematical structures, Logic and numerical techniques.
PO2	The graduates will have an ability to apply mathematical formalism of Finite Automata and Probability in modeling and analysis of systems.
PO3	The graduates will have knowledge of core programming paradigms such as database orientation, object orientation, and agent orientation and concepts essential to implement software based system.
PO4	The graduates will have an ability to analyze problem, specify algorithmic solutions to them and to evaluate alternative solutions.
PO5	The graduate will have broad understanding of the impact of a computer based solutions in economic, environmental and social context and will demonstrate use of analytical tools in gathering requirements and distilling relevant information to provide computer based solutions.
PO6	The graduates will demonstrate the ability to build human centric interfaces to computers.
PO7	The graduates will posses the knowledge of advanced and emerging topics in the fields of operating systems, databases and computer networks.
PO8	The graduates will posses skills necessary to communicate design engineering ideas. The skills set include verbal, written and listening skills.
PO9	The graduates will understand ethical issues in providing computer based solutions also they will have an ability and attitude to address the ethical issues.
PO10	The graduates will understand the role of system software such as operating systems, database management systems, compilers, middle-ware and internet protocols in realizing distributed information environment

Graduate Attributes / ABET's Criteria

The Graduate Attributes are the knowledge skills and attitudes which the students have at the time of graduation. These Graduate Attributes identified by National Board of Accreditation are as follows:

(a) Engineering knowledge: An ability to apply knowledge of mathematics, science and engineering.

(b) Problem analysis: An ability to design and conduct experiments as well as to analyze and interpret data.

(c) Design / development of solutions: An ability to design a system, a component, or process, to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

(d) Individual and team work: An ability to function on multidisciplinary teams.

(e) Problem Solving: An ability to identify, formulate and solve engineering problems.

(f) Ethics: An understanding of professional and ethical responsibility.

(g) Communication: An ability to communicate effectively.

(h) Environment and sustainability: The broad education necessary to understand the impact of engineering solutions in a global, economical, environmental and social context.

(i) Life-long learning: Recognition of the need for and an ability to engage in life-longlearning.

(j) A knowledge of technology: Aknowledge of contemporary issues, and state of art technology

(k) Modern tool usage: An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.

(l) Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply in multidisciplinary environments.

Mapping of Programme Outcomes with Graduate Attributes / ABET's Criteria

	A	B	C	D	E	F	G	H	I	J	K	L
PO1	X											
PO2	X								X			
PO3		X	X									
PO4			X		X							
PO5			X					X				X
PO6					X							
PO7										X		
PO8							X					
PO9						X						
PO10											X	

Semester –III (Second Year)

Course Category	Course Code	Course Title	Weakly Teaching Hrs			Evaluation Scheme				Credit
			L	T	P	CA	MSE	ESE	Total	
	BTBS301	Engineering Mathematics – III	3	1	-	20	20	60	100	4
	BTCOC302	Discrete Mathematics	3	1	-	20	20	60	100	4
	BTCOC303	Data Structures	3	1	-	20	20	60	100	4
	BTCOC304	Computer Architecture & Organization	3	1	-	20	20	60	100	4
	BTCOC305	Elective –I (a) Object - oriented Programming in C++ (b) Object Oriented Programming in Java	3	1	-	20	20	60	100	4
	BTCOL306	Data Structures Lab & Object Oriented Programming Lab	-	-	4	60	-	40	100	2
	BTCOS307	Seminar – I	-		4	60	-	40	100	2
	BTES211P	Field Training / Internship / Industrial Training –I Evaluation	-	-	-	-	-	-	-	Audit
		TOTAL	**15**	**5**	**8**	**220**	**100**	**380**	**700**	**24**

Semester –IV (Second Year)

Course Category	Course Code	Course Title	Weakly Teaching Hrs			Evaluation Scheme				Credit
			L	T	P	CA	MSE	ESE	Total	
	BTCOC401	Design & Analysis of Algorithms	3	1	-	20	20	60	100	4
	BTCOC402	Operating Systems	3	1	-	20	20	60	100	4
	BTHM403	Basic Human Rights	3	-	-	20	20	60	100	3
	BTBSC404	Probability and Statistics	3	-	-	20	20	60	100	3
	BTES405	Digital Logic Design & Microprocessors	3	1	-	20	20	60	100	4
	BTCOL406	Operating Systems & Python Programming Lab	1*	-	4	60	-	40	100	3
	BTCOS407	Seminar – II			4	60	-	40	100	2
	BTCOF408	Field Training / Internship / Industrial Training -II						-	-	Audit to be evaluated in V Sem.
TOTAL			**16**	**3**	**8**	**220**	**100**	**380**	**700**	**23**

*Note: Lecture should be conducted only for Python Programming

Course Structure for Third Year

B. Tech in CSE (Artificial Intelligence)

Semester V (Term 5)										
Course Category	Course Code	Course Title	Teaching Scheme			Evaluation Scheme				
			L	T	P	CA	MSE	ESE	Total	Credit
PCC5	BTAIC501	Computer Network and Cloud Computing	3	1	-	20	20	60	100	4
PCC6	BTAIC502	Machine Learning	3	-	-	20	20	60	100	3
HSSMC4	BTAIHM503	Humanities and Social Sciences including Management Elective Course (HSSMEC) – II	3	-	-	20	20	60	100	3
	BTAIHM503A	1. Economics and Management								
	BTAIHM503B	2. Business Communication								
	BTAIHM503C	3. Knowledge Reasoning and AI Ethics.								
PEC-2	BTAIPE504	Professional Elective Course (PEC) -II	3	1	-	20	20	60	100	4
	BTAIPE504A	1. Advanced Database System								
	BTAIPE504B	2. Soft Computing								
	BTAIPE504C	3. Sensors & Robotics Technology								
	BTAIPE504D	4. Advanced Java								
OEC-1	BTAIOE505	Open Elective Course (OEC) - I	3	1	-	20	20	60	100	4
	BTAIOE505A	1. Data Mining and Warehousing								
	BTAIOE505B	2. Digital Communication & Information Theory								
	BTAIOE505C	3. Software Engineering and Testing								
	BTAIOE505D	4. Virtual Reality								
LC3	BTAIL506	Machine Learning Lab and Competitive Programming Lab	-	-	4	60	-	40	100	2
PROJ	BTAIM507	Mini Project I	-	-	4	60	-	40	100	2
Internship	BTCOF408	Field Training / Internship /Industrial Training -II (Evaluation)	-	-	-	-	-	-	-	Audit
			15	**3**	**8**	**220**	**100**	**380**	**700**	**22**

BSC = Basic Science Course, ESC = Engineering Science Course, PCC = Professional Core Course PEC = Professional Elective Course, OEC = Open Elective Course, LC = Laboratory Course HSSMC = Humanities and Social Science including Management Courses

Course Structure for Third Year

B. Tech in CSE (Artificial Intelligence)

Semester VI (Term 6)										
Course Category	Course Code	Course Title	Teaching Scheme			Evaluation Scheme				
			L	T	P	CA	MSE	ESE	Total	Credit
PCC7	BTAIC601	Deep Learning	3	1	-	20	20	60	100	4
PCC8	BTAIC602	Advanced Machine Learning	3	-	-	20	20	60	100	3
PEC-3	BTAIPE603	Professional Elective Course (PEC) -III	3	1	-	20	20	60	100	4
	BTAIPE603A	1. Geographical Information Systems								
	BTAIPE603B	2. Recommender System								
	BTAIPE603C	3. Industry 4.0 & Automation								
	BTAIPE603D	4. Web Development								
OEC-2	BTAIOE604	Open Elective Course (OEC) - I	3	1	-	20	20	60	100	4
	BTAIOE604A	1. Big Data Analytics								
	BTAIOE604B	2. Cryptography & Network Security								
	BTAIOE604C	3. Agile Methodology								
	BTAIOE604D	4. Augmented Reality								
HSSMEC-5	BTAIHM605	Humanities and Social Sciences including Management Elective Course (HSSMEC) – II	3	-	-	20	20	60	100	3
	BTAIHM605A	1. Development Engineering								
	BTAIHM605B	2. Employability and Skills Development								
	BTAIHM605C	3. Consumer Behavior								
LC4	BTAIL606	Deep Learning Lab and Advanced Machine Learning Lab	-	-	4	60	-	40	100	2
PROJ	BTAIM607	Mini Project II	-	-	4	60	-	40	100	2
Internship	BTAIP608	Field Training / Internship /Industrial TrainingInternship – III	-	-	-	-	-	-	-	To be Evaluated in VII Semester Audit
			15	**3**	**8**	**220**	**100**	**380**	**700**	**22**

BSC = Basic Science Course, ESC = Engineering Science Course, PCC = Professional Core Course PEC = Professional Elective Course, OEC = Open Elective Course, LC = Laboratory Course HSSMC = Humanities and Social Science including Management Courses

Semester VII

Sr. No.	Course Code	Course Title	Weekly Teaching Hrs.			Evaluation Scheme			Total	Credit
			L	T	P	CA	MSE	ESE		
1	BTAIIC701	Natural Language Processing	3	-	-	20	20	60	100	3
2	BTAIIC702	Data Visualization andProcessing	3	-	-	20	20	60	100	3
3	BTAIIPE703	**Professional ElectiveCourse- IV**								
	BTAIIPE703A	IoT Embedded System	3	-	-	20	20	60	100	3
	BTAIIPE703B	Pattern Recognition	3	-	-	20	20	60	100	3
	BTAIIPE703C	Reinforcement learning	3	-	-	20	20	60	100	3
4	BTAIIPE704	**Open Elective - II**								
	BTAIIPE704A	Cyber Security	3	-	-	20	20	60	100	3
	BTAIIPE704B	Business Intelligence	3	-	-	20	20	60	100	3
	BTAIIPE704C	Design Thinking	3	-	-	20	20	60	100	3
5	BTAIIOE705	**Open Elective - III**								
	BTAIIOE705A	Computational MethodFor Image Processing	3	-	-	20	20	60	100	3
	BTAIIOE705B	Block-Chain Technology	3	-	-	20	20	60	100	3
	BTAIIOE705C	Human-Computer Interface	3	-	-	20	20	60	100	3
6	BTHM706	*Foreign LanguageStudies			4					Audit
7	BTAIIL707	Natural Language Processing & Data Visualization Lab	-	-	2	60	-	40	100	2
8	BTAIS708	Project phase - I	-	-	-	60	-	40	100	2
9	BTAIP608	Field Training / Internship /Industrial TrainingInternship –III (Evaluation)	-	-	-	-	-			Audit
	TOTAL		**15**	**-**	**6**	**220**	**100**	**380**	**700**	**19**

*Any Foreign language can be opted by the students as per their need /demand conducted in online or offline mode by the institute.

Semester –VIII (Final Year)

w.e.f. January – 2024

Course Category	Course Code	Course Title	Weakly Teaching Hrs			Evaluation Scheme				Credit
			L	T	P	CA	MSE	ESE	Total	
	BTCOF801	Project phase – II (In-house) / Internship and Project in Industry	-	-	24	60	-	40	100	12
TOTAL			**-**	**-**	**24**	**60**	**-**	**40**	**100**	**12**

BTBS 301: Engineering Mathematics-III

Unit 1: **Laplace Transform**

Definition – conditions for existence ; Transforms of elementary functions ; Properties of Laplace transforms - Linearity property, first shifting property, second shifting property, transforms of functions multiplied by t^n, scale change property, transforms of functions divided by t, transforms of integral of functions, transforms of derivatives ; Evaluation of integrals by using Laplace transform ; Transforms of some special functions- periodic function, Heaviside-unit step function, Dirac delta function.

Unit 2: Inverse Laplace Transform

Introductory remarks ; Inverse transforms of some elementary functions ; General methods of finding inverse transforms ; Partial fraction method and Convolution Theorem for finding inverse Laplace transforms ; Applications to find the solutions of linear differential equations and simultaneous linear differential equations with constant coefficients.

Unit 3: Fourier Transform

Definitions – integral transforms ; Fourier integral theorem (without proof) ; Fourier sine and cosine integrals ; Complex form of Fourier integrals ; Fourier sine and cosine transforms ; Properties of Fourier transforms ; Parseval's identity for Fourier Transforms.

Unit 4: Partial Differential Equations and Their Applications

Formation of Partial differential equations by eliminating arbitrary constants and functions; Equations solvable by direct integration; Linear equations of first order (Lagrange's linear equations); Method of separation of variables – applications to find solutions of one dimensional heat flow equation ($\partial u \partial t = c2 \partial 2u \partial x2$), and one dimensionalwave equation (i.e. $\partial 2y \partial t2 = c2 \partial 2y \partial x2$).

Unit 5: Functions of Complex Variables

Analytic functions; Cauchy- Riemann equations in Cartesian and polar forms; Harmonic functions in Cartesian form; Cauchy's integral theorem; Cauchy's integral formula; Residues; Cauchy's residue theorem (All theorems without proofs)

Text Books

1. Higher Engineering Mathematics by B. S. Grewal, Khanna Publishers, New Delhi.
2. Higher Engineering Mathematics by H. K. Das and Er. Rajnish Verma, S. Chand & CO. Pvt. Ltd., New Delhi.

3. A course in Engineering Mathematics (Vol III) by Dr. B. B. Singh, Synergy Knowledgeware, Mumbai.
4. Higher Engineering Mathematics by B. V. Ramana, Tata McGraw-Hill Publications, New Delhi.

Reference Books

1. Advanced Engineering Mathematics by Erwin Kreyszig, John Wiley & Sons, New York.
2. A Text Book of Engineering Mathematics by Peter O' Neil, Thomson Asia Pte Ltd. , Singapore.
3. Advanced Engineering Mathematics by C. R. Wylie & L. C. Barrett, Tata Mcgraw-Hill Publishing Company Ltd.,

New Delhi.
4. Integral Transforms and their Engineering Applications by Dr. B. B. Singh, Synergy. Knowledge ware, Mumbai.
5. Integral Transforms by I. N. Sneddon, Tata McGraw-Hill, New York.

General Instructions:

1. The tutorial classes in Engineering Mathematics-III are to be conducted batch wise. Each class should be divided into three batches for the purpose.
2. The internal assessment of the students for 20 marks will be done based on assignments, surprise tests, quizzes, innovative approach to problem solving and percentage attendance.
3. The minimum number of assignments should be eight covering all topics.

BTCOC302: Discrete Mathematics

[UNIT 1] Fundamental Structures and Basic Logic **[7 Hours]**

Sets, Venn diagram, Cartesian product, Power sets, Cardinality and countability, Propositional logic, Logical connectives, Truth tables, Normal forms, Validity, Predicate logic, Limitations of predicate logic, Universal and existential quantification, First order logic, Principles of Mathematical Induction: The Well-Ordering Principle, Recursive definition, The Division algorithm: Prime Numbers, The Greatest Common Divisor: Euclidean Algorithm, The Fundamental Theorem of Arithmetic.

[UNIT 2] Functions and Relations **[7 Hours]**

Subjective, Injective, Bijective and inverse functions, Composition of function, Reflexivity, Symmetry, Transitivity and equivalence relations. **Combinatorics:** Counting, Recurrence relations, generating functions.

[UNIT 3] Graph **[7 Hours]**

Basic terminology, Multi graphs and weighted graphs, Paths and circuits, Shortest path problems, Euler and Hamiltonian paths, Representation of graph, Isomorphic graphs, Planar graphs, Connectivity, Matching Colouring.

[UNIT 4] Trees **[7 Hours]**

Trees: Rooted trees, Path length in rooted tree, Binary search trees, Spanning trees and cut set, Minimal spanning trees, Kruskal's and Prim's algorithms for minimal spanning tree.

[UNIT 5] Algebraic Structures and Morphism **[7 Hours]**

Algebraic Structures with one Binary Operation, Semi Groups, Monoids, Groups, Congruence Relation and Quotient Structures, Free and Cyclic Monoids and Groups, Permutation Groups, Substructures, Normal Subgroups, Algebraic Structures with two Binary Operation, Rings, Integral Domain and Fields, Boolean Algebra and Boolean Ring, Identities of Boolean Algebra, Duality, Representation of Boolean Function, Disjunctive and Conjunctive Normal Form.

Text Books:

1. C. L. Liu, Elements of Discrete Mathematics, McGraw-Hill Publication, 3rd Edition, 2008.

Reference Books:

1. Lipschutz, Discrete Mathematics, McGraw-Hill Publication, 3rd Edition, 2009.
2. V. K. Balakrishnan, Schaum's Outline of Graph Theory, McGraw-Hill Publication, 1st Edition, 1997.
3. Eric Gossett, Discrete Mathematics with Proof, Wiley Publication, 2nd Edition, 2009.
4. Kenneth H. Rosen, Discrete Mathematics and its Applications, McGraw-Hill Publication, 6th Edition, 2010.Y. N. Singh, Discrete Mathematical Structures, Wiley Publication, 1st Edition, 2010.
5. Dr. Sukhendu Dey, Graph Theory with Applications, SPD Publication, 1st Edition, 2012.

BTCOC303: Data Structures

[UNIT 1] Introduction **[7 Hours]**

Data, Data types, Data structure, Abstract Data Type (ADT), representation of Information, characteristics of algorithm, program, analyzing programs. Arrays and Hash Tables Concept of sequential organization, linear and non-linear data structure, storage representation, array processing sparse matrices, transpose of sparse matrices, Hash Tables, Direct address tables, Hash tables, Hash functions, Open addressing, Perfect hashing.

[UNIT 2] Stacks and Queues **[7 Hours]**

Introduction, stack and queue as ADT, representation and implementation of stack and queue using sequential and linked allocation, Circular queue and its implementation, Application of stack for expression evaluation and expression conversion, recursion, priority queue.

[UNIT 3] Linked list **[7 Hours]**

Concept of linked organization, singly and doubly linked list and dynamic storage management, circular linked list, operations such as insertion, deletion, concatenation, traversal of linked list, dynamic memory management, garbage collection.

[UNIT 4] Trees and Graphs **[7 Hours]**

Basic terminology, binary trees and its representation, insertion and deletion of nodes in binary tree, binary search tree and its traversal, threaded binary tree, Heap, Balanced Trees, Terminology and representation of graphs using adjacency matrix, Warshall's algorithm.

[UNIT 5] Searching and Sorting **[7 Hours]**

Sequential, binary searching, skip lists – dictionaries, linear list representation, skip list representation, operations– insertion, deletion and searching. Insertion sort, selection sort, radix sort, File handling.

Text Book:

1. Weiss, Data structures and algorithms analysis in C++, Pearson Education, 4th Edition,2013

Reference Books:

1. S. Lipschutz, Data Structures, McGraw-Hill Publication, Revised 1st Edition, 2014.
2. Y. Langsm, M. Augenstin, A. Tanenbaum , Data Structure using C and C++, Prentice Hall India Learning Private Limited,2nd edition,1998.
3. Horowitz and Sahani, Fundamentals of Data Structures, Universities Press, 2nd Edition,2008.
4. Thomas Cormen, Introduction to Algorithms, PHI Publication, 2nd Edition,2002.
5. Venkatesan& Rose, Data Structures, Wiley Publication, 1st Edition,2015.
6. Goodrich &Tamassia, Data Structure & Algorithm in C++, Wiley Publication, 2nd Edition,2011.
7. R. G. Dromey, How to Solve it by Computer, 2nd Impression, PearsonEducation.
8. Kyle Loudon, Mastering Algorithms with C: Useful Techniques from Sorting to Encryption, O'Reilly Media, 1st Edition, 1999.

BTCOC 304: Computer Architecture and Organization

[UNIT 1] Introduction **[7 Hours]**

Concept of computer organization and architecture, Fundamental unit, Computer function and interconnection, CPU structure and function

[Unit 2] Instruction Sets **[7 Hours]**

Characteristics, Types of operands, Types of operations, Assembly language, Addressing modes, Instruction format, Types of instruction, Instruction execution, Machine state and processor status, Structure of program, Introduction to RISC and CISC architecture.

[Unit 3] Computer Arithmetic **[7 Hours]**

The arithmetic and logic Unit, Integer representation, Integer arithmetic, Floating point representation, Floating point arithmetic, Introduction of arithmetic co-processor.

[Unit 4] Memory Organization **[7 Hours]**

Internal Memory: Semiconductor main memory, Error correction, Advanced DRAM organization, Virtual memory systems and cache memory systems. External Memory: Organization and characteristics of magnetic disk, Magnetic tape, Optical memory, RAID, Memory controllers.

[Unit 5] Control Unit and Input / Output Organization **[7 Hours]**

Control unit operation: Micro-operations, Control of the processor, Hardwired implementation, Micro-programmed Control Unit, Basic concepts, Micro-instruction sequencing, Micro-instruction execution, Applications of micro-programming. **Input/output Organization:** External devices, I/O module, Programmed I/O, Interrupt driven I/O, Direct memory access, I/O channels and processors, External interface.Instruction pipe-lining: Concepts. Parallel processing: Multiple processor organization, Symmetric multiprocessor, Cache coherence and the MESI protocol.

Text Book:

1. William Stalling, Computer Organization and Architecture: Designing for Performance, Prentice Hall Publication, 8th Edition, 2009.

Reference Books:

1. Hayes, Computer Architecture and Organization, McGraw-Hill Publication, 3rd Edition, 2012.
2. Zaky, Computer Organization, McGraw-Hill Publication, 5th Edition, 2011.
3. Hennessy and Patterson, Computer Architecture: A Quantitative Approach, Morgan and Kaufman Publication, 4th Edition, 2007.
4. Morris Mano, Computer System Architecture, Pearson Education India, 3rd Edition,2007.
5. Mostafa Abd-El-Barr, Hesham El-Rewini, Fundamentals of Computer Organization and Architecture, Wiley Publication, 1st Edition, 2004.
6. Miles J. Murdocca, Vincent P. Heuring, Computer Architecture and Organization: An Integrated Approach, Wiley Publication, 1st Edition, 2007.
7. Sajjan G. Shiva, Computer Organization: Design, and Architecture, CRC Press, 5th Edition, 2013.

Elective –I
(A) BTCOC 305: Object Oriented Programming in C++

[Unit 1] Introduction to Object Oriented Programming and Objects and Classes [7 Hours]

Need of object oriented programming, The object oriented approach, Characteristics of object oriented languages, class, Objects as data types, Constructors, Objects as function arguments, Returning objects.

[Unit 2] Operator Overloading, Inheritance and Polymorphism [7 Hours]

Overloading unary and binary operators, Data conversion. Derived and base class, Public and private inheritance, Levels of inheritance, **multiple** inheritance Examples.

[Unit 3] Polymorphism [7 Hours]

Virtual functions, Dynamic binding, Abstract classes and pure virtual functions, Friend functions, this pointer.

[Unit 4] Streams and Files [7 Hours]

Streams, Stream output and input, Stream manipulators, Files and streams, Creating, Reading, Updating sequential and random files.

[Unit 5] Templates, Exception Handling and STL [7 Hours]

Function templates, Overloading function templates, Class templates, Exception handling overview, Need of exceptions, An exception example, Multiple exceptions, Exception specifications. Standard Template Library (STL) Introduction to STL-Containers, Iterators, Algorithms, Sequence containers, Associative containers, Container adapters.

Text Book:

1. E. Balagurusamy, Object Oriented Programming with C++, McGraw-Hill Publication, 6th Edition, 2013.

Reference Books:

1. Robert Lafore, Object Oriented Programming in C++, Sams Publishing, 4th Edition, 2001.
2. Dr. B. B. Meshram, Object Oriented Paradigms with C++ Beginners Guide for C and C++, SPD Publication, 1st Edition, 2016.
3. Rajesh R. Shukla, Object-Oriented Programming in C++, Wiley India Publication, 1st Editio,2008
4. Bjarne Stroustrup, The C++ Programming Language, Addison-Wesley Publication, 4th Edition, 2013.
5. P. J. Deitel, H. M. Deitel, C++ How to Program, PHI Publication, 9th Edition, 2012.
6. John Hubbard, Programming with C++, Schaum's Outlines, McGraw-Hill Publication, 2nd Edition, 2000.
7. Nicolai M. Josuttis, Object-Oriented Programming in C++, Wiley Publication, 1st Edition, 2002.

Elective –I
(B) BTCOC 305: Object Oriented Programming in JAVA

[Unit 1] Introduction to Java Applications **[7 Hours]**

Introduction, Java Class Libraries, Typical Java Development Environment, Memory Concepts, Arithmetic. Introduction to Classes and Objects: Introduction, Classes, Objects, Methods and Instance Variables, Declaring a Class witha Method and Instantiating an Object of a Class, Declaring a Method, Instance variables, *set* Methods and *get* Methods, Primitive Types vs. Reference type double Types ,Initializing Objects with Constructors, floating point numbers.

