DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY
LUCKNOW

EVALUATION SCHEME & SYLLABUS
FOR

B. TECH. IV YEAR

(Computer Science and Engineering/

Computer Science)

ON

CHOICE BASED CREDIT SYSTEM (CBCS)

[Effective from the Session: 2019-20]

B.Tech. (Computer Science and Engineering)

VII SEMESTER

SI. No.	Subject Code	Subject Name	L-T-P	Th/Lab Marks	Sessional		Total	Credit
				ESE	CT	TA		
1	Open Elective-1	Open Elective Course -1	3--0--0	70	20	10	100	3
2	CS Elective-3	Deptt Elective Course-3	3--0--0	70	20	10	100	3
3	CS Elective-4	Deptt Elective Course-4	3--1--0	70	20	10	100	4
4	RCS-701	Distributed System	3--1--0	70	20	10	100	4
5	RCS-702	Artificial Intelligence	3--0--0	70	20	10	100	3
6	RCS-751	Distributed System Lab	0--0--2	50		50	100	1
7	RCS-752	Artificial Intelligence Lab	0--0--2	50		50	100	1
8	RCS-753	Industrial Training	0--0--3			100	100	2
9	RCS-754	Project	0--0--6			200	200	3
	TOTAL			450	100	450	1000	24

VIII SEMESTER

SI. No.	Subject Code	Subject Name	L-T-P	Th/Lab Marks	Sessional		Total	Credit
				ESE	CT	TA		
1	Open Elective-2	Open Elective Course-2	3--0--0	70	20	10	100	3
2	CS Elective-5	Deptt Elective Course-5	3--1--0	70	20	10	100	4
3	CS Elective-6	Deptt Elective Course-6	3--0--0	70	20	10	100	3
4	RCS-851	Seminar	0--0--3			100	100	2
5	RCS-852	Project	0--0--12	350		250	600	12
	TOTAL			560	60	380	1000	24

DEPARTMENTAL ELECTIVES

CS-ELECTIVE -3:

1. RCS-E31 Computer Graphics (Mapping with MOOCS: https://nptel.ac.in/courses/106106090/)
2. RCS-E32 Application of Soft Computing (Mapping with MOOCS: https://nptel.ac.in/courses/106105173/)
3. RCS-E33 High Performance Computing (Mapping with MOOCS: https://nptel.ac.in/syllabus/106108055/)
4. RCS-E34 Human Computer Interface(Mapping with MOOCS: https://nptel.ac.in/courses/106103115/)

CS-ELECTIVE-4:

1. RCS-E41 Cloud Computing (Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc17_cs23/preview)
2. RCS-E42 Blockchain Architecture Design (Mapping with MOOCS: https://nptel.ac.in/courses/106105184/
3. RCS-E43 Agile Software Development
4. RCS-E44 Augmented & Virtual Reality (Mapping with MOOCS: https://nptel.ac.in/courses/106105195/13)

CS-ELECTIVE-5:

1. RCS-E51 Machine Learning (Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc17_cs17/preview https://onlinecourses.nptel.ac.in/noc17_cs26/preview)
2. RCS-E52 Game Programming
3. RCS-E53 Image Processing (Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc18_ee40/preview https://nptel.ac.in/courses/106105032/
4. RCS-E54 Parallel and Distributed Computing (Mapping with MOOCS: https://nptel.ac.in/courses/106102114/, https://nptel.ac.in/courses/106104024/)

CS-ELECTIVE-6:

1. RCS-E61 Speech Natural language processing (Mapping with MOOCS: https://nptel.ac.in/courses/106101007/ https://nptel.ac.in/courses/106105158/)
2. RCS-E62 Deep Learning (Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc18_cs41/preview)
3. RCS-E63 Data Compression
4. RCS-E64 Quantum Computing (Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc18_cy07)

Open Elective I

1. NOE-071 Entrepreneurship Development
2. NOE-072 Quality Management
3. NOE-073 Operations Research
4. NOE-074 Introduction to Bio Technology
5. NOE-075 Mobile Application Development (for NON CSE/IT Branches)
6. NOE-076 Ethical Hacking and Prevention
7. NOE-077 Software Project Management (for NON CSE/IT Branches)

