DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, UTTAR PRADESH, LUCKNOW

EVALUATION SCHEME & SYLLABUS

FOR

B. TECH. FOURTH (IV) YEAR

(COMPUTER SCIENCE AND ENGINEERING/CS)

AS PER

AICTE MODEL CURRICULUM

[Effective from the Session: 2021-22]

B.TECH

(COMPUTER SCIENCE & ENGINEERING/CS) CURRICULUM STRUCTURE

SEMESTER- VII													
Sl. No.	**Subject Codes**	**Subject**	**Periods**			**Evaluation Scheme**				**End Semester**		**Total**	**Credit**
			L	**T**	**P**	**CT**	**TA**	**Total**	**PS**	**TE**	**PE**		
1	KHU701/KHU702	HSMC -1 / HSMC-2	3	0	0	30	20	50		100		150	3
2	KCS07X	Departmental Elective-IV	3	0	0	30	20	50		100		150	3
3	KCS07X	Departmental Elective-V	3	0	0	30	20	50		100		150	3
4	KOE07X	Open Elective-II	3	0	0	30	20	50		100		150	3
5	KCS751A	The Department may conduct one Lab of either of the two Electives (4 or 5) based on the elective chosen for the curriculum. The Department shall on its own prepare complete list of practical for the Lab and arrange for proper setup and conduct accordingly.	0	0	2				25		25	50	1
6	KCS752	Mini Project or Internship Assessment*****	0	0	2				50			50	1
7	KCS753	Project	0	0	8				50		100	150	4
8		MOOCs (Essential for Hons. Degree)											
		Total	**12**	**0**	**12**							**850**	**18**

*****The Mini Project or internship (4 - 6 weeks) conducted during summer break after VI semester and will be assessed during VII semester.

SEMESTER- VIII													
Sl. No.	**Subject Codes**	**Subject**	**Periods**			**Evaluation Scheme**				**End Semester**		**Total**	**Credit**
			L	**T**	**P**	**CT**	**TA**	**Total**	**PS**	**TE**	**PE**		
1	KHU801/KHU802	HSMC-2$^{\#}$/HSMC-1$^{\#}$	3	0	0	30	20	50		100		150	3
2	KOE08X	Open Elective-III	3	0	0	30	20	50		100		150	3
3	KOE08X	Open Elective-IV	3	0	0	30	20	50		100		150	3
4	KCS851	Project	0	0	18				100		300	400	9
5		MOOCs (Essential for Hons. Degree)											
		Total	**9**	**0**	**18**							**850**	**18**

Departmental Elective-IV

1. KCS071 Artificial Intelligence
2. KCS072 Natural language processing
3. KCS073 High Performance Computing
4. KCS074 Cryptography and Network Security
5. KCS075 Design & Development of Applications
6. KCS076 Software Testing
7. KCS077 Distributed Systems

Departmental Elective-V

1. KCS078 Deep Learning
2. KCS079 Service Oriented Architecture
3. KCS710 Quantum Computing
4. KCS711 Mobile Computing
5. KCS712 Internet of Things
6. KCS713 Cloud Computing
7. KCS714 Blockchain Architecture Design

B.TECH. (CSE/CS)

SEVENT SEMESTER (DETAILED SYLLABUS)

Artificial Intelligence (KCS071)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Understand the basics of the theory and practice of Artificial Intelligence as a discipline and about intelligent agents.	K_2
CO 2	Understand search techniques and gaming theory.	K_2, K_3
CO 3	The student will learn to apply knowledge representation techniques and problem solving strategies to common AI applications.	K_3 , K_4
CO 4	Student should be aware of techniques used for classification and clustering.	K_2 , K_3
CO 5	Student should aware of basics of pattern recognition and steps required for it.	K_2 , K_4
DETAILED SYLLABUS		**3-0-0**

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

Text books:

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

Natural Language Processing (KC072)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	To learn the fundamentals of natural language processing	K_1 , K_2
CO 2	To understand the use of CFG and PCFG in NLP	K_1 , K_2
CO 3	To understand the role of semantics of sentences and pragmatic	K_2
CO 4	To Introduce Speech Production And Related Parameters Of Speech.	K_1 , K_2
CO 5	To Show The Computation And Use Of Techniques Such As Short Time Fourier Transform, Linear Predictive Coefficients And Other Coefficients In The Analysis Of Speech.	K_3, K_4
DETAILED SYLLABUS		**3-0-0**