[Unit 2] Control Statements **[7 Hours]**

Control structures *if* single-selection statement, *if….else* double-selection statement, *while* repetition statement, *do….while* repetition statement, *switch* multi-selection statement, *break* and *continue* statements, logical operators. Methods :Introduction, Program modules in Java, *static* methods, *static* Fields and *Class Math*, declaring methods with multiple parameters, scope of declaration, method overloading and Java API packages.

[Unit3]Arrays **[7 Hours]**

Arrays,declaring and creating arrays in java, examples using arrays, passing arrays to methods, multidimensional arrays, variable-length argument lists, using command-line arguments.

[Unit 4] Inheritance and Polymorphism in Java **[7 Hours]**

Inheritance: Super classes and Subclasses, protected members, relationship between super classes and subclasses, constructors in subclasses, objectclass. Polymorphism: Abstract classes and methods, final methods and classes, polymorphism examples and Interfaces.

[Unit 5] Exception-handling and Java script **[7 Hours]**

Exception-handling overview, handling *Arithmetic Exceptions* and *Input Mismatch Exceptions*, when to use exception handling, java exception hierarchy, *finally* block. Introduction to Java Applets. Java script: Introduction to client side scripting, Syntax basics, Operators, Comparisons, Statements, Loops, Events,Objects, and User defined functions, Validations using object functions, Validations using regular expressions, JS document object model, popovers, windows

Text Book:

1. Paul Deitel and Harvey Detail, *Java: How to Program*, Pearson's Publication, 9thEdition.

Reference Books:

1. Joel Murach and Michael Urban, *Murach's Beginning Java with Eclipse*, Murach's Publication, 1st Edition, 2016. Doug Lowe, *Java All-in-One For Dummies*, Wiley Publication, 4th Edition,2014.
2. Herbert Schildt, *Java The Complete Reference*, McGraw-Hill Publication, 9thEdition.
3. Patrick Niemeyer, Daniel Leuck, *Learning Java*, O'Reilly Media, 4th Edition,2013.
4. "JavaScript: The Good Parts", Douglas Crockford, O'Reilly, ISBN: 9782744055973. "Microsoft® .NET: Architecting Applications for the Enterprise", Microsoft Press; 1st edition, ISBN:978-0735626096

BTCOL306: Data Structure Laboratory

List of Experiments:

1. Write a program to implement stack using arrays.
2. Write a program to evaluate a given postfix expression using stacks.
3. Write a program to convert a given infix expression to postfix form using stacks.
4. Write a program to implement circular queue using arrays.
5. Write a program to implement double ended queue (dequeue) using arrays.
6. Write a program to implement a stack using two queues such that the push operation runs in constant time and the pop operation runs in linear time.
7. Write a program to implement a stack using two queues such that the push operation runs in linear time and the pop operation runs in constant time.
8. Write a program to implement a queue using two stacks such that dequeue operation runs in constant time and dequeue operation runs in linear time.
9. Write programs to implement the following data structures: (a) Single linked list (b)Double linked list.
10. Write a program to implement a stack using a linked list such that the push and pop operations of stack still take O(1)time.
11. Write a program to create a binary search tree (BST) by considering the keys in given order and perform the following operations on it. (a) Minimum key (b) Maximum key (c) Search for a given key (d) Find predecessor of a node (e) Find successor of a node (f) delete a node with given key.
12. Write a program to construct an AVL tree for the given set of keys. Also write function for deleting a key from the given AVL tree.
13. Write a program to implement hashing with (a) Separate Chaining and (b) Open addressing methods.
14. Implement the following sorting algorithms: (a) Insertion sort (b) Merge sort (c) Quick sort (d) Heap sort.
15. Write programs for implementation of graph traversals by applying: (a) BFS (b) DFS.

Elective –I

BTCOL306: Object Oriented Programming Lab

(a) Object Oriented Programming in C++

List of Experiments:

1. Programs on Operators, Arithmetic Promotion, Method Calling.
2. Programs on dealing with Arrays.
3. Programs on Classes: String and Math.
4. Programs on Inheritance and Polymorphism.
5. Programs on Garbage collection, packaging, access Modifiers, as well as static and abstract modifiers.
6. Programs on Interfaces block initializers, final Modifier, as well as static and dynamic binding.
7. Programs on file handling and stream manipulation.
8. Programs on Dynamic Polymorphism.
9. Programs on Dynamic Memory Management.
10. Programs on Exception Handling.
11. Programs on generic programming using templates.
12. Programs on STL-containers and iterators

(b) Object Oriented Programming in JAVA

List of Experiments:

1. Programs on Operators, Arithmetic Promotion, Method Calling.
2. Programs on Classes: String and Math.
3. Write a program to demonstrate following Function concepts
   i) Function overloading
   ii) Constructors of all types
   iii) Default parameters, returning by reference
4. Programs on dealing with Arrays.
5. Programs on Classes: String and Math.
6. Programs on Inheritance and Polymorphism.
7. Programs on Garbage collection, packaging, access Modifiers, as well as static and abstract modifiers.
8. Programs on Interfaces, block initializers, final Modifier, as well as static and dynamic binding.
9. Programs on Exception Handling.
10. Write a Java program that illustrates the following
    a) Creation of simple package.
    b) Accessing a package.
    c) Implementing interfaces.
11. Programs on Java script client side scripting.
12. Programs on Java script Operators, Comparisons, Statements, Loops, Events, Objects.
13. Programs on Java script User defined functions.
14. Programs on Java script Validations using object functions.
15. Programs on Java script Validations using regular expressions.
16. Programs on Java script JS document object model, Popovers, Windows.

BTCOC401: Design and Analysis of Algorithms

[Unit 1] Introduction to Algorithms **[7 Hours]**

Definition, Properties of Algorithms, Expressing Algorithm, Flowchart, Algorithm Design Techniques, Performance Analysis of Algorithms, Types of Algorithm's Analysis, Order of Growth, Asymptotic Notations, Recursion, Recurrences Relation, Substitution Method, Iterative Method, Recursion Tree, Master Theorem, Changing Variable, Heap Sort.

[Unit 2] Divide and Conquer **[7 Hours]**

Introduction, Binary Search, Merge Sort, Quick Sort, Strassen's Matrix Multiplication.

[Unit 3] Backtracking **[7 Hours]**

Backtracking Concept, N–Queens Problem, Four–Queens Problem, Eight–Queen Problem, Hamiltonian Cycle, Sum of Subsets Problem, Graph Colouring Problem, Branch and Bound: Introduction, Travelling Salesperson Problem, 15-Puzzle Problem, Comparisons between Backtracking and Branch and Bound.

[Unit 4] Greedy Algorithms **[7 Hours]**

Introduction to Greedy Technique, Greedy Method, Optimal Merge Patterns, Huffman Coding, Knapsack Problem, Activity Selection Problem, Job Sequencing with Deadline, Minimum Spanning Tree, Single-Source Shortest Path Algorithm

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[Unit 5] Dynamic Programming **[7 Hours]**

Introduction, Characteristics of Dynamic Programming, Component of Dynamic Programming, Comparison of Divide-and-Conquer and Dynamic Programming Techniques, Longest Common Sub-sequence, matrix multiplication, shortest paths: Bellman Ford, Floyd Warshall, Application of Dynamic Programming. NP Completeness: Introduction, the Complexity Class P, the Complexity Class NP, Polynomial-Time Reduction, the Complexity Class NP-Complete.

Text Book:

1. T. Cormen, Introduction to Algorithms, PHI Publication, 2nd Edition, 2002.

Reference Books:

1. Aho, Ullman, Data Structure and Algorithms, Addison-Wesley Publication, 1st Edition,1983.
2. Michel Goodrich, Roberto Tamassia, Algorithm Design – Foundation, Analysis & Internet Examples, Wiley Publication, 2nd Edition,2006.
3. George T. Heineman, Gary Pollice, Stanley Selkow, Algorithms in a Nutshell, A Practical Guide, O'Reilly Media, 2nd Edition, 2016.
4. Ellise Horowitz, SartajSahni, S. Rajasekaran, Fundamentals of Computer Algorithms, University Press (India) Private Ltd, 2nd Edition, 2008.
5. Sara Base, Computer algorithms: Introduction to Design and Analysis, Addison-Wesley Publication, 2nd Edition, 1988

BTCOC402: Operating Systems

[Unit 1] **[7 Hours]**

Introduction and Operating system structures: Definition, Types of Operating system, Real-Time operating system, System Components: System Services, Systems Calls, System Programs, System structure, Virtual Machines, System Design and Implementation, System Generations.

[Unit 2] **[7 Hours]**

Processes and CPU Scheduling: Process Concept, Process Scheduling, Operation on process, Inter-process Communication, Cooperating processes, Threads, Multithreading model, Scheduling criteria, Scheduling Algorithms, Thread Scheduling, Multiple-Processor Scheduling, Scheduling Algorithms evaluation.

[Unit 3] **[7 Hours]**

Process Synchronization: The critical-section problem, Critical regions, Peterson's Solution, Synchronization Hardware, Semaphores, Classical Problems of synchronization, and Monitors Deadlocks: Systems Model, Deadlock characterization, Methods for handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock, Combined approach to deadlock Handling.

[Unit 4] **[7 Hours]**

Memory Management: Basic concept, Logical and Physical address map, Memory allocation: Continuous Memory Allocation, Fixed and variable partition, Internal and external fragmentation and compaction, Paging: Principle of operation, Page allocation – Hardware support for paging, Protection and sharing,Disadvantages of paging; Segmentation. Virtual Memory: Basics of Virtual Memory – Hardware and control structures – Locality of reference, Page fault, Working Set, Dirty page / Dirty bit – Demand paging, Page Replacement algorithms: Optimal, First in First Out (FIFO), Second Chance (SC), Not recently used (NRU) and Least Recently used(LRU).

[Unit 5] **[7 Hours]**

File Management: File Concept, Access methods, File types, File operation, Directory and disk structure, File System Structure, File System Implementation, Allocation methods (contiguous, linked, indexed), Free-space management (bit vector, linked list, grouping), directory implementation (linear list, hash table), efficiency and performance. Mass-Storage Structure: Disk Structure, Disk attachment, Disk scheduling, Disk management, Swap Space Management.

Text Book:

1. Abraham Silberschatz, Peter B. Galvin and Greg Gagne, Operating System Concepts, Wiley Publication, 8th Edition, 2008.

Reference Books:

1. Andrew S. Tanenbaum, Modern Operating System, PHI Publication, 4th Edition, 2015.
2. D. M. Dhamdhere, Systems Programming and Operating Systems, McGraw-Hill, 2nd Edition, 1996.
3. Garry Nutt, Operating Systems Concepts, Pearson Publication, 3rd Edition, 2003.
4. Harvey M. Deitel, An Introduction to Operating Systems, Addison Wesley Publication, 2nd Edition, 1990.
5. Thomas W. Doeppner, Operating System in Depth: Design and Programming, Wiley Publication, 2011.

BTHM403: Basic Human Rights

[Unit 1] **[6 Hours]**

The Basic Concepts: - Individual, group, civil society, state, equality, justice, Human Values, Human rights and Human Duties: - Origin, Contribution of American bill of rights, French revolution, Declaration of independence, Rights of citizen, Rights of working and exploited people.

[Unit 2] **[6 Hours]**

Fundamental rights and economic programme, Society, religion, culture, and their inter relationship, Impact of social structure on human behavior, Social Structure and Social Problems: - Social and communal conflicts and social harmony, rural poverty, unemployment, bonded labor.

[Unit 3] **[6 Hours]**

Migrant workers and human rights violations, human rights of mentally and physically challenged, State, Individual liberty, Freedom and democracy, NGOs and human rights in India: - Land, Water, Forest issues.

[Unit 4] **[6 Hours]**

Human rights in Indian constitution and law: - i) the constitution of India: Preamble ii) Fundamental rights iii) Directive principles of state policy vi) Fundamental duties v) some other provisions.

[Unit 5] **[6 Hours]**

Universal declaration of human rights and provisions of India, Constitution and law, National human rights commission and state human rights commission.

Text Book:

1. Shastry, T. S. N., India and Human rights: Reflections, Concept Publishing Company India (P Ltd.), 2005.

Reference books:

1. Nirmal, C.J., Human Rights in India: Historical, Social and Political Perspectives (Law in India), Oxford India

BTBSC404: Probability and Statistics

[Unit 1] Probability Theory **[7 Hours]**

Definition of probability: classical, empirical and axiomatic approach of probability, Addition theorem of probability, Multiplication theorem of probability, Bayes' theorem of inverse probability, Properties of probabilities with proofs, Examples.

[Unit 2] Random Variable and Mathematical Expectation **[7 Hours]**

Random variables, Probability distributions, Probability mass function, Probability density function, Mathematical expectation, Join and marginal probability distributions, Properties of expectation and variance with proofs. Theoretical Probability Distributions : Binomial distribution, Poisson distribution, Normal distribution, Fitting of binomial distributions, Properties of binomial, Poisson and normal distributions, Relation between binomial and normal distributions, Relation between Poisson and normal distributions, Importance of normal distribution, Examples.

[Unit 3] Correlation **[7 Hours]**

Introduction, Types of correlation, Correlation and causation, Methods of studying correlation, Karl Pearson's correlation coefficient, Spearman's rank correlation, Coefficient, Properties of Karl Pearson's correlation coefficient and Spearman's rank correlation coefficient, Probable errors.

[Unit 4] Linear Regression Analysis **[7 Hours]**

Introduction, Linear and non-linear regression, Lines of regression, Derivation of regression lines of y on x and x on y, Angle between the regression lines, Coefficients of regression, Theorems on regression coefficient, Properties of regression coefficient.

[Unit 5] Estimation and Hypothesis **[7 Hours]**

Estimation, Large Sample Estimation of a Population Mean, Small Sample Estimation of a Population Mean, Large Sample Estimation of a Population Proportion, Sample Size Considerations, Testing Hypotheses, The Elements of Hypothesis Testing, Large Sample Tests for a Population Mean, The Observed Significance of a Test, Small Sample Tests for a Population Mean, Large Sample Tests for a Population Proportion.

Text Book:

1. S. C. Gupta, Fundamentals of Statistics, Himalaya Publishing House, 7th Revied and Enlarged Edition, 2016.

Reference Books:

1. G. V. Kumbhojkar, Probability and Random Processes, C. Jamnadas and Co., 14th Edition, 2010.
2. Erwin Kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
3. Veerarajan T., Engineering Mathematics (for semester III), Tata McGraw-Hill, New Delhi, 2010.
4. G. Haribaskaran, Probability, Queuing Theory and Reliability Engineering, Laxmi Publications, 2nd Edition, 2009.
5. Murray Spiegel, John Schiller, R. ALU Srinivasan, Probability and Statistics, Schaum's Outlines, 4th Edition, 2013.
6. Kishor S. Trivedi, Probability, Statistics with Reliability, Queuing and Computer Science Applications, Wiley India Pvt. Ltd, 2nd Edition, 2001.
7. Vijay K. Rohatgi, A. K. Md. Ehsanes Saleh, An Introduction to Probability and Statistics, Wiley

Publication, 2nd Edition, 2001.

8. Roxy Peck, Chris Olsen, Jay Devore, Introduction to Statistics and Data Analysis, Third Edition, Thomson Books/Cole.
9. Ronald Walpole; Raymond Myers; Sharon Myers; Keying Ye, Probability & statistics for engineers & scientists, 9th edition, Prentice Hall.

BTES405: Digital Logic Design & Microprocessor

[Unit1] Introduction **[7 Hours]**

Digital signals, digital circuits, AND, OR, NOT, NAND, NOR and Exclusive-OR operations, Boolean algebra, examples of IC gates, Number Systems: binary, signed binary, octal hexadecimal number, binary arithmetic, one's and two's complements arithmetic, codes, error detecting and correcting codes.

[Unit 2] Combinational Digital Circuits **[7 Hours]**

Standard representation for logic functions, K-map representation, simplification of logic functions using K-map, minimization of logical functions, Don't care conditions, Multiplexer, De-Multiplexer / Decoders,Adders, Subtractors, BCD arithmetic, carry look ahead adder, serial adder, ALU, elementary ALU design, parity checker / generator.

[Unit 3] Sequential circuits and systems **[7 Hours]**

1-bit memory, the circuit properties of Bistable latch, the clocked SR flip flop, J-K-T and D-types flip flops, applications of flip flops, shift registers, applications of shift registers, serial to parallel converter, parallel to serial converter, ring counter, sequence generator, ripple(Asynchronous) counters, synchronous counters, counters design using flip flops, special counter IC's, asynchronous sequential counters, applications of counters.

[Unit 4] Fundamentals of Microprocessors **[7 Hours]**

Fundamentals of Microprocessor, Comparison of 8-bit, (8085) 16-bit (8086), and 32-bit microprocessors (80386), The 8086 Architecture: Internal Block Diagram, CPU, ALU, address, data and control bus, Working registers, SFRs, Clock and RESET circuits, Stack and Stack Pointer, Program Counter, I/O ports, Memory Structures, Data and Program Memory, Timing diagrams and Execution Cycles.

[Unit 5] 8086 Instruction Set and Programming **[7 Hours]**

Memory Interfacing, I/O Interfacing, Direct Memory Access (DMA), Interrupts in 8086, 8086 Instruction Set and Programming: Addressing modes: Introduction, Instruction syntax, Data types, Subroutines Immediate addressing, Register addressing, Direct addressing, Indirect addressing, Relative addressing, Indexed addressing, Bit inherent addressing, bit direct addressing, Instruction timings, Data transfer instructions, Arithmetic instructions, Logical instructions, Branch instructions, Subroutine instructions, Bit manipulation instruction, Assembly language programs, C language programs, Assemblers and compilers, Programming and debugging tools.

Text Book:

1. R. P. Jain, Modern Digital Electronics, McGraw Hill Education, 2009.

Reference Books:

1. M. M. Mano, Digital logic and Computer design, Pearson Education India, 2016.
2. Kumar, Fundamentals of Digital Circuits, Prentice Hall India, 2016.
3. Douglas Hall, Microprocessors and Interfacing, McGraw-Hill Publication, Revised 2nd Edition, 2006.

BTCOL406: Python Programming

One hour per week is for program demonstration and instruction which can be conducted as a classroom session or lab session.

[Unit 1] **[2 Hours]**

Informal introduction to programming, algorithms and data structures, downloading and installing Python, run a simple program on Python interpreter.

[Unit 2] **[2 Hours]**

Variables, operations, control flow – assignments, conditionals, loops, functions: optional arguments, default values, passing functions as arguments.

[Unit 3] **[2 Hours]**

Statements, Expressions, Strings: String processing. Exception handling, Basic input/output, handling files.

[Unit 4] **[2 Hours]**

Class and Object, Data Structure: List, Tuple and Sequences, Set, Dictionaries.

[Unit 5] **[4 Hours]**

Using Database and Structured Query Languages (SQL): SQLite manager, Spidering Twitter using a Database, Programming with multiple tables, JOIN to retrieve data.

*Programming assignments are mandatory.

Text Book:

1. Michael Urban and Joel Murach, Murach’s Python Programming, Murach's Publication, 2016.

Reference Books:

1. Charles Severance, Python for Informatics: Exploring Information, University of Michigan, Version 2.7.0, 2014.
2. Dr. R. Nageswara Rao, Core Python Programming, Dreamtech Press, 1st Edition, 2016.
3. Mark Lutz, Learning Python, O'Reilly Media, 5th Edition, 2013.
4. Mark Pilgrim, Dive into Python 3, A press Publication, 2nd Edition, 2009.
5. Allen B. Downey, Think Python, O'Reilly Media, 2nd Edition, 2012.
6. Jon Kleinberg and Eva Tardos, Algorithm Design, Pearson Education, 1st Edition, 2006.

BTCOL406: Python Programming

List of Experiments:

1	Program to calculate area of triangle, rectangle, circle
2	Program to find the union of two lists.
3	Program to find the intersection of two lists.
4	Program to remove the “i” th occurrence of the given word in a list where words repeat.
5	Program to count the occurrences of each word in a given string sentence.
6	Program to check if a substring is present in a given string.
7	Program to map two lists into a dictionary.
8	Program to count the frequency of words appearing in a string using a dictionary.
9	Program to create a dictionary with key as first character and value as words starting with that character.
10	Program to find the length of a list using recursion.
11	compute the diameter, circumference, and volume of a sphere using class
12	Program to read a file and capitalize the first letter of every word in the file.

BTCOL406: Operating Systems Laboratory

List of Experiments:

1. Hands on Unix Commands
2. Shell programming for file handling.
3. Shell Script programming using the commands grep, awk, and sed.
4. Implementation of various CPU scheduling algorithms (FCFS, SJF, Priority).
5. Implementation of various page replacement algorithms (FIFO, Optimal, LRU).
6. Concurrent programming; use of threads and processes, system calls (fork and v-fork).
7. Study pthreads and implement the following: Write a program which shows the performance.
8. Improvement in using threads as compared with process.(Examples like Matrix Multiplication.
9. Hyper Quick Sort, Merge sort, Traveling Sales Person problem).
10. Implementation of Synchronization primitives – Semaphore, Locks and Conditional Variables.
11. Implementation of Producer-Consumer problem, Bankers algorithm.
12. Implementation of various memory allocation algorithms, (First fit, Best fit and Worst fit), Disk.
13. Scheduling algorithms (FCFS, SCAN, SSTF, C-SCAN).
14. Kernel reconfiguration, device drivers and systems administration of different operating systems. Writing utilities and OS performance tuning

BTCOS407: Seminar – II

[Unit 1]

Web Site development Essentials: Overview of Web Design Concepts, Web Project Management Fundamentals, Web Site Development Process, HTML and the Evolution of Markup languages, HTML basic tags, Web Page Layout and Elements, Create Hyperlinks, Create Tables, Create Web Forms, Image Inserting Techniques, Create Frames, GUI HTML Editors, Site Content and Metadata.

[Unit 2]

Cascading Style Sheets: Cascading Style Sheets for Web page design, Creating CSS rules, Format Text with CSS, Use of CSS Selectors, Embed Style Sheets, and Attach External Style Sheets. Using CSS with Tables: Insert and Styling Tables, Import Table Data, Style Tables with CSS, Sort Data in Table.

[Unit 3]

Introduction to JavaScript, Variables, Basic in JavaScript — Numbers and operators, Handling text — Strings in JavaScript, Useful string methods, Arrays, Troubleshooting JavaScript;
Programming fundamentals: If...Else Statements, Else...If Statements, For Loops, While Loops, Breaking Out Of Loops, Switch Statements, Functions; JavaScript Events, Selecting HTML elements using get Element ById().

[Unit 4]

PHP: Basic Syntax, Defining variable and constant, PHP Data type, Operator and Expression, Handling Html Form with PHP: Capturing Form Data, Dealing with Multi-value filed, redirecting a form after submission, PHP Session.

[Unit 5]

JQuery: Introduction to JQuery, Validation using JQuery, JQuery Forms, JQuery Examples
AJAX: Introduction to AJAX, PHP with AJAX Introduction to RDBMS: Connection with MySQL Database, Performing basic database operation (DML)(Insert, Delete, Update, Select)

Suggestive List of Experiments:

1. Design an html form for displaying information using interactive css including images, tables.
2. Create a webpage with HTML describing your department with following specification:
    a. Change the background color of the page. At the bottom create a link to take user to the top of the page.
    b. Insert an image and create a link such that clicking on image takes user to other page.
    c. Also apply font styling like italics, underline and two other fonts to words you find appropriate. Also use header tags.
3. Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.
4. Write a JavaScript to validate the following fields of employee on html form: email, name, mobile no., address, salary.
5. Develop and demonstrate a HTML file that includes JavaScript script that uses functions for the following problems:
    a. Parameter: A string
    Output: Length of the String
    b. Parameter: A number
    Output: The number with its digits in the reverse order
6. Develop and demonstrate a HTML file that includes JavaScript for the following problems:
    a. Input: A starting and ending number
    b. Output: find all the prime numbers between starting and ending number.
7. Write a PHP program to display a digital clock which displays the current time of the server.

8. Write a PHP program to implement sign-In and Sign-out functionality.
9. Write a PHP program to keep track of the number of visitors visiting the Web page and to display thiscount of visitors, with proper headings.
10. Write a PHP code to implement AJAX functionality.
11. Write a PHP program to perform search operation on the student records using AJAX.
12. Write a PHP program to sort the student records which are stored in the database usingascending/descending order.

Text Book:

1. HTML 5 Black Book, Covers CSS 3, JavaScript, XML, XHTML, Ajax, PHP and jQuery, 2ed(English, Paperback, DT Editorial Services).