Open Elective II

1. NOE-081 Non Conventional Energy Resources
2. NOE-082 Non Linear Dynamics Systems
3. NOE-083 Product Development
4. NOE-084 Automation and Robotics

B.TECH. (COMPUTER SCIENCE AND ENGINEERING)

VII & VIII SEMESTER (DETAILED SYLLABUS)

DISTRIBUTED SYSTEM (RCS-701)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Characterization of Distributed Systems**: Introduction, Examples of distributed Systems, Resource sharing and the Web Challenges. Architectural models, Fundamental Models. Theoretical Foundation for Distributed System: Limitation of Distributed system, absence of global clock, shared memory, Logical clocks ,Lamport's & vectors logical clocks. Concepts in Message Passing Systems: causal order, total order, total causal order, Techniques for Message Ordering, Causal ordering of messages, global state, termination detection.	**08**
II	**Distributed Mutual Exclusion:** Classification of distributed mutual exclusion, requirement of mutual exclusion theorem, Token based and non token based algorithms, performance metric for distributed mutual exclusion algorithms. Distributed Deadlock Detection: system model, resource Vs communication deadlocks, deadlock prevention, avoidance, detection & resolution, centralized dead lock detection, distributed dead lock detection, path pushing algorithms, edge chasing algorithms.	**08**
III	**Agreement Protocols:** Introduction, System models, classification of Agreement Problem, Byzantine agreement problem, Consensus problem, Interactive consistency Problem, Solution to Byzantine Agreement problem, Application of Agreement problem, Atomic Commit in Distributed Database system. Distributed Resource Management: Issues in distributed File Systems, Mechanism for building distributed file systems, Design issues in Distributed Shared Memory, Algorithm for Implementation of Distributed Shared Memory.	**08**
IV	Failure Recovery in Distributed Systems: Concepts in Backward and Forward recovery, Recovery in Concurrent systems, Obtaining consistent Checkpoints, Recovery in Distributed Database Systems. Fault Tolerance: Issues in Fault Tolerance, Commit Protocols, Voting protocols, Dynamic voting protocols	**08**
V	**Transactions and Concurrency Control**: Transactions, Nested transactions, Locks, Optimistic Concurrency control, Timestamp ordering, Comparison of methods for concurrency control. Distributed Transactions: Flat and nested distributed transactions, Atomic Commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication: System model and group communication, Fault - tolerant services, highly available services, Transactions with replicated data.	**08**

Text books:

1. Singhal&Shivaratri, "Advanced Concept in Operating Systems", McGraw Hill

2. Ramakrishna,Gehrke," Database Management Systems", McGraw Hill

3. Vijay K.Garg Elements of Distributed Compuitng , Wiley

4. Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Education 5. Tenanuanbaum, Steen," Distributed Systems", PHI

ARTIFICIAL INTELLIGENCE (RCS-702)

DETAILED SYLLABUS		3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Introduction to Artificial Intelligence, Foundations and History of Artificial Intelligence, Applications of Artificial Intelligence, Intelligent Agents, Structure of Intelligent Agents. Computer vision, Natural Language Possessing.	**08**
II	**Introduction to Search :** Searching for solutions, Uniformed search strategies, Informed search strategies, Local search algorithms and optimistic problems, Adversarial Search, Search for games, Alpha - Beta pruning	**08**
III	**Knowledge Representation & Reasoning:** Propositional logic, Theory of first order logic, Inference in First order logic, Forward & Backward chaining, Resolution, Probabilistic reasoning, Utility theory, Hidden Markov Models (HMM), Bayesian Networks.	**08**
IV	**Machine Learning :** Supervised and unsupervised learning, Decision trees, Statistical learning models, Learning with complete data - Naive Bayes models, Learning with hidden data - EM algorithm, Reinforcement learning,	**08**
V	**Pattern Recognition :** Introduction, Design principles of pattern recognition system, Statistical Pattern recognition, Parameter estimation methods - Principle Component Analysis (PCA) and Linear Discriminant Analysis (LDA), Classification Techniques – Nearest Neighbor (NN) Rule, Bayes Classifier, Support Vector Machine (SVM), K – means clustering.	**08**

Text books:

1. Stuart Russell, Peter Norvig, "Artificial Intelligence – A Modern Approach", Pearson Education

2. Elaine Rich and Kevin Knight, "Artificial Intelligence", McGraw-Hill

3. E Charniak and D McDermott, "Introduction to Artificial Intelligence", Pearson Education

4. Dan W. Patterson, "Artificial Intelligence and Expert Systems", Prentice Hall of India,

DISTRIBUTED SYSTEM LAB (RCS-751)

The following programs may be developed preferably on 'UNIX' platform:-

1. Simulate the functioning of Lamport's Logical Clock in 'C'.
2. Simulate the Distributed Mutual Exclusion in 'C'.
3. Implement a Distributed Chat Server using TCP Sockets in 'C'.
4. Implement RPC mechanism for a file transfer across a network in 'C'
5. Implement 'Java RMI' mechanism for accessing methods of remote systems.
6. Simulate Balanced Sliding Window Protocol in 'C'.
7. Implement CORBA mechanism by using 'C++' program at one end and 'Java program on the other.

Artificial Intelligence Lab (RCS-752)

The following programs may be developed -

1.Study of Prolog.

2 Write simple fact for the statements using PROLOG.

3 Write predicates One converts centigrade temperatures to Fahrenheit, the other checks if a temperature is below freezing.

4 Write a program to solve the Monkey Banana problem.

5 WAP in turbo prolog for medical diagnosis and show the advantage and disadvantage of green and red cuts.
6 WAP to implement factorial, fibonacci of a given number.
7 Write a program to solve 4-Queen problem.
8 Write a program to solve traveling salesman problem.
9 Write a program to solve water jug problem using LISP

COMPUTER GRAPHICS (RCS-E31)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction and Line Generation:** Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.	**08**
II	**Transformations:** Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing. **Windowing and Clipping:** Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping	**08**
III	**Three Dimensional:** 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.	**08**
IV	**Curves and Surfaces:** Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.	**08**
V	**Hidden Lines and Surfaces:** Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.	**08**

Text books:

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

APPLICATION OF SOFT COMPUTING (RCS-E32)	
DETAILED SYLLABUS	**3-0-0**

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

Text books:

1. S. Rajsekaran & G.A. Vijayalakshmi Pai, “Neural Networks,Fuzzy Logic and Genetic Algorithm:Synthesis and Applications” Prentice Hall of India.

2. N.P.Padhy,”Artificial Intelligence and Intelligent Systems” Oxford University Press. Reference Books:

3. Siman Haykin,”Neural Netowrks”Prentice Hall of India

4. Timothy J. Ross, “Fuzzy Logic with Engineering Applications” Wiley India.

5. Kumar Satish, “Neural Networks” Tata Mc Graw Hill

HIGH PERFORMANCE COMPUTING (RCS-E33)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Overview of Grid Computing Technology, History of Grid Computing, High Performance Computing, Cluster Computing. Peer-to-Peer Computing, Internet Computing, Grid Computing Model and Protocols, Types of Grids: Desktop Grids, Cluster Grids, Data Grids, High-Performance Grids, Applications and Architectures of High Performance Grids, High Performance Application Development Environment.	**08**
II	Open Grid Services Architecture, Introduction, Requirements, Capabilities, Security Considerations, GLOBUS Toolkit.	**08**
III	Overview of Cluster Computing, Cluster Computer and its Architecture, Clusters Classifications, Components for Clusters, Cluster Middleware and SSI, Resource Management and Scheduling, Programming, Environments and Tools, Cluster Applications, Cluster Systems,	**08**
IV	Beowulf Cluster: The Beowulf Model, Application Domains, Beowulf System Architecture, Software Practices, Parallel Programming with MPL, Parallel Virtual Machine (PVM).	**08**
V	Overview of Cloud Computing, Types of Cloud, Cyber infrastructure, Service Oriented Architecture Cloud Computing Components: Infrastructure, Storage, Platform, Application, Services, Clients, Cloud Computing Architecture.	**08**

Text books:

1. Laurence T.Yang, Minyi Guo – High Performance Computing Paradigm and Infrastructure John Wiley

2. Ahmar Abbas, “Grid Computing: Practical Guide to Technology & Applications”, Firewall Media, 2004.

3. Joshy Joseph and Craig Fellenstein , “Grid Computing” Pearson Education, 2004.

4. lan Foster, et al.,“The Open Grid Services Architecture”, Version 1.5 (GFD.80). Open Grid Forum, 2006.