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

Text books:

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

High Performance Computing (KCS073)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Able to understand the basic concept of Computer architecture and Modern Processor	K2
CO 2	Able to understand the basic concepts of access optimization and parallel computers	K2, K3
CO 3	Able to describe different parallel processing platforms involved in achieving high performance computing	K3 , K4
CO 4	Develop efficient and high performance parallel programming.	K2 , K3
CO 5	Able to learn parallel programming using message passing paradigm.	K2 , K4

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

Cryptography & Network Security (KCS074)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Classify the symmetric encryption techniques and Illustrate various Public key cryptographic techniques.	K2 , K3
CO 2	Understand security protocols for protecting data on networks and be able to digitally sign emails and files.	K1 , K2
CO 3	Understand vulnerability assessments and the weakness of using passwords for authentication	K4
CO 4	Be able to perform simple vulnerability assessments and password audits	K3
CO 5	Summarize the intrusion detection and its solutions to overcome the attacks.	K2
DETAILED SYLLABUS		**3-0-0**

Unit	**Topic**	**Proposed Lecture**
I	Introduction to security attacks, services and mechanism, Classical encryption techniques-substitution ciphers and transposition ciphers, cryptanalysis, steganography, Stream and block ciphers. Modern Block Ciphers: Block ciphers principles, Shannon's theory of confusion and diffusion, fiestal structure, Data encryption standard(DES), Strength of DES, Idea of differential cryptanalysis, block cipher modes of operations, Triple DES	**08**
II	Introduction to group, field, finite field of the form GF(p), modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm, Advanced Encryption Standard (AES) encryption and decryptionFermat's and Euler's theorem, Primarily testing, Chinese Remainder theorem, Discrete Logarithmic Problem,Principals of public key crypto systems, RSA algorithm, security of RSA	**08**
III	Message Authentication Codes: Authentication requirements, authentication functions, message authentication code, hash functions, birthday attacks, security of hash functions, Secure hash algorithm (SHA) Digital Signatures: Digital Signatures, Elgamal Digital Signature Techniques, Digital signature standards (DSS), proof of digital signature algorithm,	**08**
IV	Key Management and distribution: Symmetric key distribution, Diffie-Hellman Key Exchange, Public key distribution, X.509 Certificates, Public key Infrastructure. Authentication Applications: Kerberos, Electronic mail security: pretty good privacy (PGP), S/MIME.	**08**
V	IP Security: Architecture, Authentication header, Encapsulating security payloads, combining security associations, key management. Introduction to Secure Socket Layer, Secure electronic, transaction (SET) System Security: Introductory idea of Intrusion, Intrusion detection, Viruses and related threats, firewalls	**08**

Text books:

1. William Stallings, "Cryptography and Network Security: Principals and Practice", Pearson Education.
2. Behrouz A. Frouzan: Cryptography and Network Security, McGraw Hill .
3. C K Shyamala, N Harini, Dr. T.R.Padmnabhan Cryptography and Security ,Wiley
4. Bruce Schiener, "Applied Cryptography". John Wiley & Sons
5. Bernard Menezes," Network Security and Cryptography", Cengage Learning.
6. AtulKahate, "Cryptography and Network Security", McGraw Hill

Design & Development Of Applications (KCS075)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Be exposed to technology and business trends impacting mobile applications	K1 , K2
CO 2	Be competent with the characterization and architecture of mobile applications.	K3
CO 3	Be competent with understanding enterprise scale requirements of mobile applications.	K1 , K2
CO 4	Be competent with designing and developing mobile applications using one application development framework.	K3
CO 5	Be exposed to Android and iOS platforms to develop the mobile applications	K1 , K2
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**INTRODUCTION:** Introduction to mobile applications – Embedded systems - Market and business drivers for mobile applications – Publishing and delivery of mobile applications – Requirements gathering and validation for mobile applications	**08**
II	**BASIC DESIGN:** Introduction – Basics of embedded systems design – Embedded OS - Design constraints for mobile applications, both hardware and software related – Architecting mobile applications – User interfaces for mobile applications – touch events and gestures – Achieving quality constraints – performance, usability, security, availability and modifiability	**08**
III	**ADVANCED DESIGN:** Designing applications with multimedia and web access capabilities – Integration with GPS and social media networking applications – Accessing applications hosted in a cloud computing environment – Design patterns for mobile applications.	**08**
IV	TECHNOLOGY I – ANDROID: Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wi-Fi – Integration with social media applications.	**08**
V	TECHNOLOGY II –iOS: Introduction to Objective C – iOS features – UI implementation – Touch frameworks – Data persistence using Core Data and SQLite – Location aware applications using Core Location and Map Kit – Integrating calendar and address book with social media application – Using Wi-Fi - iPhone marketplace. Swift: Introduction to Swift, features of swift	**08**