Reference Books:

1. Robin Nixon, Learning PHP, MySQL & JavaScript with j Query, CSS & HTML5 Paperbackby Orielly Pub**.**

2. E. Robson, E. Freeman, Head First HTML & CSS, O'Reilly Media, 2nd Edition, 2012.

Guidelines for Seminar:

1. Each candidate shall deliver a seminar as per the Scheme of Teaching and Examinationfor a minimum 35 minutes including questions and answers.
2. Students can choose/propose any topic for web application development.
3. Students can use HTML, CSS, Java Script, AJAX, PHP or any other front-end tool for webapplication development.
4. Applications developed must be demonstrated on desktop/laptop as a web based application inthe seminar.
5. A seminar report must be submitted at the end of semester on the base of application developedand technology used.

Semester –V

Computer Network and Cloud Computing

BTAIC501	Computer Network and Cloud Computing	PCC5	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Computer Fundamentals, Fundamentals of Digital Communication

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. Theoretical and practical base in computer networks issues
2. Outline the basic network configurations
3. Understand state-of-the-art in network protocols, architectures, and applications
1. Fundamental concepts of cloud computing
2. Implementation of virtualization and various cloud services

Course Outcomes:

On completion of the course, students will be able to:

CO1	Analyze the requirements for a given organizational structure and select the most appropriate networking architecture and technologies
CO2	Specify and identify deficiencies in existing protocols, and then go onto select new and better protocols.
CO3	Have a basic knowledge of installing and configuring networking applications
CO4	Understand the different cloud computing environments
CO5	Apply concepts of virtualization and various cloud services to design, develop and deploying cloud applications.

Course Contents:

Unit No 1: Introduction to Computer Networks [7 Hours]

Uses of computer networks, Types of computer networks, Network technology- from local to global, Examples of networks, Network protocols, Reference models, Standardization, policy, legal, and social issues.

Unit No 2: The Data Link Layer and Network Layer [8 Hours]

Data link layer design issues, Error detection and correction, Elementary data link protocols, The channel allocation problem, Multiple access protocols, Network layer design issues, Routing algorithms in a single network, Traffic management at the network layer,

internetworking, software-defined networking, The network layer in the internet.

Unit No 3: Transport and Application Layers [7 Hours]

The transport service, Elements of transport protocols, The internet transport protocols: UDP and TCP, The Domain Name System (DNS), Electronic mail, The world wide web, Streaming audio and video, Content delivery.

Unit No 4: Introduction to Cloud Computing [7 Hours]

Definition and evolution of Cloud Computing, Enabling Technologies, Service and Deployment Models, Popular Cloud Stacks and Use Cases, Benefits, Risks, and Challenges of Cloud Computing, Economic Models and SLAs, Topics in Cloud Security. Historical Perspective of Data Centers, Data center Components.

Unit No 5: Virtualization and Cloud Services [7 Hours]

Communication-as-a-Service (CaaS), Infrastructure-as-a-Service (IaaS), Monitoring-as-a-Service (MaaS), Platform-as-a-Service (PaaS), Software-as-a-Service (SaaS). Virtualization (CPU, Memory, I/O) Case Study: Amazon EC2.

Note: Hands-on practice of Computer Network and any cloud services (like Amazon Web Services (AWS Cloud) or Microsoft Azure or Google Cloud) should cover under Tutorial slots.

Text Books

1. A Tanenbaum, N Feamster, D Wetherall, Computer Networks, Sixth Edition, Pearson Education Limited. ISBN 10: 1-292-37406-3, 2021
2. John W. Rittinghouse, James F. Ransome, Cloud Computing Implementation, Management, and Security, CRC Press , Routledge Publisher, ISBN-10 :**1818 ,1189978311879**

Reference Books

1. B. Forouzan, Data Communications and Networking, McGraw Hill Publication, 5th Edition, 2013.
2. Larry Peterson and Bruce Davie, Computer Networks: A Systems Approach, Morgan Kufman
3. Publication, 5th Edition, 2012.Ronald L. Krutz, Russell Dean Vines, Cloud Security: A Comprehensive Guide to Secure Cloud Computing, Wiley-India, 2010.
4. Anthony T. Velte, Toby J. Velte and Robert E, Cloud Computing – A Practical Approach, TMH, 2010

Semester –V

Machine Learning

BTAIC502	Machine Learning	PCC6	3L- 0T - 0P	3 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Data Analysis, Python Programming Language

Course Objectives:

After completion of the course, students will learn:-

- To understand fundamental concepts of machine learning and its various algorithms
- To understand various strategies of generating models from data and evaluating them
- To apply ML algorithms on given data and interpret the results obtained
- To design appropriate ML solution to solve real world problems in AI domain

Course Outcomes:

On completion of the course, students will be able to:

CO1	Develop a good understanding of fundamental principles of machine learning
CO2	Formulation of a Machine Learning problem
CO3	Develop a model using supervised/unsupervised machine learning algorithms for classification/prediction/clustering
CO4	Evaluate performance of various machine learning algorithms on various data sets of a domain.
CO5	Design and Concrete implementations of various machine learning algorithms to solve a given problem using languages such as Python

Course Contents:

Unit No 1: Introduction to Machine Learning [7 Hours]

Introduction to Machine Learning: Definition of Machine Learning, Definition of learning. Classification of Machine Learning: Supervised learning, unsupervised learning, Reinforcement learning, Semi-supervised learning.

Categorizing based on required Output: Classification, Regression, and Clustering. Difference in ML and Traditional Programming, Definition of Data, Information and Knowledge.

Split data in Machine Learning: Training Data, Validation Data and Testing Data.

Machine Learning: Applications

Unit No 2: Machine Learning - Performance Metrics [7 Hours]

Performance Metrics for Classification Problems- Confusion Matrix, Classification Accuracy, Classification Report- Precision, Recall or Sensitivity, Support, F1 Score, AUC (Area Under ROC curve).

Performance Metrics for Regression Problems- Mean Absolute Error (MAE), Mean Square Error (MSE), R Squared (R2)

Unit No 3: Linear and Logistic Regression [8 Hours]

Introduction to linear regression:

Introduction to Linear Regression, Optimal Coefficients, Cost function, Coefficient of Determination, Analysis of Linear Regression using dummy Data, Linear Regression Intuition.

Multivariable regression and gradient descent:

Generic Gradient Descent, Learning Rate, Complexity Analysis of Normal Equation Linear

Regression, How to find More Complex Boundaries, Variations of Gradient Descent.
Logistic regression:
Handling Classification Problems, Logistic Regression, Cost Function, Finding Optimal Values, Solving Derivatives, Multiclass Logistic Regression, Finding Complex Boundaries and Regularization, Using Logistic Regression from Sklearn.

Unit No 4: Decision Trees and Random Forests [7 Hours]

Decision trees:
Decision Trees, Decision Trees for Interview call, Building Decision Trees, Getting to Best Decision Tree, Deciding Feature to Split on, Continuous Valued Features
Code using Sklearn decision tree, information gain, Gain Ratio, Gini Index, Decision Trees & Overfitting, Pruning.
Random forests:
Introduction to Random Forests, Data Bagging and Feature Selection, Extra Trees, Regression using decision Trees and Random Forest, Random Forest in Sklearn

Unit No 5: Naive Bayes, KNN and SVM [7 Hours]

Naive Bayes:
Bayes Theorem, Independence Assumption in Naive Bayes, Probability estimation for Discrete Values Features, How to handle zero probabilities, Implementation of Naive Bayes, Finding the probability for continuous valued features, Text Classification using Naive Bayes.
K-Nearest Neighbours:
Introduction to KNN, Feature scaling before KNN, KNN in Sklearn, Cross Validation, Finding Optimal K, Implement KNN, Curse of Dimensionality, Handling Categorical Data, Pros & Cons of KNN.
Support Vector Machine:
Intuition behind SVM, SVM Cost Function, Decision Boundary & the C parameter, using SVM from Sklearn, Finding Non Linear Decision Boundary, Choosing Landmark Points, Similarity Functions, How to move to new dimensions, Multi-class Classification, Using Sklearn SVM on Iris, Choosing Parameters using Grid Search, Using Support Vectors to Regression.

Text Books

1. Ethem Alpaydın, Introduction to Machine Learning, PHI, Third Edition, ISBN No. 978-81-203-5078-6
2. Christopher M. Bishop, Pattern Recognition and Machine Learning, Mcgraw-Hill, ISBN No. 0- 07-115467-1
3. Tom Mitchell, Machine Learning, Mcgraw-Hill, First Edition, ISBN No. 0-07-115467-1.
4. Giuseppe Bonaccorso, “Machine Learning Algorithms”, Packt Publishing Limited, ISBN10: 1785889621, ISBN-13: 978-1785889622

Reference Books

1. R.O. Duda, P.E. Hart, D.G. Stork, Pattern Classification, 2/e, Wiley, 2001
2. Shai shalev-Shwartz and Shai Ben-David, Understanding Machine Learning (From Theory to Algorithms), Cambridge University Press, First Edition, ISBN No. 978-1-107-51282-5.
3. A. Rostamizadeh, A. Talwalkar, M. Mohri, Foundations of Machine Learning, MIT Press.
4. A. Webb, Statistical Pattern Recognition, 3/e, Wiley, 2011.
5. https://python-course.eu/machine-learning/

Semester –V

Economics and Management

BTAIHM503A	Economics and Management	HSSMEC4	3L- 0T - 0P	3 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will learn to manage Economical things.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Study of Market Equilibrium
CO2	Understand Relevant Information and Decision Making
CO3	Aware Financial Statements
CO4	Study of Depreciation Accounting
CO5	Understand Product Development

Course Contents:

Unit No 1: Introduction: [7 Hours]

Market Equilibrium: Demand and Supply, Elasticity of Demand Forecasting, Production, Exercises on Economics, Cost-Volume-Profit Relationships, Cost Management Systems and Activity Costing System.

Unit No 2: Relevant Information and Decision Making [8 Hours]

Cost Allocation, Exercises on Economics, Double-Entry Bookkeeping, Job Casting, Process Costing, The Master Budget, Flexible Budgets and Variance Analysis.

Unit No 3: Financial Statements [7 Hours]

Analysis of Financial Statements, Time Value of Money, Comparison of Alternatives.

Unit No 4: Depreciation Accounting [7 Hours]

Evolution of Management Thoughts, Functions of Management Directing.

Unit No 5: Product Development [7 Hours]

Forecasting Revisited, Capacity Planning, Product / Services Strategies and Plant Layout, Production Planning and Control.

Text Books

1. R. Paneerselvam, Engineering Economics, PHI publication.

Reference Books

1. Robbins S.P. and Decenzo David A., Fundamentals of Management: Essential Concepts and Applications, Pearson Education.
2. L. M. Prasad, Principles and Practices of Management.

3. K. K. Dewett & M. H. Navalur, Modern Economic Theory, S. Chand Publications.

Semester –V

Business Communication

BTAIHM503B	Business Communication	HSSMEC4	3L- 0T - 0P	3 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will learn business Communication

Course Outcomes:

On completion of the course, students will be able to:

CO1	Study of business
CO2	Understand Intercultural Communication
CO3	Aware Barriers to Communication
CO4	Study of Interpersonal Communication
CO5	Understand Negotiation and Conflict Management

Course Contents:

Unit No 1: Introduction: [7 Hours]

Introduction, Definitions & Concepts, Communicative Competence.

Unit No 2: Intercultural Communication [8 Hours]

Intercultural Communication, Nonverbal Communication, Thought and Speech, Translation as ProblematicDiscourse.

Unit No 3: Barriers to Communication [7 Hours]

Barriers to Communication, Listening, Communication Rules, Communication Style.

Unit No 4: Interpersonal Communication [7 Hours]

Interpersonal Communication, Relational Communication, Organizational Communication. Collaboration,Communication in Groups and Teams, Persuasive Communication.

Unit No 5: Negotiation and Conflict Management [7 Hours]

Negotiation and Conflict Management, Leadership, Written Communication in International Business, Role of Technology in international Business Communication, Moving to Another Culture, Crisis Communication,Ethics in Business Communication.

Text Books

1. Mary Ellen Guffey, Essentials of Business Communication, Sixth Edition, South-Western College Publishing.

Reference Books

1. Bovee, Courtland, John Thill & Mukesh Chaturvedi, Business Communication Today: Dorling kindersley, Delhi.

2. Kaul, Asha, Business Communication, Prentice-Hall of India, Delhi.

3. Monippally, Matthukutty M. Business Communication Strategies. Tata McGraw-Hill Publishing Company Ltd., New Delhi.

4. Sharma, Sangeeta and Binod Mishra, Communication Skills for Engineers and Scientists, PHI Learning Pvt.

Ltd., New Delhi.

Semester –V

Knowledge reasoning and AI ethics

BTAIHM503C	**Knowledge reasoning and AI ethics**	**HSSMC4**	**3L- 0T - 0P**	**3 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. To provide a strong foundation of fundamental basics of knowledge reasoning & AI Ethics
2. Demonstrate awareness and fundamental understanding of knowledge reasoning
3. To impart knowledge about AI ethics.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Apply the knowledge and reasoning based concepts
CO2	Specify and identify the logical agents.
CO3	Apply Probabilistic Reasoning & Uncertainty along with rules.
CO4	Understand the human psychology and social ethics to use AI
CO5	Apply concepts of virtualization and various cloud services to design, develop and deploying cloud applications.

Unit 1: Knowledge & Reasoning **[7 Hours]**

Knowledge representation issues, Representation & mapping, Approaches to knowledge representation, semantic nets- frames and inheritance, Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic: A Very Simple Logic, Propositional Theorem Proving, Effective Propositional Model Checking, Agents Based on Propositional Logic

Unit 2: Logical Agents **[7 Hours]**

Using predicate logic: Representing simple fact in logic, Representing instant & ISA relationship, Computable functions & predicates, Resolution, Natural deduction. Representing knowledge using rules: Procedural versus declarative knowledge, Logic programming, forward versus backward reasoning, Matching, Control knowledge.

First-order logic: Representation Revisited Syntax and Semantics of First-Order Logic, Knowledge Engineering in First-Order Logic Inference in first-order logic, propositional vs. first-order inference, unification & lifts forward chaining, Backward chaining, Resolution

Unit 3: Probabilistic Reasoning & Uncertainty [7 Hours]

Quantifying Uncertainty, Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule, and Its Use, The Wumpus World Revisited, Probabilistic Reasoning, Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions Exact Inference in Bayesian Networks, Approximate Inference in Bayesian Networks, Relational and First-Order Probability Models, and Other Approaches to Uncertain Reasoning.

Unit 4: Introduction to AI Ethics [7 Hours]

Artificial intelligence, ways of implementing AI, Advantages and disadvantages of AI, Definition of morality and ethics, Descriptive Ethics, Normative Ethics, Meta-ethics, Applied Ethics, Impact on society, Impact on human psychology, Impact on the legal system, impact on Environment and planet, impact on trust (privacy issues), challenges of AI and data governance, Ethical implications and responsibilities.

Unit 5: Ethical initiatives in the field of artificial intelligence [7 Hours]

International ethical initiatives, Autonomous systems, Ethical harms, Machine Ethics, Artificial moral agents Singularity, AI standard and regulation, IEEE 'human standards' with implications for AI, Ethics in military use of AI: use of weapons, regulations governing an AWS, Ethical Arguments for and Against AI for Military Purposes.

Text / Reference Book:

1. Knowledge Representation and Reasoning, by Hector Levesque and Ronald J. Brachman
2. Foundations of Knowledge Representation and Reasoning by Gerhard Lakemeyer, Bernhard Nebel
3. AI Ethics by Mark Coeckelbergh
4. An Introduction to Ethics in Robotics and AI by Christoph Bartneck, Christoph Lütge, Alan Wagner, Sean Welsh

Semester –V

Advanced Database Systems

BTAIPE504A	Advanced Database Systems	PEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Nil.

Course Objectives:

Upon completion of this course, the student should be able to study database management systems.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Summarize the basic concept of Data base System.
CO2	Understand relational database models.
CO3	Demonstrate working of advanced SQL.
CO4	Understand data warehousing and mining concepts.
CO5	Understand the advanced transaction processing.

Course Contents:

Unit 1: Introduction to Database System and E-R Models **[8 Hours]**

Database System Applications, Purpose of Database Systems, View of Data, Database Languages, Relational Databases, Database Design, Data Storage and Querying, Transaction Management, Database Architecture Data modeling using the Entity Relationship Model: ER model concepts, notation for ER diagram, Constraints, keys, E-R Diagrams, Mapping Cardinality, Concepts of Super Key, candidate key, primary key, weak entity sets, Codd‘s rules, Extended ER model, Generalization, Aggregation, , Reduction of an ER diagrams to tables.

Unit 2: Relational Data Model, Relational Algebra and SQL **[7 hours]**

Structure of Relational Databases, Database Schema, Keys Relational algebra: Fundamental Operations, Additional Relational Algebra Operations, Extended Relational Algebra Operations. SQL: Overview of SQL, SQL Data Definition, Basic Structure of SQL Queries, Additional Basic Operators, Set Operations, Null Values, Aggregate Functions, Nested Sub queries, Modification of the Database Intermediate SQL: Join Expressions, Views, Transactions, Integrity Constraints, SQL Data Types and Schema, Authorization.

Unit 3: Advanced SQL, Relational Database Design and Data Normalization **[7 hours]**

Advanced SQL: Assessing SQL from Programming Language, JDBC, ODBC, Embedded SQL, Functions and Procedures, Triggers, Normalization: Features of good relational designs, Functional dependencies, Normal forms, First, Second, Third normal forms, BCNF, Functional Dependency Theory, Multivalued Dependencies, Fourth Normal Form, Database Design Process.

Unit 4: Data Warehousing, Data Mining, and Information Retrieval [7 hours]

Database-System Architectures: Centralized and Client –Server Architectures, Parallel Systems, Distributed Systems. Data warehousing: Decision-Support Systems, Data Warehousing, Data Mining, Classification and Clustering, Association Rules, Other Forms of Data Mining and information retrieval.

Unit 5: Advanced Transaction Processing and Concurrency Control [7 hours]

Transaction Model Concepts, A Simple Transaction Model, Serializability Concurrency Control Techniques: Lock based Protocols, Deadlock handling, Multiple Granularity, Time stamp-Based Protocols.

Note: Hands-on practice should cover under Tutorial slots.

Text Books

1. Henry Korth, Abraham Silberschatz & S. Sudarshan, Database System Concepts, McGraw- Hill Publication, 6th Edition, 2011.

Reference Books

1. Raghu Ramakrishnan, Johannes Gehrke, Database Managemen Systems, McGraw-HillPublication, 3rd Edition, 2003.
2. Joel Murach, Murach's Oracle SQL and PL/SQL for Developers, Mike Murach & Associates, 2nd Edition, 2014.
3. Wiederhold, Database Design, McGraw-Hill Publication, 2nd Edition, 1983.
4. Navathe, Fundamentals of Database System, Addison-Wesley Publication, 6th Edition, 2012.
5. Mark L. Gillenson, Fundamentals of Database Management System, WileyPublication, 2ndEdition, 2011.
6. Serge Abiteboul, Richard Hull, Victor Vianu, ―Foundations of Databases‖, Reprintby Addison-Wesley.
7. Jiawei Han, Micheline Kamber, and Jian Pei, ― Data Mining: Concepts andtechniques by Morgan Kaufmann Publishers (an imprint of Elsevier)

Semester –V

Soft Computing

BTAIPE504B	Soft Computing	PEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Basic Knowledge of Data Structures, Python.

Course Objectives:

Upon completion of this course, the student should be able to:

1. Differentiate between soft computing and hard computing.
2. Understand Neural Networks, its architecture, functions and various algorithms involved.
3. Understand Fuzzy Logic and Genetic algorithms.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Summarize the basic concept of soft computing and Neural network.
CO2	Choose appropriate activation and loss functions for neural network.
CO3	Demonstrate working of Feedforward and Backpropagation learning propagation.
CO4	Implement simple neural network in python.
CO5	Understand the need of fuzzy logic and genetic algorithm.

Course Contents:

Unit 1: Introduction of soft computing and Artificial Neural Networks [7 Hours]

soft computing vs. hard computing, various types of soft computing techniques, applications of soft computing, Introduction to Neural Network, Biological Neural Network, Introduction to neuron, A simple neural network model,, training/Learning procedure of neural network, anatomy of neural network: neurons, layers, weights, bias, threshold, learning constants, learning rate, loss function, optimizer, dot product computation , McCulloch Pitts Neuron, Thresholding Logic, Perceptrons, Perceptron Learning Algorithm

Unit 2: Activation Functions, Loss Functions and optimizers [7 hours]

Need of activation Functions, Linear and non-linear activation function: Linear, RELU, sigmoid, tanh, softmax etc. Loss functions: squared error, Binary cross entropy, categorical/multiclass cross entropy. Optimizers: Derivatives, Gradient decent, stochastic gradient descent, Mini batch gradient descent.

Unit 3: Feedforward and Backpropagation learning [7 hours]

Learning propagation: forward propagation and backword propagation, Multilayer Perceptron's (MLPs), Representation Power of MLPs, Sigmoid Neurons, Feedforward Neural Networks: Feedforward Neural Networks, Backpropagation

Unit 4: Introduction to Artificial Neural Networks with python [7 hours]

Introduction to pytorch, tensorflow and keras. Data representation for Artificial neural network:scalars, vectors, matrices, high dimensional arrays (tensors), preparing the dataset, building simpleneural network, feeding data to neural network, training neural network validating network, usingtrained network to generate prediction on new data, working example of feedforward and backpropagation neural network, Parameters and Hyper Parameters, over fitting and under fitting,dealing with overfitting in neural networks.

Unit 5: Introduction to Fuzzy logic and Genetic Algorithms [8 hours]

Fuzzy Logic: Classical sets, Fuzzy sets, fuzzy relations, Fuzzy propositions, Fuzzy implications, Fuzzy inferences, fuzzification and Defuzzification, fuzzy controllers, Applications.

Genetic Algorithms: basic concepts, working principle, Applications of GA.

Note: Hands-on practice of Soft Computing Algorithms should cover under Tutorial slots.

Text Books

1. Michael Nielsen, Neural Networks and Deep Learning, 2016
2. S. N. Sivanandam & S. N. Deepa, “Principles of Soft Computing”, Wiley Publications.
3. C.Yegnanarayana, “Artificial Neural Networks”, PHI Publications.
4. Deep Learning, An MIT Press book, Ian Goodfellow and Yoshua Bengio and Aaron Courville http://www.deeplearningbook.org.

Reference Books

1. Francois Challot, “Deep Learning with Python”,second edition.
2. B. Satish Kumar, “Neural Networks - A Classroom Approach”, McGrawHill Publication
3. S. Rajasekaran, VijaylakshmiPai, “Neural Networks, Fuzzy Logic and Genetic algorithm synthesis and Applications”, PHI Publications.

Semester –V

Sensors and Robotics Technology

BTAIPE504C	**Sensors and Robotics Technology**	**PEC2**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Digital Electronics, Microcontrollers, Microprocessors, Computer Algorithms.

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. Concepts of measurement technology.
2. Various sensors used in measuring various physical parameters.
3. Fundamentals of signal conditioning, data acquisition and communication systems used in Robotics system development
4. Mathematics manipulations of spatial coordinate representation and transformation. Able to solve basic robot forward and inverse kinematic problems
5. Design essentials of robots and End Effectors

Course Outcomes:

On completion of the course, students will be able to:

CO1	**Classify** various robot essential transducers and **explain** their working principles with examples.
CO2	**Predict** the expected performance of various sensors
CO3	**Familiar** with the history, concept development and key components of robotics technologies.
CO4	**Implement** basic mathematics manipulations of spatial coordinate representation and transformation.
CO5	**Calculate** Gripping Force required for object manipulation by various robotic end effectors

Course Contents:

Unit No 1: Measurement and Sensors: [8 Hours]

Basics of Measurement, Classification of errors, Error analysis, Static and dynamic characteristics of transducers, Performance measures of sensors, Classification of sensors Sensor calibration techniques

Temperature: RTD, Thermocouple, Thermistor, Infrared, and LM35.

Humidity Sensors: Capacitive, Resistive, Thermal conductivity, and DHT11 Sensors.

Proximity sensors: Inductive, Capacitive, Magnetic, and optical proximity sensors.

Force and Pressure Sensors: Strain Gauge, Piezoelectric

Motion: Rotary and Linear motions, Gyroscope, Accelerometer, Magnetometer, MEMS

Chemical and Bio Sensors: Gas sensors, Nano Sensors

Vision Sensing: Digital Camera

Unit No 2: Data Acquisition and Actuators [7 Hours]

Amplification – Filtering – Sample and Hold circuits – Data Acquisition: Single channel and multi-channel data acquisition – Data logging - applications - Automobile, Aerospace, Home appliances, Manufacturing, Environmental monitoring.