6. RajkumarBuyya. High Performance Cluster Computing: Architectures and Systems. PrenticeHall India, 1999.

HUMAN COMPUTER INTERFACE (RCS-E34)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction :** Importance of user Interface – definition, importance of 8 good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	**08**
II	**Design process:** Human interaction with computers, importance of 8 human characteristics human consideration, Human interaction speeds, understanding business junctions. III Screen Designing : Design goals – Scre	**08**
III	**Screen Designing :** Design goals – Screen planning and purpose, 8 organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.	**08**
IV	**Windows :** New and Navigation schemes selection of window, 8 selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	**08**
V	**Software tools :** Specification methods, interface – Building Tools. 8 Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.	**08**

Text books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale Human Computer Interaction, 3rd Edition Prentice Hall, 2004.

2. Jonathan Lazar Jinjuan Heidi Feng, Harry Hochheiser, Research Methods in HumanComputer Interaction, Wiley, 2010.

3. Ben Shneiderman and Catherine Plaisant Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition, pp. 672, ISBN 0- 321-53735-1, March 2009), Reading, MA: Addison-Wesley Publishing Co.

CLOUD COMPUTING (RCS-E41)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**INTRODUCTION** Introduction to Cloud Computing – Definition of Cloud – Evolution of Cloud Computing – Underlying Principles of Parallel and Distributed Computing – Cloud Characteristics – Elasticity in Cloud – On-demand Provisioning.	**08**
II	**CLOUD ENABLING TECHNOLOGIES** Service Oriented Architecture – REST and Systems of Systems – Web Services – Publish-Subscribe Model – Basics of Virtualization – Types of Virtualization – Implementation Levels of Virtualization – Virtualization Structures – Tools and Mechanisms – Virtualization of CPU – Memory – I/O Devices –Virtualization Support and Disaster Recovery.	**08**
III	**CLOUD ARCHITECTURE, SERVICES AND STORAGE** Layered Cloud Architecture Design – NIST Cloud Computing Reference Architecture – Public, Private and Hybrid Clouds – laaS – PaaS – SaaS – Architectural Design Challenges – Cloud Storage – Storage-as-a-Service – Advantages of Cloud Storage – Cloud Storage Providers – S3.	**08**
IV	**RESOURCE MANAGEMENT AND SECURITY IN CLOUD** Inter Cloud Resource Management – Resource Provisioning and Resource Provisioning Methods – Global Exchange of Cloud Resources – Security Overview – Cloud Security Challenges – Software-as-a-Service Security – Security Governance – Virtual Machine Security – IAM – Security Standards.	**08**
V	**CLOUD TECHNOLOGIES AND ADVANCEMENTS** Hadoop – MapReduce – Virtual Box — Google App Engine – Programming Environment for Google App Engine — Open Stack – Federation in the Cloud – Four Levels of Federation – Federated Services and Applications – Future of Federation.	**08**

Text books:

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

BLOCKCHAIN ARCHITECTURE DESIGN (RCS-E42)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Blockchain**: Digital Money to Distributed Ledgers , Design Primitives: Protocols, Security, Consensus, Permissions, Privacy. Blockchain Architecture and Design: Basic crypto primitives: Hash, Signature,) Hashchain to Blockchain, Basic consensus mechanisms	**08**
II	**Consensus:** Requirements for the consensus protocols, Proof of Work (PoW), Scalability aspects of Blockchain consensus protocols Permissioned Blockchains:Design goals, Consensus protocols for Permissioned Blockchains	**08**
III	**Hyperledger Fabric (A):** Decomposing the consensus process , Hyperledger fabric components, Chaincode Design and Implementation **Hyperledger Fabric (B):** Beyond Chaincode: fabric SDK and Front End (b) Hyperledger composer tool	**08**
IV	**Use case 1 :** Blockchain in Financial Software and Systems (FSS): (i) Settlements, (ii) KYC, (iii) Capital markets, (iv) Insurance **Use case 2:** Blockchain in trade/supply chain: (i) Provenance of goods, visibility, trade/supply chain finance, invoice management discounting, etc	**08**
V	**Use case 3**: Blockchain for Government: (i) Digital identity, land records and other kinds of record keeping between government entities, (ii) public distribution system social welfare systems Blockchain Cryptography, Privacy and Security on Blockchain	**08**