Text books:

1. Charlie Collins, Michael Galpin and Matthias Kappler, "Android in Practice", DreamTech, 2012
2. AnubhavPradhan , Anil V Despande Composing Mobile Apps,Learn ,explore,apply
3. James Dovey and Ash Furrow, "Beginning Objective C", Apress, 2012
4. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012
5. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, "Beginning iOS
6. Development: Exploring the iOS SDK", Apress, 2013.

Software Testing (KCS076)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Have an ability to apply software testing knowledge and engineering methods.	K2 , K3
CO 2	Have an ability to design and conduct a software test process for a software testing project.	K3, K4
CO 3	Have an ability to identify the needs of software test automation, and define and develop a test tool to support test automation.	K1 , K2
CO 4	Have an ability understand and identify various software testing problems, and solve these problems by designing and selecting software test models, criteria, strategies, and methods.	K1 , K2
CO 5	Have basic understanding and knowledge of contemporary issues in software testing, such as component-based software testing problems.	K2
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Review of Software Engineering: Overview of Software Evolution, SDLC, Testing Process, Terminologies in Testing: Error, Fault, Failure, Verification, Validation, Difference Between Verification and Validation, Test Cases, Testing Suite, Test ,Oracles, Impracticality of Testing All Data; Impracticality of Testing AllPaths. Verification: Verification Methods, SRS Verification, Source Code Reviews, User Documentation Verification, Software, Project Audit, Tailoring Software Quality Assurance Program by Reviews, Walkthrough, Inspection and Configuration Audits	**08**
II	Functional Testing: Boundary Value Analysis, Equivalence Class Testing, Decision Table Based Testing, Cause Effect Graphing Technique. Structural Testing: Control Flow Testing, Path Testing, Independent Paths, Generation of Graph from Program, Identification of Independent Paths, Cyclomatic Complexity, Data Flow Testing, Mutation Testing	**08**
III	Regression Testing: What is Regression Testing? Regression Test cases selection, Reducing the number of test cases, Code coverage prioritization technique. Reducing the number of test cases: Prioritization guidelines, Priority category, Scheme, Risk Analysis	**08**
IV	Software Testing Activities: Levels of Testing, Debugging, Testing techniques and their applicability, Exploratory Testing Automated Test Data Generation: Test Data, Approaches to test data generation, test data generation using genetic algorithm, Test Data Generation Tools, Software Testing Tools, and Software test Plan.	**08**
V	Object Oriented Testing: Definition, Issues, Class Testing, Object Oriented Integration and System Testing. Testing Web Applications: Web Testing, User Interface Testing, Usability Testing, Security Testing, Performance Testing, Database testing, Post Deployment Testing	**08**

Text books:

1. Yogesh Singh, "Software Testing", Cambridge University Press, New York, 2012
2. K..K. Aggarwal & Yogesh Singh, "Software Engineering", New Age International Publishers, New Delhi, 2003.
3. Roger S. Pressman, "Software Engineering – A Practitioner's Approach", Fifth Edition, McGraw-Hill International Edition, New Delhi,2001.
4. Marc Roper, "Software Testing", McGraw-Hill Book Co., London, 1994.
5. M.C. Trivedi, Software Testing & Audit, Khanna Publishing House 6. Boris Beizer, "Software System Testing and Quality Assurance", Van Nostrand Reinhold, New York, 1984

DISTRIBUTED SYSTEM (KCS077)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To provide hardware and software issues in modern distributed systems.	K1 , K2
CO 2	To get knowledge in distributed architecture, naming, synchronization, consistency and replication, fault tolerance, security, and distributed file systems.	K2
CO 3	To analyze the current popular distributed systems such as peer-to-peer (P2P) systems will also be analyzed.	K4
CO 4	To know about Shared Memory Techniques and have Sufficient knowledge about file access	K1
CO 5	Have knowledge of Synchronization and Deadlock.	K1
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 Computing , Wiley
4. Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Education 5. Tenanuanbaum, Steen," Distributed Systems", PHI