Introduction to Actuators, Classification, **Linear Actuators:** Electrical- Relays, Pneumatic/ Hydraulic- Single and Double Acting Cylinders, **Rotary Actuators:** Electrical- AC and DC Motors, Stepper Motors, Servo Motors, Pneumatic/Hydraulic Motors.

Pneumatic/Hydraulic Control Valves: 3/2 Valves, 5/3 Valves etc.

Unit No 3: Introduction to Robotic [7 Hours]

Definition; History of Robotics, Laws of Robotics, anatomy of robot: Motion subsystem, Recognition subsystem, and Control subsystem. Robot Specifications: Number of Axes, Load Carrying Capacity, Reach, Stroke, Repeatability, Precision, Accuracy, etc. . Classification of robot based on Drive Technologies, Work Envelop Geometry and Motion Control Methods. Safety Measures in robotics. Block Diagram representation of various Industrial Applications of Robots viz. Medical, Mining, Space, Underwater, Defense, Security

Domestic, Entertainment.

Unit No 4: Robot Kinematics and Dynamics [7 Hours]

A brief overview of Robot Kinematics and Dynamics. Kinematics- coordinate transformations, DH parameters, Forward kinematics, Inverse Kinematics, Jacobians, Statics, Trajectory Planning. Robot Control – PWM, joint motion control, feedback control, Computed torque control.

Unit No 5: Robot End-Effectors and Robot Programming [7 Hours]

Different types of grippers- Mechanical, Magnetics, vacuum, Adhesive, Gripper force Analysis & Gripper Design, Perception, Localization and mapping, Probabilistic robotics, Path planning, BFS; DFS; Dijkstra; A-star; D-star; Voronoi; Potential Field; Hybrid approaches, Simultaneous Localization and Mapping, Introduction to Reinforcement Learning.

Note: Practical should cover under Tutorial slots.

Text Books

1. Sawney A K and Puneet Sawney, ―A Course in Mechanical Measurements and Instrumentation and Control‖, 12th edition, Dhanpat Rai & Co
2. Introduction to Robotics By S.K.Saha , Tata McGraw Hill
3. KS Fu, RC Gonzalez, CSG Lee , Robotics Control ,Sensing ,Vision and Intelligence, Tata McGraw Hill

Reference Books

1. Richard Zurawski, ―Industrial Communication Technology Handbook‖ 2nd edition, CRC Press, 2015
2. Robert J. Schilling , Fundamentals of Robotics- Analysis and Control, Prentics Hall india
3. J Hirchhorn, Kinematics and Dynamics of Machinery, McGraw Hill book co.

Semester –V

Advanced JAVA

BTAIPE504D	Advanced JAVA	PEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Core Java Programming

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. Development of GUI applications using Abstract Windowing Toolkit (AWT), Swing and Event Handling.
2. Creating develop Web applications
3. Getting acquainted with enterprise based applications by encapsulating an application's business logic.
4. Designing applications using pre-built frameworks.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Design and develop GUI applications using Applets
CO2	Apply relevant AWT/ swing components to handle the given event.
CO3	Learn to access database through Java programs, using Java Database Connectivity (JDBC)
CO4	Invoke the remote methods in an application using Remote Method Invocation (RMI)
CO5	Develop program for client /server communication using Java Networking classes.

Course Contents:

Unit No 1: Applets and Event Handling [8 Hours]

Applet Basics Introduction, limitations of AWT, Applet architecture HTML APPLET tag Passing parameter to Appletget, DocumentBase() and getCodeBase() , Japplet: Icons and Labels Text Fields Buttons, Combo Boxes , Checkboxes, Tabbed Panes, Scroll Panes, Trees: Tables Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes, inner classes. The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, checkbox, checkbox groups, choices, lists panels scroll pane, dialogs, menu bar, graphics, layout manager layout manager types boarder, grid, flow, card and grib bag.

Unit No 2: Advanced GUI Programming [7 Hours]

Designing Graphical User Interfaces in Java, Components and Containers, Basics of Components, Using Containers, Layout Managers, AWT Components, Adding a Menu to Window, Extending GUI Features Using Swing Components, Java Utilities (java.util Package) The Collection Framework: Collections of Objects, Collection Types, Sets, Sequence, Map, Understanding Hashing, and Use of Array List & Vector.

Unit No 3: Conventional Non-Conventional Database Programming using JDBC[7 Hours]

The Concept of JDBC, JDBC Driver Types & Architecture, JDBC Packages, A Brief Overview of the JDBC process, Database Connection, Connecting to non-conventional Databases. Java Data Based Client/server, Basic JDBC program Concept, Statement, Result Set, Prepared Statement, Callable Statement, Executing SQL commands, Executing queries.

Unit No 4: Remote Method Invocation (RMI) [7 Hours]

Remote Method Invocation: Architecture, RMI registry, the RMI Programming Model; Interfaces and Implementations; Writing distributed application with RMI, Naming services, Naming and Directory Services, Setting up Remote Method Invocation RMI with Applets, Remote Object Activation; The Roles of Client and Server, Simple Client/Server Application using RMI.

Unit No 5: Networking and Servlet [7 Hours]

The java.net package, Connection oriented transmission Stream Socket Class, creating a Socket to a remote host on a port (creating TCP client and server), Simple Socket Program Example. InetAddress, Factory Methods, Instance Methods, Inet4Address and Inet6Address, TCP/IP Client Sockets. URL, URLConnection, HttpURLConnection, The URI Class, Cookies, TCP/IP Server Sockets, Datagrams, DatagramSocket, DatagramPacket, A Datagram Example. Connecting to a Server, Implementing Servers, Sending EMail, Servlet overview the Java web server The Life Cycle of a Servlet, your first servlet.

Note: Hands-on practice of Advanced Java should cover under Tutorial slots.

Text Books

1. E Balagurusamy, Programming with Java, Tata Mc Graw Hill.
2. Herbert Schildt, The Complete Reference- Java2, (Seventh Edition), Tata Mc Graw Hill.
3. Steven Holzner, Java 2 Black Book, Dream Tech Press.

Reference Books

1. Java 6 Programming, Black Book, Dreamtech
2. Java Server Programming, Java EE6 (J2EE 1.6), Black Book, Dreamtech
3. M.T. Savaliya Advanced Java Technology, Dreamtech

Semester –V

Data Mining and Warehousing

BTAIOE505A	Data Mining and Warehousing	OEC1	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Database Management Systems

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. To understand the fundamentals of Data Mining
2. To identify the appropriateness and need of mining the data
3. To learn the preprocessing, mining and post processing of the data
4. To understand various methods, techniques and algorithms in data mining

Course Outcomes:

On completion of the course, students will be able to:

CO1	Apply basic, intermediate and advanced techniques to mine the data.
CO2	Analyze the output generated by the process of data mining.
CO3	Explore the hidden patterns in the data.
CO4	Adapt to new data mining tools.
CO5	Optimize the mining process by choosing best data mining technique.

Course Contents:

Unit No 1: Introduction **[8 Hours]**

Data Mining, Data Mining Task Primitives, Data: Data, Information and Knowledge; Attribute Types: Nominal, Binary, Ordinal and Numeric attributes, Discrete versus Continuous Attributes; Introduction to Data Preprocessing, Data Cleaning: Missing values, Noisy data; Data integration: Correlation analysis; transformation: Min-max normalization, z-score normalization and decimal scaling; data reduction: Data Cube Aggregation, Attribute Subset Selection, sampling; and Data Discretization: Binning, Histogram Analysis.

Unit No 2: Data Warehouse **[7 Hours]**

Data Warehouse, Operational Database Systems and Data Warehouses(OLTP Vs OLAP), A Multidimensional Data Model: Data Cubes, Stars, Snowflakes, and Fact Constellations Schemas; OLAP Operations in the Multidimensional Data Model, Concept Hierarchies, Data Warehouse Architecture, The Process of Data Warehouse Design, A three-tier data warehousing architecture, Types of OLAP Servers: ROLAP versus MOLAP versus HOLAP.

Unit No 3: Measuring Data Similarity and Dissimilarity [7 Hours]

Measuring Data Similarity and Dissimilarity, Proximity Measures for Nominal Attributes and Binary Attributes, interval scaled; Dissimilarity of Numeric Data: Minskowski Distance, Euclidean distance and Manhattan distance; Proximity Measures for Categorical, Ordinal Attributes, Ratio scaled variables; Dissimilarity for Attributes of Mixed Types, Cosine Similarity.

Unit No 4: Association Rules Mining [7 Hours]

Market basket Analysis, Frequent item set, Closed item set, Association Rules, a-priori Algorithm, Generating Association Rules from Frequent Item sets, Improving the Efficiency of a-priori, Mining Frequent Item sets without Candidate Generation: FP Growth Algorithm; Mining Various Kinds of Association Rules: Mining multilevel association rules, constraint based association rule mining, Meta rule-Guided Mining of Association Rules.

Unit No 5: Classification [7 Hours]

Classification and Regression for Predictive Analysis, Decision Tree Induction, Rule-Based Classification: using IF-THEN Rules for Classification, Rule Induction Using a Sequential Covering Algorithm. Bayesian Belief Networks, Classification Using Frequent Patterns, Associative Classification, Lazy Learners-k-Nearest-Neighbor Classifiers, Case-Based Reasoning, Multiclass Classification, Semi-Supervised Classification, Reinforcement learning, Systematic Learning, Wholistic learning and multi-perspective learning.

Note: Hands-on practice should cover under Tutorial slots.

Text Books

1. Han, Jiawei Kamber, Micheline Pei and Jian, “Data Mining: Concepts and Techniques”, Elsevier Publishers.
2. Parag Kulkarni, “Reinforcement and Systemic Machine Learning for Decision Making” by Wiley-IEEE Press, ISBN: 978-0-470-91999-6

Reference Books

1. Matthew A. Russell, "Mining the Social Web: Data Mining Facebook, Twitter, LinkedIn, Google+, GitHub, and More" , Shroff Publishers, 2nd Edition, ISBN: 9780596006068
2. Maksim Tsvetovat, Alexander Kouznetsov, "Social Network Analysis for Startups:Finding connections on the social web", Shroff Publishers , ISBN: 10: 1449306462

Semester –V

Digital Communication & Information Theory

BTAIOE505B	**Digital Communication & Information Theory**	**OEC1**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will have an adequate background, conceptual clarity, and knowledge of appropriate solution techniques related to:

1. To provide a strong foundation of fundamental basics of Digital communication & information theory.
2. Demonstrate awareness and fundamental understanding of various pulse modulation and digital modulation techniques.
3. To impart knowledge about information and entropy.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Study basic digital modulation techniques.
CO2	Analyze the carrier modulation techniques.
CO3	Explore the the noise signals in digital communication.
CO4	Adapt to information theory.
CO5	Optimize the coding algorithms.

Unit 1: Digital Baseband Modulation Techniques and Waveform Coding Techniques [7 Hours]

Base Band System, Formatting Textual Data, Messages, Characters & Symbols, Formatting Analog Information, PCM, Bandwidth, SNR of PCM, DPCM, DM, ADM**.**

Unit 2: Carrier Modulation Techniques [7 Hours]

Introduction to Carrier Modulation, FSK, PSK, BPSK, DPSK, QPSK, Coherent Detection and Non-Coherent Detection, Error Performance for Binary Systems, Matched filter, SNR derivation

Unit 3: Noise in digital communication [7 Hours]

Matched filter, SNR derivation, impulse response, the output of the matched filter, BER, Generalized expression of BER, BER with matched filter, BER passband, BER baseband, Probability of error examples.

Unit 4: Information Theory **[7 Hours]**

The measure of information, Joint entropy and conditional entropy, Relative entropy and mutual information, Markov sources, Source encoding, Shannon-Fano coding, and Huffman coding, Shannon's first and second fundamental theorems, Channel capacity theorem.

Unit 5: Codes **[7 Hours]**

Linear Block Coding/Decoding, Matrix description of Linear block codes, Hamming codes, optimal linear codes, Maximum Distance Separable Cyclic Codes, Polynomials, Generation of Cyclic codes, matrix description of cyclic codes

Note: Hands-on practice should cover under Tutorial slots.

Text Books:

1. Ranjan Bose, “Information Theory coding and Cryptography”, McGraw-Hill Publication,
2. R. Avudaiammal, Information Coding Techniques” Second Edition. Tata McGraw-Hill 14
3. J C Moreira, P G Farrell, “Essentials of Error-Control Coding”, Wiley Student Edition.
4. Simon Haykin, “Communication Systems”, John Wiley & Sons, Fourth Edition
5. Amitabha Bhattacharya, “Digital Communication”, TMH 2006

Reference Books:

1. Bernard Sklar, “Digital Communications fundamentals and Applications” Pearson Education, Second Edition.
2. K Sayood, “Introduction to Data Compression” 3/e, Elsevier 2006
3. Simon Haykin “Communication Systems”, John Wiley& Sons, Fourth Edition.
4. A.B Carlson, “Principles of communication systems”, TMH, Third Edition.
5. Taub Schilling, “Principles of Communication system”, TMH, Fourth Edition.

Semester –V

Software Engineering and Testing

BTAIOE505C	**Software Engineering and Testing**	**OEC1**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will learn:-

1. To understand software lifecycle development models.
2. To apply software requirements engineering techniques, software design principles, modelling and software testing techniques.
3. To study fundamental concepts in software testing, including software testing objectives, processes, criteria, strategies, and methods.
4. To learn planning of a test project, designing test cases and test data, conducting test operations, managing software problems and defects, and generating a test report.
5. To develop an understanding of the meaning and importance of quality in relation to software systems and the software development process.

Course Outcomes:

On completion of the course, students will be able to:

CO1	To use the techniques, skills, and modern engineering tools necessary for engineering practice.
CO2	To design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.
CO3	To apply software testing knowledge and its processes to software applications.
CO4	To identify various software testing problems and solving software testing problems by designing and selecting software test models, criteria, strategies and methods.
CO5	To apply the techniques learned to improve the quality of software development.

Course Contents:

Unit No 1: **[7 Hours]**

Software crisis and myths, Software process and development: Generic view of process, Software life cycle and models, Analysis and comparison of varies models, an agile view of process. Requirements engineering tasks, Initiating requirement engineering process, Eliciting requirement, developing use-cases, Building the analysis model, Negotiating and validating requirement, Building the analysis model.

Unit No 2: **[7 Hours]**

Design process and design quality, Design concepts, Design model, Pattern based software design, Architectural design, User interface design. UML: Different methods: Rambaugh / Booch / Jakobsons, Need for standardization. Developing diagrams in UML (Use CASE, Class, Interaction, State diagrams) CASE TOOLS.

Unit No 3: **[8 Hours]**

Principles of Testing Software development life cycle model: Phases of software project, Quality, Quality assurance and quality control, Testing, Verification and validation, Process models to represent various phases, Life cycle models, Software testing life cycle.White Box Testing (WBT) and Black Box Testing: Static testing, Structural testing, Challengesin WBT. Black box testing: Black box testing process

Unit No 4: **[7 Hours]**

Integration Testing: Definition, As a type of testing: Top-down integration, Bottom-up integration, Bidirectional integration, System integration, Choosing integration method, As a phase of testing, Scenario testing: System scenarios, Use case scenarios, Defect bash.System and Acceptance Testing, Functional Vs non Functional, Functional system testing, Non- functional system testing, Acceptance testing.

Unit No 5: **[7 Hours]**

Performance testing, Regression testing, Internationalization testing, Adhoc testing. Factors governing performance of testing, Methodology, tools and process for performance testing. Regression Testing: Introduction, Types of Regression testing, Regression testing process. Adhoc testing: Introduction, Buddy testing, Pair testing, exploratory testing, Iterative testing, Agile and extreme testing, XP work flow, Defect seeding.Testing Object Oriented Software: Introduction, Comparison of object oriented and proceduralsoftware, System testing example, Unit testing of classes, Tools for testing object oriented software, Testing web applications.

Note: Hands-on practice should cover under Tutorial slots.Text Books

1. Roger S. Pressman, “Software Engineering”, Tata McGraw-Hill, 6th Edition, 2006.
2. G. Booch, J. Rambaugh, and I. Jacobson, “The Unified Modeling Language User Guide”, Addison Wesley, 2nd Edition, 2005.
3.Srinivasan Desikan, Gopalaswamy Ramesh, “Software Testing: Principles and Practices”, Pearson publication, 2nd Edition, 2006.

Reference Books

1. Shari Pfleeger, “Software Engineering”, Pearson Education, 3rd Edition, 2008.
2. Ian Sommerville, “Software Engineering”, Pearson Higher Education, 10th Edition, 2016.
3. Pankaj Jalote, “An Integrated Approach to Software Engineering”, Springer New York, 2ndEdition, 2013.
4. Loise Tamres, “Introducing Software Testing”, Pearson publication, 2002.
5. Boris Beizer, “Software Testing Techniques”, Dreamtech press, 2nd Edition, 2014

Semester –V

Virtual Reality

BTAIOE505D	**Virtual Reality**	**PEC2**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

This course is designed 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:

On completion of the course, students will be able to:

CO1	Describe how VR systems work and list the applications of VR.
CO2	Understand the design and implementation of the hardware that enables VR systems tobe built.
CO3	Understand the system of human vision and its implication on perception and rendering.
CO4	Explain the concepts of motion and tracking in VR systems.
CO5	Describe the importance of interaction and audio in VR systems.

Course Contents:

Unit No 1: Introduction to Virtual Reality: [7 Hours]

Defining Virtual Reality, History of VR, Human Physiology and Perception, Key Elements of Virtual Reality Experience, Virtual Reality System, Interface to the Virtual World-Input & output- Visual, Aural & Haptic Displays, Applications of Virtual Reality.

Unit No 2: Representing the Virtual World: [7 Hours]

Representation of the Virtual World, Visual Representation in VR, Aural Representation in VR and Haptic Representation in VR

Unit No 3: The Geometry of Virtual Worlds & The Physiology of Human Vision: [7 Hours]

Geometric Models, Changing Position and Orientation, Axis-Angle Representations of Rotation, Viewing Transformations, Chaining the Transformations, Human Eye, eye movements & implications for VR.

Unit No 4: Visual Perception & Rendering: [8 Hours]

Visual Perception - Perception of Depth, Perception of Motion, Perception of Color, Combining Sources of Information

Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates.

Unit No 5: Motion & Tracking: [7 Hours]

Motion in Real and Virtual Worlds- Velocities and Accelerations, The Vestibular System, Physics in the Virtual World, Mismatched Motion and Vection Tracking- Tracking 2D & 3D Orientation, Tracking Position and Orientation, TrackingAttached Bodies.

Note: Hands-on practice of Virtual Reality should cover under Tutorial slots.

Text Books

1. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016 2.
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, William R Sherman and Jeffrey D Will, Morgan Kaufmann, 2009.

Reference Books

1. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.
2. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, "3D User Interfaces, Theory and Practice", Addison Wesley, USA, 2005.
3. Oliver Bimber and Ramesh Raskar, "Spatial Augmented Reality: Meging Real and Virtual Worlds", 2005.
4. Burdea, Grigore C and Philippe Coiffet, "Virtual Reality Technology", Wiley Interscience, India, 2003.
5. **http://lavalle.pl/vr/book.html**

Semester –V

Machine Learning Lab and Competitive Programming Lab

BTAIL506	**Machine Learning Lab and Competitive Programming Lab**	**LC3**	**0L-0T-4P**	**2 Credits**

Teaching Scheme	**Examination Scheme**
Practical: 04 hrs./week	Continuous Assessment 1: 30 Marks Continuous Assessment 2: 30 Marks End Semester Examination: 40 Marks

Machine Learning Lab

List of practicals:

1. Python Libraries for Data Science-
    a. Pandas Library
    b. Numpy Library
    c. Scikit Learn Library
    d. Matplotlib
2. Evaluation Metrics-
    a. Accuracy
    b. Precision
    c. Recall
    d. F1-Score
3. Train and Test Sets by Splitting Learn and Test Data.
4. Linear Regression
5. Multivariable Regression
6. Decision Tree Algorithm implementation.
7. Random Forest Algorithm implementation.
8. Naive Bayes Classification Algorithm implementation.
9. K-Nearest Neighbor Algorithm implementation.
10. SVM Algorithm implementation.

Competitive Programming Lab

1. Problems on array
2. Problems on matrix
3. Problems on string
4. Problems on Searching & Sorting
5. Problems on LinkedList
6. Problems on Binary Trees
7. Problems on Binary Search Trees
8. Problems on Greedy
9. Problems on BackTracking
10. Problems on Stacks & Queues
11. Problems on Heap
12. Problems on Graph
13. Problems on Trie
14. Problems on Dynamic Programming
15. Problems on Bit Manipulation

Note:
At least twenty five problems solving on competitive programming platforms such as https://uva.onlinejudge.org, http://hackerrank.com/, http://codechef.com/ etc.

OR

Competitive Programming Lab

1. Defining schema for applications.
2. Creating tables, Renaming tables, Data constraints (Primary key, Foreign key, Not Null), Data insertion into a table.
3. Grouping data, aggregate functions, Oracle functions (mathematical, character functions).
4. Sub-queries, Set operations, Joins.
5. Applying Data Normalization, Procedures, Triggers and Cursors on databases.
6. Assignment in Design and Implementation of Database systems or packages for applications such as office automation, hotel management, hospital management.
7. Deployment of Forms, Reports Normalization, Query Processing Algorithms in the above application project.
8. Studying Large objects – CLOB, NCLOB, BLOB and BFILE.
9. Data warehousing and Association rule mining.
10. Distributed data base Management, creating web-page interfaces for database applications using servlet.

Semester –V

Mini Project -I

BTAIM507	**MINI PROJECT-I**	**Project**	**0L-0T-4P**	**2 Credits**

Guidelines for Mini Project

The students shall study in group of two members (or individual) on some special topic beyond the scope of the syllabus under the subjects of Artificial Intelligence, Data Science, Electronics Engineering and Computer Science Engineering or inter discipline branch from current literature, by referring the current technical journal or reference books, under the guidance of the teacher.

In this subject head, it is expected that the student should complete the following tasks.

1. Identify problem statement / idea which is solving one problem preferably local problem may bein their University / College / near by vicinity.
2. Do the literature survey,
3. Design the solutions
4. Implement solution using latest technology
5. Write 20-25 pages report (use of latex is more suitable).
6. Present / demonstrate the solution in front of faculty member

The students shall prepare his report and execution of project for other students of his class in the presence of his guide and examiner. The student is permitted to use audio-visual aids or any other such teaching aids.

Continues Assessment:

The Continues Assessment for this head will consists of the report written in a technical reporting manner and execution of project will be assessed by the internal examiner appointed by the HOD of concern department of the institution.

Semester –V

Internship - II

BTAIP508	**Field Training / Internship / Industrial Training**	**Internship**	**Audit**

Guidelines for Internships

Guidelines for Field Training / Internship / Industrial Training Industrial Training:

1. To apply for a suitable Industrial Training, submit an application form to respective Organization concerned one semester before the Industrial Training Programmed commences.
2. Student can also apply through online platforms such as Internshala for industrial training.
3. Submit one copy of the offer letter for the Industrial Training to the Head of the department or Faculty coordinator (Industrial Training).
4. To complete the Industrial Training process within the specified time based on the Industrial Training Programme schedule.
5. Assessment within the Industrial Training context aims to evaluate the student's work quality and appropriateness to the field of study with reference to the learning outcomes of the Industrial Training Programme.
6. Evaluation of the students' performance should be done in the next upcoming semester.
7. Those students who fails, they can also complete online certification courses which are available at free of cost on various MOOC platforms.

Semester –VI

Deep Learning

BTAIC601	Deep learning	PCC7	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial: 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Basic Knowledge of Machine learning, Soft Computing, Data Structures, Python.

Course Objectives:
In this course, attendees will:

- Understand the context of neural networks and deep learning
- Have a working knowledge of neural networks and deep learning
- Explore the parameters for neural networks
- Use CNN and RNN for solving real world problem.

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

CO1	Implement deep learning models in Python using the Keras/PyTorch library and train them with real-world datasets.
CO2	Design convolution networks for image classification.
CO3	Perform regularization, training optimization, and hyperparameter selection on deep models.
CO4	Design Recurrent Neural Networks for text and sequence classification.
CO5	Apply Generative Deep Learning for Generating images

Course Contents:

Unit 1: Introduction to Neural Network [8 Hours]
Working Of Simple Artificial Neural Network, Multilayer Perceptron, Forward Propagation And Back Propagation Learning, Building Blocks of Deep Neural Networks, Optimization Techniques, Gradient Descent and its variants, Derivatives, Batch Optimization, Momentum Optimizer, RMSProp, Adam, Vectorization, Linear Regression and Logistic Regression with Deep Neural Network.