Text books:

1. Mstering Bitcoin: Unlocking Digital Cryptocurrencies, by Andreas Antonopoulos
2. Blockchain by Melanie Swa, O'Reilly
3. Hyperledger Fabric - https://www.hyperledger.org/projects/fabric
4. Zero to Blockchain - An IBM Redbooks course, by Bob Dill, David Smits - https://www.redbooks.ibm.com/Redbooks.nsf/RedbookAbstracts/crse0401.html

AGILE SOFTWARE DEVELOPMENT (RCS-E43)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**AGILE METHODOLOGY** 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	08
II	**AGILE PROCESSES** Lean Production – SCRUM, Crystal, Feature Driven Development- Adaptive Software Development – Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.	08
III	**AGILITY AND KNOWLEDGE MANAGEMENT** 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).	08
IV	**AGILITY AND REQUIREMENTS ENGINEERING** 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.	08
V	**AGILITY AND QUALITY ASSURANCE** 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.	08

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.
3.Craig Larman, "Agile and Iterative Development: A Managers Guide", Addison-Wesley, 2004.
4.Kevin C. Desouza, "Agile Information Systems: Conceptualization, Construction, and Management", Butterworth-Heinemann, 2007.

AUGMENTED & VIRTUAL REALITY (RCS-E44)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**VIRTUAL REALITY AND VIRTUAL ENVIRONMENTS:** The historical development of VR: Scientific landmarks Computer Graphics, Real-time computer graphics, Flight simulation, Virtual environments, Requirements for VR, benefits of Virtual reality. HARDWARE TECHNOLOGIES FOR 3D USER INTERFACES: Visual Displays Auditory Displays, Haptic Displays, Choosing Output Devices for 3D User Interfaces.	**08**
II	**3D USER INTERFACE INPUT HARDWARE:** Input device characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home - Brewed Input Devices, Choosing Input Devices for 3D Interfaces.	**08**
III	**SOFTWARE TECHNOLOGIES:** Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes, VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts, Interaction - Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room / Stage / Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market	**08**
IV	**3D INTERACTION TECHNIQUES:** 3D Manipulation tasks, Manipulation Techniques and Input Devices, Interaction Techniques for 3D Manipulation, Deign Guidelines - 3D Travel Tasks, Travel Techniques, Design Guidelines - Theoretical Foundations of Wayfinding, User Centered Wayfinding Support, Environment Centered Wayfinding Support, Evaluating Wayfinding Aids, Design Guidelines - System Control, Classification, Graphical Menus, Voice Commands, Gestrual Commands, Tools, Mutimodal System Control Techniques, Design Guidelines, Case Study: Mixing System Control Methods, Symbolic Input Tasks, symbolic Input Techniques, Design Guidelines, Beyond Text and Number entry . **DESIGNING AND DEVELOPING 3D USER INTERFACES:** Strategies for Designing and Developing Guidelines and Evaluation. **VIRTUAL REALITY APPLICATIONS:** Engineering, Architecture, Education, Medicine, Entertainment, Science, Training.	**08**
V	Augmented and Mixed Reality, Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems.	**08**

Text books:

1. Alan B Craig, William R Sherman and Jeffrey D Will, "Developing Virtual Reality Applications: Foundations of Effective Design", Morgan Kaufmann, 2009.

2. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.

3. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, "3D User Interfaces, Theory and Practice",

Addison Wesley, USA, 2005.

4. Oliver Bimber and Ramesh Raskar, "Spatial Augmented Reality: Meging Real and Virtual Worlds", 2005.

5. Burdea, Grigore C and Philippe Coiffet, "Virtual Reality Technology", Wiley Interscience, India, 2003.

6. John Vince, "Virtual Reality Systems", Addison Wesley, 1995.

7. Howard Rheingold, "Virtual Reality: The Revolutionary Technology and how it Promises to Transform Society", Simon and Schuster, 1991.

8. William R Sherman and Alan B Craig, "Understanding Virtual Reality: Interface, Application and Design (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002

9. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, 2013.