Unit 2: Convolutional Neural Network [7 Hours]
Introduction Convolutional Neural Network, Fully Connected Network vs Convolutional Neural Network , Building Blocks Of CNN: Filters, Convolution, Pooling, Activations Etc. Training Procedure of CNN, Feeding Images And Videos to CNN, Different CNN Architectures, Residual Networks, Skip Connections.

Unit 3: Transfer Learning and Effective training in Deep Net: [7 Hours]

Transfer Learning: Introduction To Transfer Learning, Need For Transfer Learning, Feature Extraction Using Transfer Learning, Fine Tuning.

Effective Training: Bias Variance Tradeoff, Dealing With Overfitting and Underfitting, Data Augmentation, Early Stopping, Dropout, Batch Normalization, Instance Normalization, Group Normalization, Regularization, Hyperparameter Tuning.

Unit 4: Deep learning for text and Sequences [7 Hours]

Introduction To Sequential/Temporal Data, Sequential Models, Introduction to Recurrent Neural Network ,Working of RNN, Representing Sequential Data using RNN, Working With Text Data, Text Generation With LSTM, LSTM And GRU, Transformer Network.

Unit 5: Generative Deep Learning [7 Hours]

Neural Stryle Transfer ,Variational Autoencoder, Generative Adversarial Network , Classical Supervised Tasks With Deep Learning, Image Denoising, Semantic Segmentation, Object Detection Etc.

Text Books

1. Francois Challot, “Deep Learning with Python”, second edition.
2. Francois Challot, “Deep Learning with Pytorch”, second edition

Reference Books

1. 1 Michael Nielsen, Neural Networks and Deep Learning, 2016
2. Deep Learning- Ian Goodfelllow, Yoshua Benjio, Aaron Courville, The MIT Press
3. Pattern Classification- Richard O. Duda, Peter E. Hart, David G. Stork, John Wiley & Sons Inc.

Semester –VI

Advanced Machine Learning

BTAIC602	Advanced Machine Learning	PCC8	3L- 0T - 0P	3 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Machine Learning Basics, Python Programming Language.

Course Objectives:

After completion of the course, students will learn:-

- To understand fundamental concepts of unsupervised learning and its various algorithms
- To understand Association Rules Mining and Recommendation Systems
- To apply ML algorithms on given data and interpret the results obtained
- To design appropriate ML solution to solve real world problems in AI domain

Course Outcomes:

On completion of the course, students will be able to:

CO1	Develop a good understanding of fundamental of unsupervised learning.
CO2	Formulation of Association Rules Mining and Recommendation Systems
CO3	Interpret a model using Reinforcement Learning.
CO4	Evaluate the time series data.
CO5	Design and Concrete implementations using boosting.

Course Contents:

Unit No 1: Unsupervised Learning **[7 Hours]**

Unsupervised Learning - 1

Introduction to Unsupervised Learning, Introduction to Clustering, Using K-means for Flat Clustering, KMeans Algorithm, Using KMeans from Sklearn, Implementing Fit & Predict Functions, Implementing K-Means Class

Unsupervised Learning - 2

How to choose Optimal K, Silhouette algorithm to choose K, Introduction to K Medoids, K Medoids Algorithm, Introduction to Hierarchical Clustering, Top down/Divisive Approach, Bottom up/Divisive Approach

Principal Component Analysis

PCA - 1

Intuition behind PCA, Applying PCA to 2D data, Applying PCA on 3D data, Math behind PCA, Finding Optimal Number of Features, Magic behind PCA, Dimensionality reduction

PCA - 2

PCA on Images, PCA on Olevitti Images, Reproducing Images, Eigenfaces, Classification of LFW Images

Unit No 2: Association Rules Mining and Recommendation Systems [7 Hours]

What are Association Rules, Association Rule Parameters, Calculating Association Rule Parameters, Recommendation Engines, Recommendation Engines working, Collaborative Filtering ,Content Based Filtering.

Unit No 3: Reinforcement Learning [8 Hours]

What is Reinforcement Learning, Why Reinforcement Learning, Elements of Reinforcement Learning, Exploration vs Exploitation dilemma, Epsilon Greedy Algorithm, Markov Decision Process (MDP), Q values and V values, Q – Learning, α values.

Unit No 4: Time Series Analysis [7 Hours]

Time Series Analysis ,Importance of TSA ,Components of TSA,White Noise, AR model, MA model,ARMA model,ARIMA model,Stationarity,ACF & PACF

Unit No 5: Model Selection and Boosting [7 Hours]

Model Selection, Need of Model Selection, Cross – Validation, Boosting, Boosting Algorithms, Types of Boosting Algorithms, Adaptive Boosting.

Text Books:

1. Ethem Alpaydın, Introduction to Machine Learning, PHI, Third Edition, ISBN No. 978-81-203-5078-6
2. Christopher M. Bishop, Pattern Recognition and Machine Learning, Mcgraw-Hill, ISBN No. 0- 07-115467-1
3. Tom Mitchell, Machine Learning, Mcgraw-Hill, First Edition, ISBN No. 0-07-115467-1. 4.Giuseppe Bonaccorso, “Machine Learning Algorithms”, Packt Publishing Limited, ISBN10:1785889621, ISBN-13: 978-1785889622

Reference Books:

1. R.O. Duda, P.E. Hart, D.G. Stork, Pattern Classification, 2/e, Wiley, 2001
2. Shai shalev-Shwartz and Shai Ben-David, Understanding Machine Learning(From Theory to Algorithms), Cambridge University Press, First Edition, ISBN No. 978-1-107-51282-5.
3. Rostamizadeh, A. Talwalkar, M. Mohri, Foundations of Machine Learning, MIT Press.

Webb, Statistical Pattern Recognition, 3/e, Wiley, 2011.

Semester –VI

Geographic Information System

BTAIPE603A	**Geographical Information System**	**PEC3**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Nil.

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. To understand the different components of GIS
2. To understand the different raster data file formats
3. To learn the Pre-processing of spatial datasets
4. To understand various GIS analysis

Course Outcomes:

On completion of the course, students will be able to:

CO1	Understand Geographic Information Systems
CO2	Analyze advantages and disadvantages associated with vector
CO3	Identify Spatial interpolation techniques.
CO4	Demonstrate GIS analysis-1.
CO5	Understand the applications Errors in GIS Key elements

Course Contents:

Unit 1: Introduction **[7 Hours]**

What is Geographic Information Systems? Different components of GIS, Different types of vector data, Raster data models and their types TIN data model.

Unit 2: Non Special Data **[7 Hours]**

Advantages and disadvantages associated with vector, raster and TIN Non-spatial data attributes and their type Raster data compression techniques Different raster data file formats spatial database systems and their types.

Unit 3: Pre-processing of spatial datasets **[8 Hours]**

Pre-processing of spatial datasets Different map projections, Spatial interpolation techniques Different types of resolutions Digital Elevation Model (DEM).

Unit 4: Quality Assessment **[7 Hours]**

Quality assessment of freely available DEMS GIS analysis-1

Unit 5: GIS Analysis **[7 Hours]**

GIS analysis-2 and applications Errors in GIS Key elements of maps.

Note: Hands-on practice should cover under Tutorial slots.

Text Books

1. Ian Heywood, Sarah Cornelius and Steve Carver, An Introduction to Geographical Information Systems (4th Edition) 2012.

Reference Books

1. Chang Kang-tsung (Karl), Introduction to Geographic Information Systems, 2006
2. Tor Bernhardsen Geographic Information Systems: An Introduction, May 2002

Semester –VI

Recommended Systems

BTAIPE603B	Recommended Systems	PEC3	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Basic Knowledge of Machine learning, Python.

Course Objectives:

Upon completion of this course, the student should be able to:

1. Understand basics concepts of Recommended System.
2. Apply various types of recommendation system.
3. Evaluate recommendation system.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Understand the need and challenges of Recommended Systems**.**
CO2	Apply Collaborative Filtering for recommendation.
CO3	Develop content based recommendation system.
CO4	Develop time location based recommendation system.
CO5	Evaluate recommended system using different metric.

Course Contents:

Unit 1: Introduction to Recommended Systems [7 Hours]

Introduction ,Goals of Recommender Systems ,Basic Models/types of Recommender Systems, Challenges in Recommender Systems, The Cold-Start Problem in Recommender Systems , Attack-Resistant Recommender Systems, Privacy in Recommender Systems.

Case study: Basic recommendation system using weighted average and popularity score.

Unit 2: Collaborative Filtering [7 Hours]

Types of Collaborative Filtering: Neighborhood/memory based vs Model based. Neighborhood based Collaborative Filtering: User based Collaborative Filtering, Item based Collaborative Filtering, cold-start problem.

Model based Collaborative Filtering: Naive Bayes Collaborative Filtering, Matrix Factorization, Singular Value Decomposition, Association rule mining.

Case study: Book Recommendation using Collaborative Filtering

Unit 3: Content-Based Recommender Systems [8 Hours]

Introduction, Basic Components of Content-Based Systems, Preprocessing and Feature Extraction, Learning User Profiles and Filtering, Content-Based Versus Collaborative Recommendations, High level architecture of content-based systems, Advantages and drawbacks of content based filtering, Item profiles, Discovering features of documents,

Obtaining item features from tags, Representing item profiles, Methods for learning user profiles, Similarity measures, Similarity based retrieval, Classification algorithms.
Knowledge based recommendation: Knowledge representation and reasoning, Constraint based recommenders, Case based recommenders
Case Study: 1.Content Based Recommendation System
2. Movie recommendation system (using K nearest Neighbor K-nearest neighbor method, using Pearson Correlation etc.).

Unit 4: Time- and Location-Sensitive Recommender Systems [7 Hours]
Introduction, Temporal Collaborative Filtering, Discrete Temporal Models, Location-Aware Recommender Systems, case study.

Unit 5: Evaluating Recommender Systems [7 Hours]
Introduction, Evaluation Paradigms, General Goals of Evaluation Design , Design Issues in Offline Recommender Evaluation, Accuracy Metrics in Offline Evaluation, Limitations of Evaluation Measures.

Note: Hands-on practice of Recommender System should cover under Tutorial slots.

Text Books

1. Jannach D., Zanker M. and FelFering A., Recommender Systems: An Introduction, Cambridge University Press (2011), 1st ed.
2. Aggarwal, C. C. “Recommender Systems: The Textbook”. Springer 2016. ISBN 978-3-319-29657-9

Reference Books

1. Deepak K. Agarwal, Bee-Chung Chen, Statistical Methods for Recommender Systems,Cambridge University Press (2016).

Semester –VI

Industry 4.0 and Automation

BTAIPE603C	Industry 4.0 and Automation	PEC3	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites:

1. Basics of Control Systems
2. Foundation of sensors and actuators
3. Fundamentals of Power Devices and Circuits

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. Globalization and emerging issues of Industry 4.0
2. Internet of Things and Robotics as Pillars of Industry 4.0
3. Process control and Automation
4. Understand architecture of PLC, SCADA and DCS and their Importance in Industrial Automation

Course Outcomes:

On completion of the course, students will be able to:

CO1	Define essential elements of Industry 4.0
CO2	Describe architecture of Industrial IoT
CO3	Explain Recent Technological Components of Robots
CO4	Understand and Recognize Industrial needs of Automation
CO5	Identify and interpret the functionality of PLC, SCADA and DCS.

Course Contents:

Unit No 1: Introduction: [8 Hours]

Introduction, core idea of Industry 4.0, Globalization and Emerging Issues, The Fourth Revolution, Smart and Connected Business Perspective, Smart Factories, Technology Roadmap of for Industry 4.0, A brief overview of pillars of Industry 4.0: Internet of Things, Cloud Computing, Cybersecurity, Big Data and Analytics, Additive Manufacturing, Virtual/Augmented Reality, and Robotics.

Unit No 2: Internet of Things in Industry 4.0 [7 Hours]

Introduction to Internet of things (IoT) and Industrial Internet of Things (IIoT), IIoT Business Model and Reference Architecture, IIOT Layers: Sensing, Processing, Communication, and Analytics. Software Defined Networks.

Unit No 3: Robotics in Industry 4.0 **[7 Hours]**

Introduction, Recent Technological Components of Robots- Advanced Sensor Technologies, Internet of Robotic Things, Cloud Robotics, and Cognitive Architecture for Cyber-Physical Robotics, Industrial Robotic Applications- Manufacturing, Maintenance and Assembly.

Unit No 4: Introduction to Automation **[7 Hours]**

Process control principles, Control System Evaluation, Analog control, Digital control, Architecture of Industrial Automation Systems(Automation Pyramid), Advantages and limitations of Automation, Concept and Need of transmitters, Standardization of signals, Current, Voltage and Pneumatic signal standards, 2-Wire & 3-Wire transmitters, Concept of VFD, Energy conservation schemes through VFD.

Unit No 5: PLC, SCADA and DCS **[7 Hours]**

Introduction to Programmable Logic Controllers (PLC), Generalized Block Diagram, and Essential components of PLC, Typical Specifications of PLC. Concept of SCADA, Architecture of SCADA, Components of SCADA Systems, human-machine interface (HMI) Basic Concept of DCS, History and Hierarchy of DCS, Basic Components of DCS as Operator Station, Control Module, and I/O module , Types of DCS, Comparison of PLC, DCS and SCADA

Note: Consider practical approach of Robotics under Practical slots.

Text Books

1. Alp Ustundag, Emre Cevikacan, Industry 4.0 : Managing the Digital Transformation, Springer
2. Curtis Johnson, “Process Control Instrumentation Technology”, 8th Edition, PearsonEducation.
3. Madhuchhanda Mitra, Samarjit Sen Gupta, “Programmable Logic controllers and IndustrialAutomation”, Penram International Publishing India Pvt. Ltd

Reference Books

1. Kilian, “Modern control technology: components & systems”, Delmar 2nd edition.
2. R.G. Jamkar, “Industrial Automation Using PLC SCADA & DCS” Global Education Limited
3. S. Misra, C. Roy, and A. Mukherjee, 2020. Introduction to Industrial Internet of Things and Industry 4.0. CRC Pres

Semester –VI

Web Development

BTAIPE603D	Web Development	PEC3	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:
After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:
1.Fundamentals of web essentials and markup languages
2.Use of the Client-side technologies in web development
3.Use of the Server-side technologies in web development
4.Understand the web services and frameworks

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

CO1	Implement and analyze behavior of web pages using HTML and CSS
CO2	Apply the client-side technologies for web development
CO3	Analyze the concepts of Servlet and JSP
CO4	Analyze the Web services and frameworks
CO5	Apply the server side technologies for web development

Course Contents:

Unit No 1: Introduction to Web Essentials [7 Hours]

The internet, basic internet protocols, the world wide web, HTTP Request message, HTTP response message, web clients, web servers. **HTML**: Introduction, history and versions. **HTML Elements**: heading, paragraphs, line break, colors and fonts, links, frames, list, tables, images and forms. Difference between HTML and HTML5. **CSS:** Introduction to style sheet, CSS features, CSS core syntax, Style sheets and HTML, Style rule cascading and inheritance, text properties. Bootstrap

Unit No 2: Client-Side Technologies: JavaScript and DOM [7 Hours]

JavaScript: Introduction to JavaScript, JavaScript in perspective, basic syntax, variables and data types, statements, operators, literals, functions, objects, arrays, built in objects, JavaScript debuggers. DOM: Introduction to Document Object Model, DOM history and levels, intrinsic event handling, modifying element style, the document tree, DOM event handling, jQuery, Overview of Angular JS.

Unit No 3: Java Servlets and XML **[7 Hours]**

Servlet: Servlet architecture overview, A "Hello World" servlet, Servlet generating dynamic content, Servlet life cycle, parameter data, sessions, cookies, URL rewriting, other Servlet capabilities, data storage, Servlets concurrency, databases (MySQL) and Java Servlets. XML: XML documents and vocabularies, XML declaration, XML Namespaces, DOM based XML processing, transforming XML documents, DTD: Schema, elements, attributes. AJAX: Introduction, Working of AJAX.

Unit No 4: JSP and Web Services **[8 Hours]**

JSP: Introduction to Java Server Pages, JSP and Servlets, running JSP applications, Basic JSP, JavaBeans classes and JSP, Support for the Model-View-Controller paradigm, JSP related technologies. Web Services: Web Service concepts, writing a Java Web Service, Writing a Java web service client, Describing Web Services: WSDL, Communicating Object data: SOAP. Struts: Overview, architecture, configuration, actions, interceptors, result types, validations, localization, exception handling, annotations.

Unit No 5: Server Side Scripting Languages **[7 Hours]**

PHP: Introduction to PHP, uses of PHP, general syntactic characteristics, Primitives, operations and expressions, output, control statements, arrays, functions, pattern matching, form handling, files, cookies, session tracking, using MySQL with PHP, WAP and WML. Introduction to ASP.NET: Overview of the .NET Framework, Overview of C#, Introduction to ASP.NET, ASP.NET Controls, Web Services. Overview of Node JS.

Note: Hands-on practice of Web Development should cover under Tutorial slots.

Text Books

1. Jeffrey C. Jackson, "Web Technologies: A Computer Science Perspective", Second Edition, Pearson Education, 2007, ISBN 978-0131856035
2. Robert W Sebesta, "Programming the World Wide Web , 4th Edition, Pearson education, 2008
3. Marty Hall, Larry, "Core Web Programming", Second Edition, Pearson Education, 2001, ISBN 978-0130897930.

Reference Books

1. H.M. Deitel, P.J. Deitel and A.B. Goldberg, "Internet & World Wide Web How To Program", Third Edition, Pearson Education, 2006, ISBN 978-0131752429.
2. Chris Bates, "Web Programming Building Internet Applications, 3rd Edition, Wiley India, 2006.
3. Xue Bai et al, "The web Warrior Guide to Web Programming, Thomson, 2003.

Semester –VI

Big Data Analytics

BTAIOE604A	Big Data Analytics	OEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: Should have knowledge of one Programming Language (Java preferably), Practice of SQL (queries and sub queries), exposure to Linux Environment

Course Objectives:

Upon completion of this course, the student should be able to

1. Understand the Big Data Platform and its Use cases
2. Provide an overview of Apache Hadoop
3. Provide HDFS Concepts and Interfacing with HDFS
4. Understand Map Reduce Jobs
5. Provide hands on Hodoop Eco System
6. Apply analytics on Structured, Unstructured Data.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Identify Big Data and its Business Implications.
CO2	List the components of Hadoop and Hadoop Eco-System
CO3	Access and Process Data on Distributed File System
CO4	Develop Big Data Solutions using Hadoop Eco System
CO5	Use Big data Framework, security and governance.

Course Contents:

Unit No 1: Introduction to Big Data and Hadoop [7 Hours]

Types of Digital Data, Introduction to Big Data, Big Data Analytics, History of Hadoop, Apache Hadoop, Analyzing Data with UNIX tools, Analyzing Data with Hadoop, Hadoop Streaming, Hadoop Echo System, IBM Big Data Strategy, Introduction to Infosphere Big Insights and Big Sheets.

Unit No 2: HDFS (Hadoop Distributed File System): [7 Hours]

The Design of HDFS, HDFS Concepts, Command Line Interface, Hadoop file system interfaces, Data flow, Data Ingest with Flume and Scoop and Hadoop archives, Hadoop I/O: Compression, Serialization, Avro and File-Based Data structures.

Unit No 3: Map Reduce: [7 Hours]

Anatomy of a Map Reduce Job Run, Failures, Job Scheduling, Shuffle and Sort, Task Execution, Map Reduce Types and Formats, Map Reduce Features, Hadoop cluster.

Unit No 4: Hadoop Eco System: [8 Hours]

Pig : Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, User Defined Functions, Data Processing operators.

Hive : Hive Shell, Hive Services, Hive Metastore, Comparison with Traditional Databases, HiveQL, Tables, Querying Data and User Defined Functions.

Hbase : HBasics, Concepts, Clients, Example, Hbase Versus RDBMS.

Big SQL : Introduction

Unit No 5: Big Data Framework and security: [7 Hours]

Apache kafka: Feature, concept, architecture, components

Apache Spark: Feature, concept, architecture, components.

Kerberos authentication: Feature, concept, architecture, components

Note: Hands-on practice of to deploy Big Data systems should cover under Tutorial slots.

Text Books

1. Tom White " Hadoop: The Definitive Guide" Third Edit on, O'reily Media, 2012.
2. Seema Acharya, Subhasini Chellappan, "Big Data Analytics" Wiley 2015.

Reference Books

1. Michael Berthold, David J. Hand, "Intelligent Data Analysis", Springer, 2007.
2. Jay Liebowitz, "Big Data and Business Analytics" Auerbach Publications, CRC press (2013)
3. Tom Plunkett, Mark Hornick, "Using R to Unlock the Value of Big Data: Big Data Analytics with Oracle R Enterprise and Oracle R Connector for Hadoop", McGraw-Hill/Osborne Media (2013), Oracle press.
4. Anand Rajaraman and Jef rey David Ulman, "Mining of Massive Datasets", Cambridge University Press, 2012.
5. Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", John Wiley & sons, 2012.
6. Glen J. Myat, "Making Sense of Data", John Wiley & Sons, 2007
7. Pete Warden, "Big Data Glossary", O'Reily, 2011.
8. Michael Mineli, Michele Chambers, Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley Publications, 2013.

Semester –VI

Cryptography & Network Security

BTAIOE604B	Cryptography & Network Security	OEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. The objectives of information security
2. Explain the importance and application of each of confidentiality, integrity, authentication and availability
3. Understand various cryptographic algorithms.
4. Understand the basic categories of threats to computers and networks
5. Describe public-key cryptosystem.
6. Describe the enhancements made to IPv4 by IPSec
7. Understand Intrusions and intrusion detection
8. Discuss the fundamental ideas of public-key cryptography.
9. Generate and distribute a PGP key pair and use the PGP package to send an encrypted email message.
10. Discuss Web security and Firewalls

Course Outcomes:

On completion of the course, students will be able to:

CO1	Understand basic cryptographic algorithms, message and web authentication and security issues.
CO2	Ability to identify information system requirements for both of them such as client and server.
CO3	Ability to understand the current legal issues towards information security.
CO4	Develop transport level security.
CO5	Apply knowledge for develop model.

Unit No 1: Security Concepts: [7 Hours]

Introduction, The need for security, Security approaches, Principles of security, Types of Security attacks, Security services, Security Mechanisms, A model for Network Security Cryptography Concepts and Techniques: Introduction, plain text and cipher text, substitution techniques, transposition techniques, encryption and decryption, symmetric and asymmetric key cryptography, steganography, key range and key size, possible types of attacks.

Unit No 2: Symmetric key Ciphers: [7 Hours]

Block Cipher principles, DES, AES, Blowfish, RC5, IDEA, Block cipher operation, Stream ciphers, RC4. Asymmetric key Ciphers: Principles of public key cryptosystems, RSA algorithm, Elgamal Cryptography, Diffie-Hellman Key Exchange, Knapsack Algorithm.

Unit No 3: Cryptographic Hash Functions, key management and distribution: [8 Hours]

Cryptographic Hash Functions: Message Authentication, Secure Hash Algorithm (SHA-512), Message authentication codes: Authentication requirements, HMAC, CMAC, Digital signatures, Elgamal Digital Signature Scheme.

Key Management and Distribution: Symmetric Key Distribution Using Symmetric & Asymmetric, Encryption, Distribution of Public Keys, Kerberos, X.509 Authentication Service, Public – Key Infrastructure.

Unit No 4: Transport-level Security: [7 Hours]

Web security considerations, Secure Socket Layer and Transport Layer Security, HTTPS, Secure Shell (SSH), Wireless Network Security: Wireless Security, Mobile Device Security, IEEE 802.11 Wireless LAN, IEEE 802.11i Wireless LAN Security.

Unit No 5: Case Study: [7 Hours]

E-Mail Security: Pretty Good Privacy, S/MIME IP Security: IP Security overview, IP Security architecture, Authentication Header, Encapsulating security payload, combining security associations, Internet Key Exchange

Case Studies on Cryptography and security: Secure Multiparty Calculation, Virtual Elections, Single sign On, Secure Inter-branch Payment Transactions, Cross site Scripting Vulnerability

Note: Hands-on practice should cover under Practical slots.

Text Book:

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

Reference Books:

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

Semester –VI

Agile Methodology

BTAIOE604C	**Agile Methodology**	**OEC2**	**3L- 1T - 0P**	**4 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

After completion of the course, students will learn:-

- To provide students with a theoretical as well as practical understanding of agile software development practices and how small teams can apply them to create high-quality software.
- To provide a good understanding of software design and a set of software technologies and APIs.
- To do a detailed examination and demonstration of agile development and testing techniques.
- To understand the benefits and pitfalls of working in an agile team.
- To understand agile development and testing.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Realize the importance of interacting with business stakeholders in determining the requirements for a software system
CO2	Perform iterative software development processes: how to plan them, how to execute them.
CO3	Point out the impact of social aspects on software development success.
CO4	Develop techniques and tools for improving team collaboration and software quality.
CO5	Perform Software process improvement as an ongoing task for development teams and show agile approaches can be scaled up to the enterprise level.

Course Contents:

Unit No 1: AGILE METHODOLOGY [7 Hours]

Theories for Agile Management – Agile Software Development – Traditional Model vs. Agile Model - Classification of Agile Methods – Agile Manifesto and Principles – Agile Project Management – Agile Team Interactions – Ethics in Agile Teams - Agility in Design, Testing – Agile Documentations – Agile Drivers, Capabilities and Values.

Unit No 2: AGILE PROCESSES [8 Hours]

Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.

Unit No 3: AGILITY AND KNOWLEDGE MANAGEMENT [7 Hours]

Agile Information Systems – Agile Decision Making - Earl_S Schools of KM – Institutional Knowledge Evolution Cycle – Development, Acquisition, Refinement, Distribution, Deployment , Leveraging – KM in Software Engineering – Managing Software Knowledge – Challenges of Migrating to Agile Methodologies – Agile Knowledge Sharing – Role of Story-Cards – Story-Card Maturity Model (SMM).

Unit No 4: AGILITY AND REQUIREMENTS ENGINEERING [7 Hours]

Impact of Agile Processes in RE–Current Agile Practices – Variance – Overview of RE Using Agile – Managing Unstable Requirements – Requirements Elicitation – Agile Requirements Abstraction Model – Requirements Management in Agile Environment, Agile Requirements Prioritization – Agile Requirements Modeling and Generation – Concurrency in Agile Requirements Generation.

Unit No 5: AGILITY AND QUALITY ASSURANCE [7 Hours]

Agile Product Development – Agile Metrics – Feature Driven Development (FDD) – Financial and Production Metrics in FDD – Agile Approach to Quality Assurance - Test Driven Development – Agile Approach in Global Software Development.

Text Books

1. David J. Anderson and Eli Schragenheim, ―Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results‖, Prentice Hall, 2003.
2. Hazza and Dubinsky, ―Agile Software Engineering, Series: Undergraduate Topics in Computer Science‖, Springer, 2009.

Reference Books

1. Craig Larman, ―Agile and Iterative Development: A Manager_s Guide‖, Addison-Wesley, 2004.
2. Kevin C. Desouza, ―Agile Information Systems: Conceptualization, Construction, and Management‖, Butterworth-Heinemann, 2007.

Semester –VI

Augmented Reality

BTAIOE604C	Augmented Reality	OEC2	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week Tutorial : 1 hr./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:

The objective of this course is to provide a foundation to the fast growing field of AR and make the students aware of the various AR devices

Course Outcomes:

On completion of the course, students will be able to:

CO1	Describe how AR systems work and list the applications of AR.
CO2	Understand and analyze the hardware requirement of AR.
CO3	Use computer vision concepts for AR and describe AR techniques.
CO4	Analyze and understand the working of various state of the art AR devices.
CO5	Acquire knowledge of mixed reality.

Course Contents:

Unit No 1: Introduction to Augmented Reality: [7 Hours]

What Is Augmented Reality - Defining augmented reality, history of augmented reality, The Relationship Between Augmented Reality and Other Technologies-Media, Technologies, Other Ideas Related to the Spectrum Between Real and Virtual Worlds, applications of augmented reality

Augmented Reality Concepts- Augmented Reality Working, Concepts Related to Augmented Reality, Ingredients of an Augmented Reality Experience.

Unit No 2: Augmented Reality Hardware: [7 Hours]

Augmented Reality Hardware – Displays – Audio Displays, Haptic Displays, Visual Displays, Other sensory displays, Visual Perception , Requirements and Characteristics, Spatial Display Model.

Processors – Role of Processors, Processor System Architecture, Processor Specifications. Tracking & Sensors - Tracking, Calibration, and Registration, Characteristics of Tracking Technology, Stationary Tracking Systems, Mobile Sensors, Optical Tracking, Sensor Fusion.

Unit No 3: Computer Vision for Augmented Reality & A.R. Software: [7 Hours]

Computer Vision for Augmented Reality - Marker Tracking, Multiple-Camera Infrared Tracking, Natural Feature Tracking by Detection, Simultaneous Localization and Mapping, Outdoor Tracking

Augmented Reality Software - Introduction, Major Software Components for Augmented Reality Systems, Software used to Create Content for the Augmented Reality Application.

Unit No 4: AR Techniques- Marker based & Markerless tracking: [8 Hours]

Marker-based approach- Introduction to marker-based tracking, types of markers, marker camera pose and identification, visual tracking, mathematical representation of matrix multiplication Marker types- Template markers, 2D barcode markers, imperceptible markers.

Marker-less approach- Localization based augmentation, real world examples

Tracking methods- Visual tracking, feature based tracking, hybrid tracking, and initialization and recovery.

Unit No 5: AR Devices & Components: [7 Hours]

AR Components – Scene Generator, Tracking system, monitoring system, display, Game scene

AR Devices – Optical See- Through HMD, Virtual retinal systems, Monitor bases systems, Projection displays, Video see-through systems.

Note: Hands-on practice of Augmented Reality should cover under Tutorial slots.

Text Books

2. Allan Fowler-AR Game Development‖, 1st Edition, A press Publications, 2018, ISBN 978-1484236178
3. Augmented Reality: Principles & Practice by Schmalstieg / Hollerer, Pearson Education India; First edition (12 October 2016), ISBN-10: 9332578494.

Reference Books

1. Designing for Mixed Reality, Kharis O'Connell Published by O'Reilly Media, Inc., 2016, ISBN: 9781491962381
2. Sanni Siltanen- Theory and applications of marker-based augmented reality. Julkaisija – Utgivare Publisher. 2012. ISBN 978-951-38-7449-0
3. https://www.vttresearch.com/sites/default/files/pdf/science/2012/S3.pdf
4. https://docs.microsoft.com/en-us/windows/mixed-reality/
5. https://docs.microsoft.com/en-us/archive/msdn-magazine/2016/november/hololens introduction-to-the-hololens

Semester –VI

Development Engineering

BTAIHM605A	Development Engineering	HSSMEC5	3L- 0T - 0P	3 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:
After completion of the course, students will learn:-

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

CO1	Improve the skills of development engineering
CO2	Get the knowledge of world poverty and development
CO3	Aware about social justice
CO4	Apply development strategies
CO5	Understand engineering for sustainable community development

Course Contents:

Unit No 1: Introduction **[7 Hours]**
Introduction, Various Definitions of Development Engineering.

Unit No 2: World Poverty and Development **[8 Hours]**

World Poverty and Development, Poverty in the India, Sustainable Development, Culture and Global Competence, The Engineer‘s Role.

Unit No 3: Social Justice **[7 Hours]**
Social Justice, Social Justice and Engineering, Religious Perspectives, Secular Perspectives.

Unit No 4: Development Strategies **[7 Hours]**
Development Strategies: Society, Technological Change, and Development, Development Economists Perspectives, Global Health Perspective, International Education Perspective, Social Business Perspectives.

Unit No 5: Engineering for Sustainable Community Development **[7 Hours]**
The Engineer as a Helper Participatory Community Development, Teamwork and Project Management, Community Assessment: Learning About a Community, Project Selection, Humanitarian Technology, Participatory Technology Development, Humanitarian STEMEducation. ICT for Development, AI for Humanitarian purposes, Blockchain and SocialDevelopment.

Text Books

1. Kevin M. Passino, Humanitarian Engineering: Advancing Technology for Sustainable Development

Semester –VI

Employability and Skill Development

BTAIHM605B	**Employability and Skill Development**	**HSSMEC5**	**3L- 0T - 0P**	**3 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:
After completion of the course, students will learn:-

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

CO1	Improve the soft skills and communication.
CO2	Empower Arithmetic and Mathematical Reasoning and Analytical Reasoning and Quantitative Ability
CO3	Use of grammar.
CO4	Development in interview skills.
CO5	Develop problem solving techniques.

Course Contents:

Unit No 1: Soft Skills & Communication basics: [7 Hours]
Soft skills Vs hard skills, Skills to master, Interdisciplinary relevance, Global and national perspectives on soft skills, Resume, Curriculum vitae, How to develop an impressive resume, Different formats of resume Chronological, Functional, Hybrid, Job application or cover letter, Professional presentation- planning, preparing and delivering presentation, Technical writing.

Unit No 2: Arithmetic and Mathematical Reasoning and Analytical Reasoning and Quantitative Ability [8 Hours]
Aspects of intelligence, Bloom taxonomy, multiple intelligence theory, Number sequence test, mental arithmetic (square and square root, LCM and HCF, speed calculation, reminder theorem).Matching, Selection, Arrangement, Verifications (Exercises on each of these types). Verbal aptitude (Synonym, Antonym, Analogy).

Unit No 3: Grammar and Comprehension [7 Hours] English sentences and phrases, Analysis of complex sentences, Transformation of sentences,Paragraph writing, Story writing, Reproduction of a story, Letter writing, précis writing,Paraphrasing and e-mail writing.

Unit No 4: Skills for interviews **[7 Hours]**

Interviews- types of interviews, preparatory steps for job interviews, interview skill tips, Group discussion- importance of group discussion, types of group discussion, difference between group discussion, panel discussion and debate, personality traits evaluated in group discussions, tips for successful participation in group discussion, Listening skills- virtues of listening, fundamentals of good listening, Non-verbal communication-body movement, physical appearance, verbal sounds, closeness, time.

Unit No 5: Problem Solving Techniques **[7 Hours]**

Problem solving model: 1. Define the problem, 2. Gather information, 3. Identify various solution, 4. Evaluate alternatives, 5. Take actions, 6. Evaluate the actions. Problem solving skills: 1. Communicate. 2. Brain storming, 3. Learn from mistakes.

Text Books

1. R. Gajendra Singh Chauhan, Sangeeta Sharma, –Soft Skills- An integrated approach to maximize personality‖, ISBN: 987-81-265-5639-7, First Edition 2016

Reference Books

1. Wiley Wren and Martin, "English grammar and Composition", S. Chand publications.
2. R. S. Aggarwal, "A modern approach to verbal reasoning", S. Chand publications.
3. Philip Carter, "The Complete Book of Intelligence Test", John Willey & Sons Ltd.
4. Philip Carter, Ken Russell, "Succeed at IQ test", Kogan Page.
5. Eugene Ehrlich, Daniel Murphy, "Schaum;s Outline of English Grammar", McGraw Hills.
6. David F. Beer, David A. McMurrey, –A Guide to Writing as an Engineer‖, ISBN: 978- 1-118- 30027-5 4th Edition, 2014, Wiley.

Semester –VI

Consumer Behavior

BTAIHM605C	**Consumer Behavior**	**HSSMEC5**	**3L- 0T - 0P**	**3 Credits**

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Pre-Requisites: None

Course Objectives:
After completion of the course, students will learn:-

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

CO1	Study of Consumer Behavior
CO2	Get Market Segmentation and Positioning
CO3	Develop Models of Consumer Behavior
CO4	Analyze Psychological Influences on Consumer Decision Making
CO5	Study Diffusion of innovation Diffusion Process

Course Contents:

Unit No 1: Introduction to the Study of Consumer Behavior: [7 Hours]
Defining Consumer Behavior, Scope and Application of Consumer Behavior, Why Study Consumer Behavior, Evolution of Consumer Behavior as a Field Of Study and its relationship with Marketing: Behavioral Dimension, The Interdisciplinary Nature of Consumer Behavior. Market Research and Consumer Behavior, Relevance of Market Research with Consumer Behavior, Approaches to Consumer Behavior Research, Quantitative Research, Qualitative Research.

Unit No 2: Market Segmentation and Positioning [8 Hours]
Market Segmentation, Basis for Segmentation, Alternatives available for Segmentation, Positioning. The Consumer Decision Making Process: Buying Motives, Buying Roles, Consumer Decision Making Process, Levels of Consumer Decision Making, Perspectives to Consumer Decision Making, Consumer Decision Making Process.

Unit No 3: Models of Consumer Behavior [7 Hours]
The Economic model, Learning model, Psychoanalytic model, The sociological model. The Howard Sheth model of Buying Behavior, The Nicosia model, The Engel - Kollat - Blackwell Model, Engel, Blackwell and Miniard (EBM) model.

Unit No 4: Psychological Influences on Consumer Decision Making [7 Hours]

Consumer's Needs & Motivation, Emotions and Mood, Consumer Involvement, Consumer Learning, Personality, Self-concept and Self-image, Consumer Perception, Risk and Imagery. Consumer Attitude: Belief, Affect, Attitude and Intention, Attitude Formation and Attitude Change, Consumer Communication. Sociological Influences on Consumer Decision Making: Consumer groups, Consumer reference groups, Family and Life cycle, Social class and mobility, lifestyle analysis, Culture; Sub-Culture, Cross Culture, Interpersonal Communication and influence, Opinion Leadership.

Unit No 5: Diffusion of innovation Diffusion Process [7 Hours]

Adoption Process, Consumer Innovators, Multiplicative innovation adoption (MIA) model. Organizational Buying: Differences between Industrial Markets and Consumer Markets, Differences between Organizational and Consumer Buying, Buying Decisions in organizational Buying Process, Types of Decision Making, Organization Buyer's Decision Making Process, and Factors influencing Organizational Buying Behavior, Decision Makersin Organizational Buying, Webster and Wind model of Organizational buying behaviour, TheSheth model of Industrial buying, The Sheth model of Industrial buying Consumer BehaviorAnalysis and Marketing Strategy: Consumer Behavior and Product Strategy, ConsumerBehavior and Pricing Strategy, Consumer Behavior and Distribution Channel Strategy,Consumer Behavior and Promotion Strategy.

Text Books

1. Consumer Behavior, Schiffman, L.G. and Kanuk L.L., Prentice Hall, India.

Reference Books

1. Consumer Behavior, Concepts and Applications, Loudon, D.L. and Bitta, A.J.D, TatacGrawHill.
2. Consumer Behavior and Marketing Startegy, Peter, J.P. and Olson, J.C., Schiffman, L.G. andKanuk L.L., Prentice Hall, India.

Semester –VI

Deep Learning and Advanced Machine Learning Lab

BTAIL606	Deep Learning and Advanced Machine Learning Lab	LC4	0L-0T-4P	2 Credits

Teaching Scheme	Examination Scheme
Practical: 04 hrs./week	Continuous Assessment 1: 30 Marks Continuous Assessment 2: 30 Marks End Semester Examination: 40 Marks

Deep Learning Lab

Practical List

1. Loading dataset into keras/pytorch, creating training and testing splits.
2. Creating functions to compute various losses.
3. Feeding data to pretrained neural network and making predictions.
4. Implementing regression using deep neural network.
5. Classifying IMDB movie review dataset using deep neural network-binary classification problem.
6. Classifying Reuters dataset using deep neural network-multiclass classification problem.
7. Classifying MNIST Dataset using CNN.
8. Classifying data using pretrained models/transfer learning.Training various popular neural networks (Resnet, VGGNet, InceptionV3 etc) on customDataset.
9. Temperature forecasting using RNN.
10. Implementation of GAN on any suitable dataset.

Advanced Machine Learning Lab

1. Implementing K-means Clustering.
2. Implementing Hierarchical Clustering.
3. Implementation of Apriori Algorithm.
4. Implementation of Market Basket Analysis.
5. Reinforcement Learning-
    a. Calculating Reward
    b. Discounted Reward
    c. Calculating Optimal quantities
    d. Implementing Q Learning
    e. Setting up an Optimal Action
6. Time Series Analysis-
    a. Checking Stationary
    b. Converting a non-stationary data to stationary
    c. Implementing Dickey Fuller Test
    d. Plot ACF and PACF
    e. Generating the ARIMA plot
    f. TSA Forecasting
7. Boosting
    a. Cross Validation
    b. AdaBoost

Semester –VI

Mini Project -II

BTAIM607	**MINI PROJECT-II**	**Project**	**0L-0T-4P**	**2 Credits**

Guidelines for Mini Project

The students shall study in group of two members (or individual) on some special topic beyond the scope of the syllabus under the subjects of Artificial Intelligence, Data Science, Electronics Engineering and Computer Science Engineering or inter discipline branch from current literature, by referring the current technical journal or reference books, under the guidance of the teacher.

In this subject head, it is expected that the student should complete the following tasks.

1. Identify problem statement / idea which is solving one problem preferably local problem may bein their University / College / nearby vicinity.
2. Do the literature survey,
3. Design the solutions
4. Implement solution using latest technology
5. Write 20-25 pages report (use of latex is more suitable).
6. Present / demonstrate the solution in front of faculty member

The students shall prepare his report and execution of project for other students of his class in the presence of his guide and examiner. The student is permitted to use audio-visual aids or any other such teaching aids.

Continues Assessment:

The Continues Assessment for this head will consists of the report written in a technical reporting manner and execution of project will be assessed by the internal examiner appointed by the HOD of concern department of the institution.

Semester –VI

Internship - III

BTAIP608	**Field Training / Internship / Industrial Training**	**Internship**	**Audit**

Guidelines for Internships

Guidelines for Field Training / Internship / Industrial Training Industrial Training:

1. To apply for a suitable Industrial Training, submit an application form to respective Organization concerned one semester before the Industrial Training Programmed commences.
2. Student can also apply through online platforms such as Internshala for industrial training.
3. Submit one copy of the offer letter for the Industrial Training to the Head of the department or Faculty coordinator (Industrial Training).
4. To complete the Industrial Training process within the specified time based on theIndustrial Training Programme schedule.
5. Assessment within the Industrial Training context aims to evaluate the student's work quality and appropriateness to the field of study with reference to the learning outcomes of the Industrial Training Programme.
6. Evaluation of the students' performance should be done in the next upcoming semester.
7. Those students who fails, they can also complete online certification courses which are available at free of cost on various MOOC platforms.

BTAIIC701: Natural Language Processing

BTAIIC701	Natural Language Processing	OEC1	3L- 1T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

This course aims at teaching the basics about processing of Natural Languages. Natural language processing is the feature of 5th Generation Computer and is part of Artificial intelligence. It teaches about the different phasesof natural language processing, methodologies, algorithms, data structures used for Natural Language Processing.

Course Objectives:

- To provide an introduction to the basic principles, techniques, and applications of Natural Language Processing.
- To provide an understanding of the basic phases of natural language processing like morphological analysis,syntactic analysis, semantic analysis, pragmatic analysis
- To teach algorithms and data structures etc for performing syntactic analysis, semantic analysis.
- To understand about grammars and their hierarchy.
- To teach about the latest tools of NLP like Word Net, concept of WSD, Hindi WORDNET etc. Pre-requisites:Artificial Intelligence, Data structures and algorithms, programming languages

Course Outcomes:

After completion of the course the students will be able to

- Understand the basics of morphological analysis and syntactic analysis and perform the analysis of naturallanguage input
- Understand the concept of parsing and Generate the parse tree for natural language inputs.
- To understand the WSD and understand to use WORDNET.

Syllabus

[Unit 1] Introduction **[6 Hrs]**

Biology of Speech Processing; Place and Manner of Articulation; Word Boundary Detection; Argmax based computations; HMM and Speech Recognition.

[Unit 2] Word level Analysis **[7 Hrs]**

Morphology fundamentals; Morphological Diversity of Indian Languages; Morphology Paradigms; Finite State Machine Based Morphology; Automatic Morphology Learning; Shallow Parsing; Named Entities; Maximum Entropy Models; Random Fields.

[Unit 3] Syntax Analysis **[6 Hrs]**

Theories of Parsing, Parsing Algorithms; Robust and Scalable Parsing on Noisy Text as in Web documents;

Hybrid of Rule Based and Probabilistic Parsing; Scope Ambiguity and Attachment Ambiguity resolution.

[Unit 4] Semantic Analysis **[7 Hrs.]**

Lexical Knowledge Networks, Wordnet Theory; Indian Language Word nets and Multilingual Dictionaries; Semantic Roles; Word Sense Disambiguation; WSD and Multilinguality; Metaphors; Coreferences.

[Unit 5] Applications **[6 Hrs]**

Sentiment Analysis; Text Entailment; Robust and Scalable Machine Translation; Question Answering in Multilingual Setting; Cross Lingual Information Retrieval (CLIR).

Text Book(s) and Journals

1. Christopher D. Manning and Hinrich Schutze, " Foundations of Natural Language Processing" , 6thEdition, The MIT Press Cambridge, Massachusetts London, England, 2003
2. Daniel Jurafsky and James H. Martin "Speech and Language Processing", 3rd edition, Prentice Hall, 2009.
3. Allen, James, Natural Language Understanding, 2nd Edition, Benjamin / Cumming, 1995.

NPTEL Course:

Natural Language Processing, Prof. Pushpak Bhattacharyya, Department of Computer Science and Engineering,IIT Bombay.

Reference Books

2. NitinIndurkhya, Fred J. Damerau "Handbook of Natural Language Processing", Second Edition, CRC Press, 2010.
3. James Allen "Natural Language Understanding", Pearson Publication 8th Edition. 2012.
4. Chris Manning and HinrichSchütze, "Foundations of Statistical Natural Language Processing", 2nd edition, MITPress Cambridge, MA, 2003.
5. Hobson lane, Cole Howard, Hannes Hapke, "Natural language processing in action" MANNING Publications, 2019.
6. Alexander Clark, Chris Fox, Shalom Lappin, "The Handbook of Computational Linguistics and Natural Language Processing", Wiley-Blackwell, 2012
7. Rajesh Arumugam, Rajalingappa Shanmugamani "Hands-on natural language processing with python: A practical guide to applying deep learning architectures to your NLP application". PACKT publisher, 2018.
8. Manning C. D. and Schutze H., "Foundations of Statistical Natural Language processing", First Edition, MIT Press, 1999
9. Allen J., "Natural Language Understanding", Second Edition, Pearson Education, 2003.

BTAIIC702: Data Visualization and Processing

BTAIIC702	**Data Visualization and Processing**	**OEC1**	**3L- 1T - 0P**	4 Credits

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Course Objectives:

1. Understand the importance of data visualization in extracting insights from data.
2. Learn the principles and elements of effective data visualization design.
3. Explore different types of data visualizations and their appropriate use cases.
4. Develop skills in using data visualization tools and software.
5. Gain an understanding of human perception and cognition in visual information processing.
6. Learn to critically analyze and interpret visualizations.
7. Apply data visualization techniques to communicate complex information clearly and effectively.
8. Develop the ability to create interactive and dynamic visualizations.

Course Outcome:

Syllabus:

Unit 1: Introduction to Data Visualization:

Importance of data visualization, Historical overview of data visualization, Applications of data visualization invarious domains, Data Visualization Techniques, Data Visualization Types, Data Visualization Tools and Software

Unit 2: Principles of Data Visualization Design:

Data types and visual encodings, Gestalt principles and visual perception, Color theory and use of color in visualizations. Typography and text in visualizations, Layout and composition in visual design, Data Visualization DesignPrinciples

Unit 3: Data visualization of multidimensional data

Need of data modeling, Multidimensional data models, Mapping of high dimensional data into suitable visualization method- Principal component analysis, clustering study of High dimensional data.