MACHINE LEARNING (RCS-E51)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	INTRODUCTION – Well defined learning problems, Designing a Learning System, Issues in Machine Learning; THE CONCEPT LEARNING TASK - General-to-specific ordering of hypotheses, Find-S, List then eliminate algorithm, Candidate elimination algorithm, Inductive bias	**08**
II	DECISION TREE LEARNING - Decision tree learning algorithm-Inductive bias- Issues in Decision tree learning; ARTIFICIAL NEURAL NETWORKS – Perceptrons, Gradient descent and the Delta rule, Adaline, Multilayer networks, Derivation of backpropagation rule Backpropagation AlgorithmConvergence, Generalization;	**08**
III	Evaluating Hypotheses: Estimating Hypotheses Accuracy, Basics of sampling Theory, Comparing Learning Algorithms; **Bayesian Learning:** Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm;	**08**
IV	**Computational Learning Theory:** Sample Complexity for Finite Hypothesis spaces, Sample Complexity for Infinite Hypothesis spaces, The Mistake Bound Model of Learning; INSTANCE-BASED LEARNING – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning	**08**
V	**Genetic Algorithms:** an illustrative example, Hypothesis space search, Genetic Programming, Models of Evolution and Learning; Learning first order rules-sequential covering algorithms-General to specific beam search-FOIL; REINFORCEMENT LEARNING - The Learning Task, Q Learning.	**08**

Text books:

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

GAME PROGRAMMING (RCS-E52)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**3D GRAPHICS FOR GAME PROGRAMMING :** 3D Transformations, Quaternions, 3D Modeling And Rendering, Ray Tracing, Shader Models, Lighting, Color, Texturing, Camera And Projections, Culling And Clipping, Character Animation, Physics-Based Simulation, Scene Graphs.	**08**
II	**GAME ENGINE DESIGN:** Game Engine Architecture, Engine Support Systems, Resources And File Systems, Game Loop And Real-Time Simulation, Human Interface Devices, Collision And Rigid Body Dynamics, Game Profiling.	**08**
III	**GAME PROGRAMMING** : Application Layer, Game Logic, Game Views, Managing Memory, Controlling The Main Loop, Loading And Caching Game Data, User Interface Management, Game Event Management.	**08**
IV	**GAMING PLATFORMS AND FRAMEWORKS:** 2D And 3D Game Development Using Flash, DirectX, Java, Python, Game Engines – DX Studio, Unity.	**08**
V	**GAME DEVELOPMENT:** Developing 2D And 3D Interactive Games Using DirectX Or Python – Isometric And Tile Based Games, Puzzle Games, Single Player Games, Multi Player Games.	**08**

Text books:

1. Mike Mc Shaffrfy And David Graham, "Game Coding Complete", Fourth Edition, Cengage Learning, PTR, 2012.
2. Jason Gregory, "Game Engine Architecture", CRC Press / A K Peters, 2009.
3. David H. Eberly, "3D Game Engine Design, Second Edition: A Practical Approach To Real-Time Computer Graphics" 2nd Editions, Morgan Kaufmann, 2006.
4. Ernest Adams And Andrew Rollings, "Fundamentals Of Game Design", 2nd Edition Prentice Hall / New Riders, 2009.
5. Eric Lengyel, "Mathematics For 3D Game Programming And Computer Graphics", 3rd Edition, Course Technology PTR, 2011.
6. Jesse Schell, The Art Of Game Design: A Book Of Lenses, 1st Edition, CRC Press, 2008.

IMAGE PROCESSING (RCS-E53)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**DIGITAL IMAGE FUNDAMENTALS:** Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels – Color image fundamentals – RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms – DFT, DCT.	**08**
II	**IMAGE ENHANCEMENT :** Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.	**08**
III	**IMAGE RESTORATION :** Image Restoration – degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering	**08**
IV	**IMAGE SEGMENTATION:** Edge detection, Edge linking via Hough transform – Thresholding – Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.	**08**
V	**IMAGE COMPRESSION AND RECOGNITION:** Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture – Patterns and Pattern classes – Recognition based on matching.	**08**

Text books:

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

PARALLEL AND DISTRIBUTED COMPUTING (RCS-E54)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Scope , issues, applications and challenges of Parallel and Distributed Computing **Parallel Programming Platforms:** Implicit Parallelism: Trends in Microprocessor Architectures, Dichotomy of Parallel Computing Platforms, Physical Organization, Communication Costs in Parallel Machines, Routing Mechanisms for Interconnection Networks, GPU, co-processing. **Principles of Parallel Algorithm Design:** Decomposition Techniques,Characteristics of Tasks and Interactions,Mapping Techniques for Load Balancing.	**08**
II	**CUDA programming model:** Overview of CUDA, Isolating data to be used by parallelized code, API function to allocate memory on parallel computing device, to transfer data, Concepts of Threads, Blocks, Grids, Developing a kernel function to be executed by individual threads, Execution of kernel function by parallel threads, transferring data back to host processor with API function.	**08**
III	**Analytical Modeling of Parallel Programs:** Sources of Overhead in Parallel Programs, Performance Metrics for Parallel Systems, The Effect of Granularity on Performance, Scalability of Parallel Systems, Minimum Execution Time and Minimum Cost-Optimal Execution Time	**08**
IV	**Dense Matrix Algorithms:** Matrix-Vector Multiplication, Matrix-Matrix Multiplication, Issues in Sorting on Parallel Computers, Bubble Sort and Variants, Quick Sort, Other Sorting Algorithms **Graph Algorithms:** Minimum Spanning Tree: Prim's Algorithm, Single-Source Shortest Paths: Dijkstra's Algorithm, All-Pairs Shortest Paths, Transitive Closure, Connected Components, Algorithms for Sparse Graph	**08**
V	**Search Algorithms for Discrete Optimization Problems:** Sequential Search Algorithms, Parallel Depth-First Search, Parallel Best-First Search, Speedup Anomalies in Parallel Search Algorithms	**08**

Text books:

1. A Grama, A Gupra, G Karypis, V Kumar. Introduction to Parallel Computing (2nd ed.). Addison Wesley, 2003.
2. C Lin, L Snyder. Principles of Parallel Programming. USA: Addison-Wesley Publishing Company, 2008.
3. J Jeffers, J Reinders. Intel Xeon Phi Coprocessor High-Performance Programming. Morgan Kaufmann Publishing and Elsevier, 2013.
4. T Mattson, B Sanders, B Massingill. Patterns for Parallel Programming. Addison-Wesley Professional, 2004.

SPEECH AND NATURAL LANGUAGE PROCESSING (RCS-E61)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**INTRODUCTION :** Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM – Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance **WORD LEVEL ANALYSIS** Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part-of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.	**08**
II	**SYNTACTIC ANALYSIS** Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing – Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs – Feature structures, Unification of feature structures.	**08**
III	**SEMANTICS AND PRAGMATICS** Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.	**08**
IV	**BASIC CONCEPTS of Speech Processing :** Speech Fundamentals: Articulatory Phonetics – Production And Classification Of Speech Sounds; Acoustic Phonetics – Acoustics Of Speech Production; Review Of Digital Signal Processing Concepts; Short-Time Fourier Transform, Filter-Bank And LPC Methods.	**08**
V	**SPEECH ANALYSIS**: Features, Feature Extraction And Pattern Comparison Techniques: Speech Distortion Measures– Mathematical And Perceptual – Log–Spectral Distance, Cepstral Distances, Weighted Cepstral Distances And Filtering, Likelihood Distortions, Spectral Distortion Using A Warped Frequency Scale, LPC, PLP And MFCC Coefficients, Time Alignment And Normalization – Dynamic Time Warping, Multiple Time – Alignment Paths. **UNIT III : SPEECH MODELING** : Hidden Markov Models: Markov Processes, HMMs – Evaluation, Optimal State Sequence – Viterbi Search, Baum-Welch Parameter Re-Estimation, Implementation Issues.	**08**

Text books:

1. Daniel Jurafsky, James H. Martin—Speech and Language Processing: An Introduction to Natural Language

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

DEEP LEARNING (RCS-E62)

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	INTRODUCTION : Introduction to machine learning- Linear models (SVMs and Perceptrons, logistic regression)- Intro to Neural Nets: What a shallow network computes- Training a network: loss functions, back propagation and stochastic gradient descent- Neural networks as universal function approximates	**08**
II	DEEP NETWORKS : History of Deep Learning- A Probabilistic Theory of Deep Learning- Backpropagation and regularization, batch normalization- VC Dimension and Neural Nets-Deep Vs Shallow Networks-Convolutional Networks- Generative Adversarial Networks (GAN), Semi-supervised Learning	**08**
III	DIMENTIONALITY REDUCTION 9 Linear (PCA, LDA) and manifolds, metric learning - Auto encoders and dimensionality reduction in networks - Introduction to Convnet - Architectures – AlexNet, VGG, Inception, ResNet - Training a Convnet: weights initialization, batch normalization, hyperparameter optimization	**08**
IV	OPTIMIZATION AND GENERALIZATION : Optimization in deep learning– Non-convex optimization for deep networks- Stochastic Optimization Generalization in neural networks- Spatial Transformer Networks- Recurrent networks, LSTM - Recurrent Neural Network Language Models- Word-Level RNNs & Deep Reinforcement Learning - Computational & Artificial Neuroscience	**08**
V	CASE STUDY AND APPLICATIONS : Imagenet- Detection-Audio WaveNet-Natural Language Processing Word2Vec - Joint Detection-Bioinformatics- Face Recognition- Scene Understanding-Gathering Image Captions	**08**

Text books:

1. Cosma Rohilla Shalizi, Advanced Data Analysis from an Elementary Point of View, 2015.

2. Deng & Yu, Deep Learning: Methods and Applications, Now Publishers, 2013.

3. Ian Goodfellow, Yoshua Bengio, Aaron Courville, Deep Learning, MIT Press, 2016.

4. Michael Nielsen, Neural Networks and Deep Learning, Determination Press, 2015.

DATA COMPRESSION (RCS-E63)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.	**08**
II	The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.	**08**
III	Coding a sequence, Generating a binary code, Comparison of Binary and Huffman coding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Moveto-front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markoy Compression.	**08**
IV	Distortion criteria, Models, Scalar Ouantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.	**08**
V	Advantages of Vector Quantization over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured VectorQuantizers.	**08**

Text books:

1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers

2. Elements of Data Compression,Drozdek, Cengage Learning

3. Introduction to Data Compression, Second Edition, Khalid Sayood,The Morgan aufmann Series

4.Data Compression: The Complete Reference 4th Edition byDavid Salomon, Springer

5.Text Compression1st Edition by Timothy C. Bell Prentice Hall

QUANTUM COMPUTING (RCS-E64)		
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Fundamental Concepts:** Global Perspectives, Quantum Bits, Quantum Computation, Quantum Algorithms, Quantum Information, Postulates of Quantum Mechanisms.	**08**
II	**Quantum Computation**: Quantum Circuits – Quantum algorithms, Single Orbit operations, Control Operations, Measurement, Universal Quantum Gates, Simulation of Quantum Systems, Quantum Fourier transform, Phase estimation, Applications, Quantum search algorithms – Quantum counting – Speeding up the solution of NP – complete problems – Quantum Search for an unstructured database.	**08**
III	**Quantum Computers:** Guiding Principles, Conditions for Quantum Computation, Harmonic Oscillator Quantum Computer, Optical Photon Quantum Computer – Optical cavity Quantum electrodynamics, Ion traps, Nuclear Magnetic resonance	**08**
IV	**Quantum Information:** Quantum noise and Quantum Operations – Classical Noise and Markov Processes, Quantum Operations, Examples of Quantum noise and Quantum Operations – Applications of Quantum operations, Limitations of the Quantum operations formalism, Distance Measures for Quantum information.	**08**
V	**Quantum Error Correction:** Introduction, Shor code, Theory of Quantum Error –Correction, Constructing Quantum Codes, Stabilizer codes, Fault – Tolerant Quantum Computation, Entropy and information – Shannon Entropy, Basic properties of Entropy, Von Neumann, Strong Sub Additivity, Data Compression, Entanglement as a physical resource .	**08**

Text books:

1. Micheal A. Nielsen. &Issac L. Chiang, "Quantum Computation and Quantum Information", Cambridge University Press, Fint South Asian edition, 2002.

2. Eleanor G. Rieffel , Wolfgang H. Polak , "Quantum Computing - A Gentle Introduction" (Scientific and Engineering Computation) Paperback – Import,

3 Oct 2014 3. Computing since Democritus by Scott Aaronson

4. Computer Science: An Introduction by N. DavidMermin 5. Yanofsky's and Mannucci, Quantum Computing for Computer Scientists.