Unit 4: Visualization and Processing Techniques:

Visualization Techniques for Spatial Data, Visualization Techniques for Geospatial Data, Time-Oriented Data, Multivariate Data, Principles of Information Visualization, Interactive Visualizations and Animations

Unit 5: Data Processing:

Text and Document Visualization, Interaction Concepts, Interaction Techniques

Reference Books:

1. Visualizing Data Oreilly By Ben Fry · 2008
2. Data Visualization: Trends and Challenges Towards multidisciplinary perception S. Margret Anouncia,Hardik A. Gohel, Subbiah Vairamuthu by Springer 2020
3. Data Visualization with Python and JavaScript Scrape, Clean, Explore & Transform Your DataWeb

Reference:

1. https://www.google.co.in/books/edition/Visualizing_Data/RRswXg4pJhcC?hl=en&gbpv=1&dq=data+vi sualization+and+processing&printsec=frontcover
2. https://www.google.co.in/books/edition/Visualization_and_Processing_of_Tensor_F/Kh5YLrjSOeAC?hl =en&gbpv=1&dq=data+visualization+and+processing&printsec=frontcover
3. https://www.google.co.in/books/edition/Data_Visualization/2VTUDwAAQBAJ?hl=en&gbpv=1&dq=da ta+visualization+and+processing&printsec=frontcover

BTAIIPE703: Professional Elective Course- IV

BTAIIPE703A: IoT Embedded System

BTAIIPE703A	**IoT Embedded System**	**PEC -IV**	**3L- 0T - 0P**	4 Credits

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Course Objective:

1. Describe what IoT is and how it works today

2. Recognize the factors that contributed to the emergence of IoT

3. Design and program IoT devices

4. Use real IoT protocols for communication

5. Secure the elements of an IoT device

6. Design an IoT device to work with a Cloud Computing infrastructure.

7. Transfer IoT data to the cloud and in between cloud providers 8. Define the infrastructure for supporting IoT deployments

Course Outcome:

On completion of the course, you should be able to

1. Explain the definition and usage of the term “Internet of Things” in different contexts

2. Understand the key components that make up an IoT system

3.Differentiate between the levels of the IoT stack and be familiar with the key technologies and protocols employed at each layer of the stack

4.Apply the knowledge and skills acquired during the course to build and test a complete, working IoT system involving prototyping, programming and data analysis

5. Understand where the IoT concept fits within the broader ICT industry and possible future trends

6. Appreciate the role of big data, cloud computing and data analytics in a typical IoT system

Unit 1

FUNDAMENTALS AND APPLICATIONS OF IoT

Introduction to Internet of Things (IoT)– Functional Characteristics – Recent Trends in the Adoption of IoT – Societal Benefits of IoT, Health Care — Machine to Machine (M2M) - Smart Transportation – Smart Living – Smart Cities- Smart Grid

Unit 2

IoT ARCHITECTURE and Physical devices

Building IOT with Arduino, Arduino IDE- Programming. Raspberry pi: Introduction to Raspberry pie, About Raspberry pie Board, Hardware layout, Operating system on raspberry pie. Components of IoT: Sensors – Actuators – Embedded Computation Units – Communication Interfaces – Software Development

Unit 3

COMMUNICATION PRINCIPLES RFID – ZigBEE – Bluetooth – Internet Communication- IP Addresses - MAC Addresses - TCP and UDP – IEEE 802 Family of Protocols – Cellular-Introduction to EtherCAT. MODULE 4 –

Unit 4 COMMUNICATION INTERFACE IN IoT

IEEE 802.11 Wireless Networks Attacks: Basic Types, WEP Key Recovery Attacks, Keystream Recovery Attacks against WEP – RFID Security – Security Issues in ZigBEE: Eavesdropping Attacks, Encryption Attacks – Bluetooth Security: Threats to Bluetooth Devices and Networks.

Unit5 CLOUD SECURITY CONCEPTS

Confidentiality, privacy, integrity, authentication, non-repudiation, availability, access control, defence in depth,least privilege, how these concepts apply in the cloud, what these concepts mean and their importance in PAAS,IAAS and SAAS. e.g. User authentication in the cloud; Cryptographic Systems Symmetric cryptography, streamciphers, block ciphers, modes of operation, public-key cryptography, hashing, digital signatures, public-key infrastructures, key management, X.509 certificates, OpenSSL

Reference Books

1. P Adrian McEwen and Hakim Cassimally, ―Designing the Internet of Things‖, John Wiley and Sons Ltd, UK, 2014.
2. Olivier Hersent, David Boswarthick and Omar Elloumi, ―The Internet of Things: Key Applications and Protocols, John Wiley and Sons Ltd., UK 2012.
3. Dieter Uckelmann, Mark Harrison, Florian Michahelles, ―Architecting the Internet of Things, Springer, NewYork, 2011.
4. Johnny Cache, Joshua Wright and Vincent Liu, ―Hacking Exposed Wireless: Wireless Security Secrets andSolutions, Tata McGraw Hill, New Delhi, 2010
5. Himanshu Dwivedi, Chris Clark and David Thiel, ―Mobile Application Security‖, Tata McGraw Hill, NwDelhi, 2010.
6. Tim Mather, Subra Kumaraswamy, ShahedLatif, “Cloud Security and Privacy: An Enterprise Perspective onRisks and Compliance” O'Reilly Media; 1 edition [ISBN: 0596802765], 2009

BTAIIPE703B: Pattern Recognition

BTAIIPE703B	**Pattern Recognition**	**PEC -IV**	**3L- 0T - 0P**	4 Credits
Teaching Scheme		**Examination Scheme**		
Lecture: 3 hrs./week		Continuous Assessment : 20 MarksMid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03hrs.)		

Syllabus:

Unit 1 Introduction of Pattern Recognition

Introduction of Pattern Recognition, Classification, The Classification Process and Features, Training and Learning, Supervised Learning and Algorithm Selection, approaches to Classification, Examples: Classification by Shape, Classification by Size, Classification of Letters.

Unit 2 Nonmetric Methods and Statistical Pattern Recognition

Decision Tree Classifier: Information, Entropy, and Impurity. Information Gain. Decision Tree Issues. Strengths and Weaknesses. Rule-Based Classifier Statistical Pattern Recognition: Measured Data and Measurement Errors, Probability Theory, Simple ProbabilityTheory, Conditional Probability and Bayes' Rule, Naive Bayes Classifier

Unit 3 Supervised Learning and Unsupervised Learning

Parametric and Non-parametric Learning, Parametric Learning: Bayesian Decision Theory, Discriminant Functions and Decision Boundaries, MAP (Maximum A Posteriori) Estimator Clustering, k-Means Clustering: Fuzzy c-Means Clustering, (Agglomerative) Hierarchical Clustering

Unit 4 Feature Extraction and Selection, Reducing Dimensionality: Preprocessing, Feature Selection: Inter/Intraclass Distance, Subset Selection. FeatureExtraction: Principal Component Analysis, Linear Discriminant Analysis

Unit 5 Estimating and Comparing Classifiers

Comparing Classifiers and the No Free Lunch Theorem, Bias and Variance, Cross-Validation and Resampling Methods: The Holdout Method, k-Fold Cross-Validation, Bootstrap. Measuring Classifier Performance, Comparing Classifiers.: ROC Curves, McNemar's Test, Other StatisticalTests, The Classification Toolbox.

BTAIIPE703C: Reinforcement learning

BTAIIPE703C	**Reinforcement learning**	**PEC -IV**	**3L- 0T - 0P**	4 Credits
Teaching Scheme		**Examination Scheme**		
Lecture: 3 hrs./week		Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)		

Syllabus:

Unit 1 The Reinforcement Learning Problem: **[Hours 7]**

Reinforcement Learning, Examples, Elements of Reinforcement Learning, Limitations and Scope. The Agent–Environment Interface, Goals and Rewards, Returns, Unified Notation for Episodic and Continuing Tasks, The Markov Property, Markov Decision Processes, Value Functions, Optimal Value Functions, Optimality and Approximation

Unit 2 Finite Markov Decision Processes: **[Hours 7]**

Dynamic Programming: Policy Evaluation, Policy Improvement, Policy Iteration, Value Iteration, Asynchronous Dynamic Programming, Generalized Policy Iteration, Efficiency of Dynamic Programming

Unit 3 Model-free solution techniques: **[Hours 7]**

Temporal difference learning, Monte Carlo Methods, TD-Lambda and Eligibility Traces, Efficient Exploration and value updating. Model-free Control: On-Policy MC Control, On-Policy TD Learning and Off-Policy Learning

Unit 4 Batch Reinforcement Learning: **[Hours 7]**

Introduction, Batch Reinforcement Learning Problem, Foundations of Batch RL Algorithms, Batch RL Algorithms, Batch RL in Practice Learning and Using Model: What is Model, Planning: Monte Carlo Methods, Combining Models and Planning, Sample Complexity, Factored Domains, Exploration, Continuous Domains, Empirical Comparisons, Scaling Up

Unit 5 Planning and Learning with Tabular Methods & Deep Q-Learning **[Hours 7]**

Models and Planning, Integrating Planning, Acting, and Learning, When the Model Is Wrong, Prioritized Sweeping, Full vs. Sample Backups, Trajectory Sampling, Heuristic Search, Monte Carlo Tree Search. **Deep Q-Learning:** Extend value-based reinforcement learning methods to complex problems using deep neuralnetworks, Learn how to implement a Deep Q-Network (DQN), along with Double-DQN,Dueling-DQN, and Prioritized Replay

Text Books:

1. Ed. John Krumm; Ubiquitous Computing Fundamentals; Chapman & Hall/CRC 2009
2. Richard S. Sutton and Andrew G. Barto, Reinforcement learning: An introduction, Second Edition, MIT Press, 2019

Reference Books:

1. Wiering, Marco, and Martijn Van Otterlo. Reinforcement learning. Adaptation, learning, and optimization 12 (2012)
2. Mohammad S. Obaidat and et al; Pervasive Computing and Networking, WileyMoocs Links and additional reading material: www.nptelvideos.in

BTAIIPE704: Open Elective Course - II
BTAIIPE704A: Cyber Security

BTAIIPE704A	**Cyber Security**	**OEC -II**	**3L- 0T - 0P**	4 Credits
Teaching Scheme		**Examination Scheme**		
Lecture: 3 hrs./week		Continuous Assessment : 20 MarksMid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03hrs.)		

Syllabus:

Pre-Requisites: Computer Fundamentals, Fundamentals of Computer Networks

Course Objectives:

After completion of the course, students will have adequate background, conceptual clarity and knowledge of appropriate solution techniques related to:

1. To understand the basics of computer, network and information security.
2. To study operating system security and malwares.
3. To acquaint with security issues in internet protocols.
4. To analyze the system for vulnerabilities.

Course Outcomes:

On completion of the course, students will be able to:

CO1	Understand the concept of Cyber security and issues and challenges associated with it.
CO2	Understand the cybercrimes, their nature, legal remedies and as to how report the crimes through available platforms and procedures.
CO3	Understand the reporting procedure of inappropriate content, underlying legal aspects and best practices for the use of Social media platforms.
CO4	Understand the basic concepts related to E-Commerce and digital payments.
CO5	Understand the basic security aspects related to Computer and Mobiles.

Course Contents:

Unit No 1: Introduction to Cyber security **[7 Hours]**

Defining Cyberspace and Overview of Computer and Web-technology, Architecture of cyberspace, Communication and web technology, Internet, World wide web, Advent of internet, Internet infrastructure for data transfer and governance, Internet society, Regulation of cyberspace, Concept of cyber security, Issues and challenges of cyber security.

Unit No 2: Cybercrime and Cyber law **[7 Hours]**

Classification of cybercrimes, Common cybercrimes- cybercrime targeting computers and

mobiles, cybercrime against women and children, financial frauds, social engineering attacks, malware and ransom ware attacks, zero day and zero click attacks, Cybercriminals modus-operandi ,Reporting of cybercrimes, Remedial and mitigation measures, Legal perspective of cybercrime, IT Act 2000 and its amendments, Cybercrime and offences, Organizations dealing with Cybercrime and Cyber security in India

Unit No 3: Social Media Overview and Security [7 Hours]

Introduction to Social networks. Types of Social media, Social media platforms, Social media monitoring, Hashtag, Viral content, Social media marketing, Social media privacy, Challenges, opportunities and pitfalls in online social network, Security issues related to social media, Flagging and reporting of inappropriate content, Laws regarding posting of inappropriate content, Best practices for the use of Social media

Unit No 4: E-Commerce and Digital Payments [7 Hours]

Definition of E- Commerce, Main components of E-Commerce, Elements of E-Commerce security, E-Commerce threats, E-Commerce security best practices, Introduction to digital payments, Components of digital payment and stake holders, Modes of digital payments- Banking Cards, Unified Payment Interface (UPI), e-Wallets, Unstructured Supplementary, Service Data (USSD), Aadhar enabled payments, Digital payments related common frauds and preventive measures. RBI guidelines on digital payments and customer protection in unauthorized banking transactions

Unit No 5: Digital Devices Security, Tools and Technologies for Cyber Security [7 Hours]

End Point device and Mobile phone security, Password policy, Security patch management, Data backup, Downloading and management of third party software, Device security policy, Cyber Security best practices, Significance of host firewall and Ant-virus, Management of host firewall and Anti-virus, Wi-Fi security, Configuration of basic security policy and permissions.

Text Books

1. Network Security Bible, Eric Cole, Ronald Krutz, James W. Conley, 2nd Edition, Wiley India Pvt. Ltd.
2. Fundamentals of Network Security by E. Maiwald, McGraw Hill.

Reference Books

1. Cyber Crime Impact in the New Millennium, by R. C Mishra, Auther Press. Edition 2010.
2. Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal perspectives by Sumit Belapure and Nina Godbole, Wiley India Pvt. Ltd. (First Edition, 2011)
3. Security in the Digital Age: Social Media Security Threats and Vulnerabilities by Henry A. Oliver, Create Space Independent Publishing Platform. (Pearson , 13th November, 2001)
4. Electronic Commerce by Elias M. Awad, Prentice Hall of India Pvt Ltd.
5. Cyber Laws: Intellectual Property & E-Commerce Security by Kumar K, Dominant Publishers.

BTAIIPE704B: Business Intelligence

BTAIIPE704B	Business Intelligence	OEC -II	3L- 0T - 0P	4 Credits
Teaching Scheme			**Examination Scheme**	
Lecture: 3 hrs./week			Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)	

Course Objectives:

The student should be made to:

1. Be exposed with the basic rudiments of business intelligence system
2. understand the modeling aspects behind Business Intelligence
3. understand of the business intelligence life cycle and the techniques used in it
4. Be exposed with different data analysis tools and techniques Learn different reporting tools

Course Outcomes

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

1. Explain the fundamentals of business intelligence.
2. Link data mining with business intelligence.
3. Apply various modeling techniques.
4. Explain the data analysis and knowledge delivery stages.
5. Apply business intelligence methods to various situations.
6. Decide on appropriate technique.Syllabus:

[Unit 1] Introduction to Business Intelligence [6 Hrs]

Introduction to digital data and its types – structured, semi-structured and unstructured, Introduction to OLTPand OLAP (MOLAP, ROLAP, HOLAP).

[Unit 2] Basics of BI [6 Hrs]

BI Definitions & Concepts, BI Framework, Data Warehousing concepts and its role in BI, BI Infrastructure Components – BI Process, BI Technology, BI Roles & Responsibilities, Business Applications of BI, BI best practices.

[Unit 3] Data Integration [6 Hrs]

Concepts of data integration, needs and advantages of using data integration, introduction to common data integration approaches, Meta data –types and sources.

[Unit 4] Data Processing [6 Hrs]

Introduction to data quality, data profiling concepts and applications, Introduction to ETL (Extract-Transform loading) using Open Source Software

[Unit 5] Data and Dimension Modeling [6 Hrs]

Introduction, ER Modeling, multidimensional data modeling, concepts of dimensional, facts, cubes, attribute, hierarchies, star and snowflake schema, Introduction to business metrics and KPLs, creating OLAP using Application Software.

Basic of Enterprise Reporting: A typical enterprise, Malcolm Baldrige – quality performance framework, balanced scorecard, enterprise dashboard, balanced scorecard vs. enterprise dashboard,

enterprise reporting using software tools, best practices in the design of enterprise dashboards.

Text Books:

1. R. N. Prasad and Seema Acharya, “Fundamentals of Business Analytics”, Wiley Publication.

Reference Books

1. Raiph Kimball, Ross, “The Data Warehouse Lifecycle Toolkit” Wiley Publication, 2ndedition.
2. Anahory& Murray, “Data Warehousing in the Real World” Pearson Edt Ponniah, “DataWarehousing Fundamentals”, Wiley Publication

BTAIIPE704C: Design Thinking

BTAIIPE704C	Design Thinking	OEC -II	3L- 0T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Syllabus:

[Unit 1] Overview of Design Thinking Process [7 Hours]

Design Thinking Process: Business context of innovation for applying design thinking, two models of design thinking, phases of design thinking, correlation with other philosophies. Introduction to design thinking: Definition, Origin of design thinking, Importance of design thinking, Design vs. Design thinking, Problem solving, Understanding design thinking and its process model, Design thinking tools. Human-Centered Design(HCD) process - Empathize, Define, Ideate, Prototype and Test and Iterate or Empathize, Analyze, Solve and Test.

[Unit 2] Empathize [7 Hours]

Design thinking phases, How to emphasize, Role of empathy in design thinking, purpose of empathy maps,Things to be done prior to empathy mapping, creation of user personas, customer journey mapping, How might we questions.

[Unit 3] Analyze or Define [7 Hours]

Root cause analysis, conflict of interest, perspective analysis, big picture thinking through system operator,big picture thinking through function modeling Silent brainstorming, metaphors for ideation, CREATE andWhat-If tool for ideation, introduction to TRIZ, Inventive principles and their applications.

[Unit 4] Test (Prototyping and Validation) [7 Hours]

Prototyping, Assumptions during the design thinking process, Validation in the market, best practices of presentation.

[Unit 5] Design Innovation [7 Hours]

Benefits of iteration in the design thinking process, taking the idea to the market, introduction to innovation management in a company.

Text Book:

1. Bala Ramadurai, ―Karmic Design Thinking‖, First Edition, 2020.

Reference Books:

2. Vijay Kumar,‖ 101 Design Methods: A Structured Approach for Driving Innovation in Your Organization ―.
3. Human-Centered Design Toolkit: An Open-Source Toolkit to Inspire New Solutions in the Developing World by IDEO.
4. This is Service Design Thinking: Basics, Tools, Cases by Marc Stickdorn and Jakob Schneider.
5. Ulrich, Karl T. Design: Creation of artifacts in society, 2011

BTAIIOE705: Open Elective Course – III

BTAIIOE705A: Computational Method for Image Processing

BTAIIOE705A	**Computational Method For Image Processing**	**OEC -III**	**3L- 0T - 0P**	4 Credits

Teaching Scheme	**Examination Scheme**
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Course Objectives:

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

Course Outcomes:

After successfully completing the course students will be able to

1. Develop and implement algorithms for digital image processing.
2. Apply image processing algorithms for practical object recognition applications.

Syllabus:

Unit 1: Fundamentals of Image Processing **[7 Hours]**

Steps in image processing, Human Visual System, Sampling & quantization, Representing digital images, Spatial & gray-level resolution, Image file formats, Basic relationships between pixels, Distance Measures. Basic operations on images-image addition, subtraction, logical operations, scaling, translation, rotation. Image Histogram. Color fundamentals & models – RGB, HSI YIQ.

Unit 2: Image Enhancement and Restoration **[7 Hours]**

Spatial domain enhancement: Point operations-Log transformation, Power-law transformation, Piecewise linear transformations, Histogram equalization. Filtering operations- Image smoothing, Image sharpening. Frequency domain enhancement: 2D DFT, Smoothing and Sharpening in frequency domain. Homomorphic filtering. Restoration: Noise models, Restoration using inverse filtering and Wiener filtering.

Unit 3: Image Compression **[7 Hours]**

Types of redundancy, Fidelity criteria, Lossless compression – Run length coding, Huffman coding, Bit-plane coding, Arithmetic coding. Introduction to DCT, Wavelet transform. Lossy compression – DCT based compression, Wavelet based compression. Image and Video Compression Standards – JPEG, MPEG.

Unit 4: Image Segmentation and Morphological Operations **[7 Hours]**

Image Segmentation: Point Detections, Line detection, Edge Detection-First order derivative – Prewitt and Sobel. Second order derivative – LoG, DoG, Canny. Edge linking, Hough Transform, Thresholding – Global,

Adaptive. Otsu's Method. Region Growing, Region Splitting and Merging. Morphological Operations: Dilation, Erosion, Opening, Closing, Hit-or-Miss transform, Boundary Detection, Thinning, Thickening, Skeleton.

Unit 5: Object Recognition and Applications [7 Hours]

Feature extraction, Patterns and Pattern Classes, Representation of Pattern classes, Types of classification algorithms, Minimum distance classifier, Correlation based classifier, Bayes classifier. Applications: Biometric Authentication, Character Recognition, Content based Image Retrieval, Remote Sensing, Medical application ofImage processing.

Reference Books:

1. Rafael C. Gonzalez and Richard E. Woods, "Digital Image Processing", Third Edition, - Pearson Education.
2. S Sridhar, "Digital Image Processing", Oxford University Press.
3. Rafael C. Gonzalez, Richard E. Woods, and Steven L. Eddins, "Digital Image Processing Using MATLAB",Second Edition, - Tata McGraw Hill Publication.
4. S Jayaraman, S Esakkirajan, T Veerakumar, "Digital Image Processing", Tata Mc Graw Hill Publication

BTAIIOE705B: Block Chain Technology

BTAIIOE705B	Block Chain Technology	OEC -III	3L- 0T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Syllabus:

[Unit 1] Introduction **[6 Hrs]**

Overview of Blockchain, Public Ledgers, Bitcoin, Smart Contracts, Block in a Blockchain, Transactions, Distributed Consensus, Public vs. Private Blockchain, Understanding Cryptocurrency to Blockchain, Permissioned Model of Blockchain, Overview of Security aspects of Blockchain. Basic Crypto Primitives: Hashfunctions, Properties of a hash function, Hash pointer and Merkle tree, Public key cryptography, Digital signatures, Zero-knowledge systems

[Unit 2] Bitcoin and Blockchain **[6 Hrs]**

Creation of coins, Payments and double spending, Bitcoin Scripts, Bitcoin P2P Network, Transaction in Bitcoin Network, Block Mining, Block propagation, and block relay. Working with Consensus in Bitcoin: Distributed consensus in open environments, Consensus in a Bitcoin network, Proof of Work (PoW) – basic introduction, Hashcash PoW, Bitcoin PoW, Attacks on PoW and the monopoly problem, Proof of Stake, Proof of Burn and Proof of Elapsed Time, The life of a Bitcoin Miner, Mining Difficulty, Mining Pool.

[Unit 3] Permissioned Blockchain **[6 Hrs]**

Permissioned model and use cases, Design issues for Permissioned blockchains, Execute contracts, State machine replication, Overview of Consensus models for permission blockchain-Distributed consensus in a closed environment, Paxos, RAFT Consensus, Byzantine general problem, Byzantine fault tolerant system, Lamport-Shostak-Pease BFT Algorithm, BFT over Asynchronous systems.

[Unit 4] Blockchain Application Development **[5 Hrs]**

Enterprise application of Blockchain: Cross border payments, Know Your Customer (KYC), Food Security, Mortgage over Blockchain, Blockchain-enabled Trade, We Trade –Trade Finance Network, Supply Chain Financing, and Identity on Blockchain.

[Unit 5] Blockchain Application Development **[5 Hrs]**

Hyperledger Fabric- Architecture, Identities and Policies, Membership and Access Control, Channels, Transaction Validation, Writing smart contracts using Hyperledger Fabric, Writing smart contracts using Ethereum, Overview of Ripple and Corda.

Text Books:

1. Anshul Kaushik, “Blockchain and Crypto Currencies”, Khanna Publishing House, Delhi.

2. Imran Bashir, “Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart ContractsExplained”, Packt Publishing.

3. Ritesh Modi, “Solidity Programming Essentials: A Beginner’s Guide to Build Smart Contracts for Ethereum

and Blockchain", Packt Publishing.

4. Salman Baset, Luc Desrosiers, Nitin Gaur, Petr Novotny, Anthony O'Dowd, Venkatraman Ramakrishna, "Hands-On Block Chain with Hyperledger: Building Decentralized Applications with Hyperledger Fabric and Composer", Import, 2018.

BTAIIOE705C: Human-Computer Interface

BTAIIOE705C	Human-Computer Interface	OEC -III	3L- 0T - 0P	4 Credits

Teaching Scheme	Examination Scheme
Lecture: 3 hrs./week	Continuous Assessment : 20 Marks Mid Semester Exam: 20 Marks End Semester Exam: 60 Marks (Duration 03 hrs.)

Syllabus:

Unit I Foundations of Human–Computer Interaction **08 Hours**

What is HCI – design, models, evaluation, Need to understand people, computers, and methods. Basic human abilities - vision, hearing, touch, memory. Computers – speed, interfaces, widgets, and effects on interaction. Humans – Memory, Attention Span, Visual Perception, psychology, ergonomics. Understanding Users. Methods for evaluation of interfaces with users: goals of evaluation, approaches, ethics, introspection, extracting the conceptual model, direct observation, constructive interaction, interviews and questionnaires, continuous evaluation via user feedback and field studies, and choosing an evaluation method.

Unit II The Design Process **08 Hours**

Interaction Design Basics, Interaction Styles. HCI in the Software Process. HCI design principles and rules: design principles, principles to support usability, golden rules and heuristics, HCI patterns, design rules, and HCI design standards. Direct Manipulation - Overview, Scope, Applications. Universal Design, User-centered design, task analysis/GOMS, Graphic Design

Unit III Implementation **08 Hours**

Implementation Tools, Technology, and change designing for the Web, designing for portable devices. Handling errors and Designing Help. Prototyping and UI Software.

Unit IV Evaluation and User Support **08 Hours**

Evaluation of User Interfaces. Web Browsers - Fonts, Color Palette, Color Depth, Resolution, Layout, Size, Orientation. Mobile devices issues – design, limitations, what next. User Support**.**

Unit V Users Models **08 Hours**

Predictive Models, Cognitive Models. Interaction with Natural Languages, Next Generation Interface. Socio-organizational Issues and Stakeholder Requirements. Heuristic Evaluation, Evaluation with Cognitive Models, Evaluation with Users.Task Analysis, DOET (Design of Everyday Things). Design Dialogs Notations, Warnings, and Error Messages.Model-based Evaluation. User Testing, Usability Testing, User Acceptance Testing.

Text Book:

1. Alan J, Dix. Janet Finlay, Rusell Beale, "Human-Computer Interaction", Pearson Education, 3rdEdition, 2004, ISBN 81-297-0409-9

2. Jenny Preece, Rogers, Sharp, “Interaction Design-beyond human-computer interaction”, WILEY-INDIA, ISBN 81-265-0393-9

References:

1. Jonathan Lazar, Jinjuan Feng, Harry Hochheiser, “Research Methods in Human-Computer Interaction", ThirdEdition, Morgan Kaufmann, 2017, ISBN: 9780128053904.
2. Mary Beth Rosson and John M. Carroll, “Usability Engineering: Scenario-Based Development of Human-Computer Interaction”, Morgan Kaufmann, 2001, ISBN-13: 978- 1558607125

BTAIIL707 : Natural Language Processing & Data Visualization Lab

BTAIIL707	**Natural Language Processing &Data VisualizationLab**	**LC4**	**0L-0T-4P**	2 Credits
Teaching Scheme		**Examination Scheme**		
Practical: 04 hrs./week		Continuous Assessment 1: 30 Marks Continuous Assessment 2: 30 Marks End Semester Examination: 40 Marks		

Natural Language Processing Lab

Experiment List

1. Preprocessing of Text (Tokenization, Filtration, Script validation, Stop Word Removal , Stemming)
2. Morphological Analysis
3. NGram Model
4. POS Tagging Chunking ,
5. Name Entity Recognition,
6. Virtual Lab on Word Generator ,
7. Mini Project based on NLP Application

Data Visualization Lab

Experiment List:

1: Introduction to Tableau
- Course introduction
- Getting started with Tableau Desktop
- Connecting to the tutorial dataset
- Creating the first charts
- Filtering and sorting data

2: Common charts
- Creating common visualizations (bar charts, line charts etc.)
- Assembling a dashboard layout
- Using dashboard filters

3: Transform the data
- Dataviz best practices
- Creating simple calculations in Tableau
- Using table calculations

4: Interactions
- Interactivity with text and visual tooltips
- Interactivity with actions (filter, highlight, URL)
- Drilldown between dashboards

5: Advanced visualizations
- Dataviz best practices
- Creating more advanced chart types
- Using multiple source tables

6: Data Storytelling

- Intro to data storytelling
- Creating a data story in Tableau
- Overview of the Tableau ecosystem
- Further learning opportunities

BTAIS708: Project phase - I

BTCOF801: Project phase – II (In-house) / Internship and Project in the Industry

In this course, it is expected that students will go to industry for internship for one semester and do industry based project in that period. Student will be assigned one dept. one Industry guide to monitor progress of the student. After, completion of the Internship student will submit project report to the dept. and project examination will be conducted in consultation with the Industry guide.
In case, if student not opting / not doing Internship in the Industry, such students can do project work in the dept.

COURSE CURRICULUM MAPPING WITH MOOC PLATFORM NPTEL

Sr. No	Name of Subject as per Curriculum	Course Code	Sem	SWAYAM/ NPTEL Course And Web Link	Name of Institute offering course	Relevance %	Duration of Course
1	Computer Network and Cloud Computing	BTAIC501	V	Cloud computing https://onlinecourses.nptel.ac.in/noc22_cs87/preview Computer Networks and Internet Protocol https://onlinecourses.nptel.ac.in/noc22_cs19/preview	IIT Kharagpur	60 %	12 weeks
2	Machine Learning	BTAIC502	V	Introduction to machine learning https://onlinecourses.nptel.ac.in/noc22_cs97/preview	IIT Kharagpur	80 %	8 weeks
3	Knowledge reasoning and AI ethics	BTAIHM503	V	Artificial intelligence: knowledge representation and reasoning https://nptel.ac.in/courses/106106140	IIT Madras	60 %	12 weeks
4	Virtual Reality	BTAIPE504A	V	Virtual reality engineering https://nptel.ac.in/courses/121106013	IIT Madras	70 %	12Weeks
5	Soft computing	BTAIPE504B	V	Introduction to soft computing https://onlinecourses.nptel.ac.in/noc22_cs54/preview	IIT Kharagpur	40 %	8 Weeks
6				Neural networks and applications https://archive.nptel.ac.in/courses/117/105/117105084/	IIT Kharagpur	40 %	37 lectures
7	Sensors and Robotics Technology	BTAIPE504C	V	Introduction to robotics https://onlinecourses.nptel.ac.in/noc22_de11/preview Introduction to robotics https://archive.nptel.ac.in/courses/107/106/107106090/	IIT Madras	70 %	12 weeks
8	Advanced Java	BTAIPE504D	V	Programming in Java https://onlinecourses.nptel.ac.in/noc22_cs47/preview	IIT Kharagpur	50 %	12 weeks
9	Data mining and warehousing	BTAIOE505A	V	Data mining https://onlinecourses.swayam2.ac.in/cec19_cs01/preview		60 %	12 weeks
10				Data mining https://onlinecourses.nptel.ac.in/noc21_cs06/preview	IIT Kharagpur	40 %	8 weeks
11	Digital communication and information theory	BTAIOE505B	V	An introduction to coding theory https://onlinecourses.nptel.ac.in/noc22_ee108/preview	IIT Kanpur	80 %	12 weeks
12				Principles of Digital communication https://nptel.ac.in/courses/108101113	IIT Bombay	90 %	12 weeks
13	Software engineering and testing	BTAIOE505C	V	Software engineering https://onlinecourses.nptel.ac.in/noc22_cs106/preview	IIT Kharagpur	60 %	12 weeks
14				Software testing https://onlinecourses.nptel.ac.in/noc19_cs71/preview	IIT Bangalore	60 %	12 weeks
15				Software testing https://onlinecourses.nptel.ac.in/noc20_cs19/preview	IIT Kharagpur	40 %	4 weeks
16	Deep learning	BTAIC601	VI	Deep learning https://onlinecourses.nptel.ac.in/noc20_cs62/preview	IIT Kharagpur	80 %	12 week
17				Deep learning https://onlinecourses.nptel.ac.in/noc22_cs124/preview	IIT Ropar	70 %	12 weeks
18	Advanced Machine Learning	BTAIC602	VI	Machine learning for engineering and science application https://onlinecourses.nptel.ac.in/noc19_cs82/preview	IIT Madras	50 %	12 Weeks
19	Augmented reality	BTAIPE603A	VI	-			
20	Recommender system	BTAIPE603B	VI	-			
21	Industry 4.0 & automation	BTAIPE603C	VI	Introduction to industry 4.0 and industrial internet of things https://onlinecourses.nptel.ac.in/noc22_cs95/preview	IIT Kharagpur	50 %	12 weeks
22	Web Development	BTAIPE603D	VI	Modern application development https://nptel.ac.in/courses/106106156	IIT Madras	40 %	8 weeks

23	Big Data Analytics	BTAIOE604 A	VI	-			
24	Cryptography and network security	BTAIOE604 B	VI	Cryptography and network security https://onlinecourses.nptel.ac.in/noc22_cs90/preview	IIT Kharagpur	60 %	12 weeks
25	Agile Methodology	BTAIOE604 C	VI	-			
26	Development Engineering	BTAIHM605 A	VI	Developing soft skill and personality https://archive.nptel.ac.in/courses/109/104/109104107/ Educational leadership https://archive.nptel.ac.in/courses/109/105/109105122/	IIT Kharagpur & Kanpur	40 %	8 weeks
27	Employability and Skills Development	BTAIHM605 B	VI	Soft skills https://onlinecourses.nptel.ac.in/noc21_hs76/preview	IIT Roorkee	70 %	12 weeks
28	Consumer Behavior	BTAIHM605 C	VI	Introduction to consumer behavior https://nptel.ac.in/courses/110105029	IIT Kharagpur	50 %	8 weeks
29	Economics and management	BTAIHM605 D	VI	Economics / Management / Entrepreneurship https://nptel.ac.in/courses/110105067	IIT Kharagpur	60 %	12 weeks

COURSE CURRICULUM MAPPING WITH MOOC PLATFORM NPTEL

Sr. No.	Name of Subject as per Curriculum	Course Code	Semester	SWAYAM/ NPTEL Course And Web Link	Name of Institute offering course	Relevance %	Duration of Course
1	Linear Algebra	BTES301	III	https://nptel.ac.in/courses/111/101/111101115/ https://nptel.ac.in/courses/111/106/111106051/	IIT, Madras	85 90	8 Weeks 12 Weeks
2	Discrete Mathematics	BTCOC302	III	https://nptel.ac.in/courses/106/106/106106094/ https://nptel.ac.in/courses/111/107/111107058/	IIT, Madras IIT, Roorkee	90 90	8 Weeks
3	Data Structures	BTCOC303	III	https://nptel.ac.in/courses/106/102/106102064/	IIT, Delhi	90	Not mentioned
4	Computer Architecture & Organization	BTCOC304	III	https://nptel.ac.in/courses/106/106/106106092/ https://nptel.ac.in/courses/106/103/106103180/ https://nptel.ac.in/courses/106/106/106106166/ https://nptel.ac.in/courses/106/105/106105163/ https://swayam.gov.in/nd1_noc20_cs64/preview	IIT, Madras IIT, Guwahati IIT, Madras ,IIT, Kharagpur IIT, Kharagpur	85 75 70 85 85	12 weeks
5	Object Oriented Programming in C++	BTCOC305	III	https://nptel.ac.in/courses/106/105/106105151/	IIT, Kharagpur	58	8 weeks
6	JAVA Programming	BTCOL306	III	https://nptel.ac.in/courses/106/105/106105191/	IIT, Kharagpur	90	12 Weeks
7	Design & Analysis of Algorithms	BTCOC401	IV	https://nptel.ac.in/courses/106/101/106101060/ https://nptel.ac.in/courses/106/105/106105164/ https://swayam.gov.in/nd1_noc20_cs71/preview	IIT, Kharagpur IIT, Madras Chennai Mathematical Institute	40	12 weeks
8	Probability & Statistics	BTBS402	IV	https://nptel.ac.in/courses/111/106/111106112/# https://nptel.ac.in/courses/111/105/111105090/	IIT, Madras IIT, Kharagpur	80 90	4 weeks 12 weeks
9	Operating Systems	BTCOC403	IV	https://nptel.ac.in/courses/106/108/106108101/ https://nptel.ac.in/courses/106/106/106106144/	IISc, Bangalore IIT, Madras	1. 85 2. 80	1. 8 Weeks 2. 8 Weeks
10	Basic Human Rights	BTHM404	IV	https://nptel.ac.in/courses/109/104/109104068/	IIT, Kanpur	75	30 Hours

11	Digital Electronics & Microprocessors	BTES405	IV	https://nptel.ac.in/courses/108/105/108105132/ https://nptel.ac.in/courses/108/103/108103157/	IIT, Kharagpur IIT, Guwahati	50	12 weeks
12	Python Programming	BTCOL406	IV	https://nptel.ac.in/courses/106/106/106106182/	IIT, Ropar	95	12 weeks
14	Database Systems	BTCOC501	V	http://nptel.ac.in/courses/106 1 06093/	IIT, Madras	95	12 Weeks
15	Theory of Computation	BTCOC502	V	https://nptel.ac.in/courses/106/104/106104028/ https://nptel.ac.in/courses/106/106/106106049/	IIT, Kharagpur IIT, Madras	92	45 Hrs 42 Hrs
16	Machine Learning	BTCOC503	V	https://nptel.ac.in/courses/106/105/106105152/	IIT, Kharagpur	100	8 Weeks
17	Human Computer Interaction	BTCOE504 (A)	V	https://nptel.ac.in/courses/106/103/106103115/#	IIT, Guwahati	70	8 Weeks
18	Numerical Methods	BTCOE504 (B)	V	https://nptel.ac.in/courses/111/107/111107105/	IIT, Roorkee	90	8 Weeks
19	Economics and Management	BTHM505 (A)	V	https://nptel.ac.in/courses/110/105/110105067/	IIT, Kharagpur	90	8 Week
20	Business Communication	BTHM505 (B)	V	https://nptel.ac.in/courses/110/105/110105052/	IIT, Kharagpur	90	8 Weeks
21	Compiler Design	BTCOC601	VI	https://nptel.ac.in/courses/106/108/106108113/ https://nptel.ac.in/courses/106/104/106104123/	IISc, Banglore IIT Kanpur	80	40 Hrs
22	Computer Networks	BTCOC602	VI	https://nptel.ac.in/courses/106/105/106105081/ https://nptel.ac.in/courses/106/105/106105080/	IIT Kharagpur	90	12 Weeks
23	Software Engineering	BTCOC603	VI	https://nptel.ac.in/courses/106/105/106105182/	IIT, Kharagpur	70	9 weeks
24	Geographic Information System	BTCOE604 (A)	VI	Introduction to Geographic Information Systems	IIT, Roorkee	90	4 weeks
25	Internet of Things	BTCOE604 (B)	VI	https://nptel.ac.in/courses/106/105/106105166/	IIT, Kharagpur	60	12 Weeks
26	Embedded Systems	BTCOE604 (C)	VI	https://nptel.ac.in/courses/106/105/106105193/	IIT, Kharagpur	80	8 Weeks
27	Development Engineering	BTCOE605 (A)	VI	https://nptel.ac.in/courses/109/103/109103023/ https://nptel.ac.in/courses/109/104/109104074/	IIT, Guwahati IIT, Kanpur	30 40	8 Weeks
28	Employability and Skills Development	BTCOE605 (B)	VI	https://nptel.ac.in/courses/109/105/109105144/	IIT, Kharagpur	75	8 Weeks
29	Consumer Behaviour	BTCOE605 (C)	VI	https://nptel.ac.in/courses/110/105/110105054/	IIT Kharagpur	90	40 Hrs

30	Artificial Intelligence	BTCOC701	VII	https://nptel.ac.in/courses/106/106/106106126/ https://nptel.ac.in/courses/106/105/106105078/	IIT, Madras IIT, Kharagpur	70	48 Hrs 41 Hrs
31	Cloud Computing	BTCOE702	VII	https://nptel.ac.in/courses/106/104/106104182/ https://nptel.ac.in/courses/106/105/106105167/	IIT, PATNA IIT, Kharagpur	30 40	8 weeks
32	Bioinformatics	BTCOE703 (A)	VII	https://nptel.ac.in/courses/102/106/102106065/	IIT, Madras	50	12 Weeks
33	Distributed Systems	BTCOE703 (B)	VII	https://nptel.ac.in/courses/106/106/106106168/	IIT, PATNA	50	8 Weeks
34	Big Data Analytics	BTCOE703 (C)	VII	https://nptel.ac.in/courses/106/104/106104189/	IIT, PATNA	50	8 Weeks
35	Cryptography and Network Security	BTCOE704 (A)	VII	https://swayam.gov.in/nd2_nou19_cs08/preview	Uttarakhand Open University, Haldwani	20	12 Weeks
36	Business Intelligence	BTCOE704 (B)	VII	https://nptel.ac.in/courses/106/104/106104220/	IIT, Kharagpur	10	12 Weeks
37	Blockchain	BTCOE704 (C)	VII	https://nptel.ac.in/courses/106/104/106104220/	IIT, KANPUR	60	8 Weeks
38	Virtual Reality	BTCOE705 (A)	VII	https://nptel.ac.in/course/106/106/106106138	IIT Madras & UIUC	30	8 Weeks
39	Deep Learning	BTCOE705 (B)	VII	https://nptel.ac.in/noc/courses/noc19/SEM2/noc19-cs85/	IIT Madras & IIT Ropar	100	12 Weeks
40	Design Thinking	BTCOE705 (C)	VII	https://nptel.ac.in/courses/110/106/110106124/	IIT Madras	75	4 Weeks

COURSE CURRICULUM MAPPING WITH MOOC PLATFORM COURSERA

Sr. No.	Name of Subject as per Curriculum	Course Code	Semester	Coursera Course	Name of Institute offering course	Relevance %	Duration of Course
1	Discrete Mathematics	BTCOC302	III	1) https://www.coursera.org/learn/discrete-mathematics/home/welcome 2) https://www.coursera.org/specializations/discrete-mathematics	1) Shanghai Jiao Tong University 2) University of California San Diego National Research University Higher School of Economics	1) 75 2) 90	8 Weeks
2	Data Structures	BTCOC303	III	1) Data Structures 2) Data Structures & Algorithms	1) UC SanDiego 2) UC SanDiego	1) 90 2) 80	1) 6 Weeks 2) 6 Weeks
3	Computer Architecture & Organization	BTCOC304	III	Computer Architecture	Princeton University, US	25	4 Weeks
4	Object Oriented Programming in C++	BTCOC305	III	C++ For C Programmers, Part A	University of California, Santa Cruz	27	5 Weeks
5	Digital Electronics & Microprocessors	BTES403	IV	1) Digital Systems: From Logic Gates to Processors	1) Universitat Autonoma de Barcelona 2) Princetone University	20	4 Weeks
6	Design & Analysis of Algorithms	BTCOC401	IV	Algorithms Specialization	Stanford University	40	16 Weeks
7	Probability & Statistics	BTBS402	IV	Probability Theory, Statistics and Exploratory Data Analysis	National Research University Higher School of Economics	80	6 Weeks
8	Operating Systems	BTCOC403	IV	Operating Systems and You: Becoming a Power User	Google	20	6 Weeks
9	Database Systems	BTCOC501	V	Relational database systems	Universidad Nacional Autónoma de México	30	4 Weeks
10	Theory of Computation	BTCOC502	V	Computer Science: Algorithms, Theory, and Machines	Princeton University	25	4 Weeks
11	Machine Learning	BTCOC503	V	Machine Learning with Python	IBM	50	6 Weeks
12	Human Computer Interaction	BTCOE504 (A)	V	Interaction Design Specialization	UCSanDiego	30	13 Weeks
13	Economics and Management	BTHM505 (A)	V	Managerial Economics and Business Analysis Specialization	University of Illinois	30	4 Weeks

14	Business Communication	BTHM505 (B)	V	Communication theory: bridging academia and practice	National Research University Higher School of Economics	35	9 Weeks
15	Compiler Design	BTCOC601	VI	Nil	Nil	Nil	Nil
16	Computer Networks	BTCOC602	VI	The Bits and Bytes of Computer Networking	Google	50	4 Weeks
17	Software Engineering	BTCOC603	VI	Software Development Processes and Methodologies https://www.coursera.org/learn/software-Processes	University of Minnesota	25	4 Weeks
18	Geographic Information System	BTCOE604 (A)	VI	1. GIS, mapping, and spacial analysis Specialization	University of Toronto	40	6 months
19	Internet of Things	BTCOE604 (B)	VI	Internet of Things Specialization	UC San Diego	40	6 Months
20	Development Engineering	BTCOE605 (A)	VI	Revolutionary Ideas: Utility, Justice, Equality, Freedom	Rutgers the State University of New Jersey	30	5 Weeks
21	Consumer Behaviour	BTCOE605 (C)	VI	Digital Marketing Specialization	Illinois	70	6 Months
22	Artificial Intelligence	BTCOC701	VII	Introduction to Artificial Intelligence (AI)	IBM	40	4 Weeks
23	Cloud Computing	BTCOE702	VII	Cloud Computing Applications, Part 1: Cloud Systems and Infrastructure	University of Illinois at Urbana-Champaign	70	4 Weeks
24	Bioinformatics	BTCOE703 (A)	VII	Bioinformatics Capstone: Big Data in Biology	University of California San Diego	20	3 Weeks
25	Distributed System	BTCOE703 (B)	VII	Distributed Programming in Java	Rice University	30	4 Weeks
26	Cryptography and Network Security	BTCOE704 (A)	VII	Information Security: Context and Introduction	Royal Holloway, University of London	40	4 Weeks
27	Business Intelligence	BTCOE704 (B)	VII	Business Intelligence Concepts, Tools, and Applications	University of Colorado System	30	5 Weeks

COURSE CURRICULUM MAPPING WITH MOOC PLATFORM
Edx

Sr. No.	Name of Subject as per Curriculum	Course Code	Semester	Edx Course	Name of Institute offering Course	Relevance %	Duration of Course
1	Discrete Mathematics	BTCOC302	III	https://www.edx.org/course/advanced-algorithmics-and- graph-theory-with-python	IMT Atlantique, a french technological university	50	6 Weeks
2	Data Structures	BTCOC303	III	1) Foundations of Data Structures 2) Algorithms and Data Structures	1) IIT Bombay 2) UCSanDiego	1) 90 2) 70	1) 6 Weeks 2) 4 Weeks
3	Computer Architecture & Organization	BTCOC304	III	1. Computer Organization 2. Computer Architecture	1. MITx 2. MITx	1. 20 2. 20	10 Weeks
4	Object Oriented Programming in C++	BTCOC305	III	Object-oriented Programming	IIT BombayX	53	4 Weeks
5	Design & Analysis of Algorithms	BTCOC401	IV	Algorithm Design and Analysis	University of Pennsylvania	40	4 Weeks
6	Probability & Statistics	BTBS402	IV	Introduction to Probability	Harvard University	50	8 Weeks
7	Operating Systems	BTCOC403	IV	Computer Hardware and Operating Systems	New York University	40	6 Weeks
8	Digital Electronics & Microprocessors	BTES405	IV	Computer System Design: Advanced Concepts of Modern Microprocessors	1) Edx Edge	10	6 Weeks
9	Database Systems	BTCOC501	V	Databases: SQL	Stanford Online	50	8 Weeks
10	Theory of Computations	BTCOC502	V	Automata Theory	Stanford University	60	7 Weeks
11	Machine Learning	BTCOC503	V	Machine Learning with Python: A Practical Introduction	IBM	50	5 Weeks
12	Human Computer Interaction	BTCOE504 (A)	V	Human-Computer Interaction	Georgia Tech	30	12 Weeks
13	Economics and Management	BTHM505 (A)	V	Introduction to Managerial Economics	IIM Bangalore	30	6 Weeks
14	Business Communication	BTHM505 (B)	V	Effective Business Communication	IIM Bangalore	40	6 Weeks
15	Compiler Design	BTCOC601	VI	Compilers	Stanford University	45	10 Weeks

16	Computer Networks	BTCOC602	VI	Introduction to Networking	New York University	40	7 Weeks
17	Software Engineering	BTCOC603	VI	Software Engineering Essentials https://www.edx.org/course/software-engineering-essentials	TUMx	40	8 Weeks
18	Geographic Information System	BTCOE604 (A)	VI	No Program available	NA	NA	NA
19	Internet of Things	BTCOE604 (B)	VI	Getting Started with the Internet of Things (IoT)	Microsoft	30	4 Weeks
20	Development Engineering	BTCOE605 (A)	VI	Human Rights, Human Wrongs: Challenging Poverty, Vulnerability and Social Exclusion	SDGAcademyX, Middlesex University	40	11 Weeks
21	Consumer Behaviour	BTCOE605 (B)	VI	Consumer Behaviour	IITMB	50	4 Weeks
22	Artificial Intelligence	BTCOC701	VII	CS50's Introduction to Artificial Intelligence with Python	Harvard University	35	7 Weeks
23	Bioinformatics	BTCOE703 (A)	VII	Bioinformatics	University of Maryland	40	24 Weeks
24	Distributed Systems	BTCOE703 (B)	VII	Reliable Distributed Algorithms - Part 1	KTHx	30	5 Weeks
25	Cloud Computing	BTCOE703 (C)	VII	Cloud Computing Management	University of Maryland	20	8 Weeks
26	Cryptography and Network Security	BTCOE704 (A)	VII	Cyber security	Rochester Institute of Technology	50	40 Weeks
27	Business Intelligence	BTCOE704 (B)	VII	Business Intelligence for IoT Solutions	Microsoft	20	4 Weeks
28	Block Chain	BTCOE704 (C)	VII	1. Block chain Technology 2. Block chain Fundamentals	Berkeley University Of California	60	14 Weeks
29	Virtual Reality	BTCOE705 (A)	VII	How Virtual Reality Works	Ucsan Diego	10	6 Weeks
30	Deep Learning	BTCOE705 (B)	VII	Deep Learning Fundamentals with Keras	IBM	15	5 Weeks