Deep Learning (KCS078)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	To present the mathematical, statistical and computational challenges of building neural networks	K_1 , K_2
CO 2	To study the concepts of deep learning	K_1 , K_2
CO 3	To introduce dimensionality reduction techniques	K_2
CO 4	To enable the students to know deep learning techniques to support real-time applications	K_2 , K_3
CO 5	To examine the case studies of deep learning techniques	K_3, K_6
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, hyper parameter 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 : Image net- Detection-Audio Wave Net-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.

Mapping with MOOCS: https://onlinecourses.nptel.ac.in/noc18_cs41/preview

Service Oriented Architecture (KCS079)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	Comprehend the need for SOA and its systematic evolution.	K1 , K2
CO 2	Apply SOA technologies to enterprise domain.	K3
CO 3	Design and analyze various SOA patterns and techniques.	K4
CO 4	Compare and evaluate best strategies and practices of SOA.	K2
CO 5	Understand the business case for SOA	K1

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** SOA and MSA Basics: Service Orientation in Daily Life, Evolution of SOA and MSA. Service oriented Architecture and Microservices architecture – Drivers for SOA, Dimensions of SOA, Conceptual Model of SOA, Standards and Guidelines for SOA, Emergence of MSA. **Enterprise-Wide SOA:** Considerations for Enterprise-wide SOA, Strawman Architecture for Enterprise-wide SOA, Enterprise SOA Reference Architecture, Object-oriented Analysis and Design (OOAD) Process, Service-oriented Analysis and Design (SOAD) Process, SOA Methodology for Enterprise	**08**
II	**Service-Oriented Applications:** Considerations for Service-oriented Applications, Patterns for SOA, Pattern-based Architecture for Service-oriented Applications, Composite Applications, Composite Application Programming Model. **Service-Oriented Analysis and Design:** Need for Models, Principles of Service Design, Nonfunctional Properties for Services, Design of Activity Services (or Business Services), Design of Data Services, Design of Client Services, Design of Business Process Services.	**08**
III	**Technologies for SOA:** Technologies for Service Enablement, Technologies for Service Integration, Technologies for Service Orchestration. **SOA Governance and Implementation:** Strategic Architecture Governance, Service Design-time Governance, Service Run-time Governance, Approach for Enterprise-wide SOA Implementation.	**08**
IV	**Big Data and SOA:** Concepts, Big Data and its characteristics, Technologies for Big Data, Service-orientation for Big Data Solutions. **Business Case for SOA:** Stakeholder Objectives, Benefits of SOA, Cost Savings, Return on Investment (ROI), Build a Case for SOA	**08**
V	**SOA Best Practices:** SOA Strategy – Best Practices, SOA Development – Best Practices, SOA Governance – Best Practices. **EA and SOA for Business and IT Alignment:** Enterprise Architecture, Need for Business and It Alignment, EA and SOA for Business and It Alignment	**08**

Text books:

1. Shankar Kambhampaty; Service - Oriented Architecture & Microservices Architecture: For Enterprise, Cloud, Big Data and Mobile; Wiley; 3rd Edition; 2018; ISBN: 9788126564064.
2. Icon Group International; The 2018-2023 World Outlook for Service-Oriented Architecture (SOA) Software and Services; ICON Group International; 1st Edition, 2017; ASIN: B06WGPN8YD.
3. Thomas Erl; Service Oriented Architecture Concepts Technology & Design; Pearson Education Limited; 2015; ISBN-13: 9788131714904.
4. Guido Schmutz, Peter Welkenbach, Daniel Liebhart; Service Oriented Architecture An Integration Blueprint; Shroff Publishers & Distributors; 2010; ISBN-13: 9789350231081

Quantum Computing (KCS710)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Distinguish problems of different computational complexity and explain why certain problems are rendered tractable by quantum computation with reference to the relevant concepts in quantum theory.	K_1 , K_2
CO 2	Demonstrate an understanding of a quantum computing algorithm by simulating it on a classical computer, and state some of the practical challenges in building a quantum computer.	K_2 , K_3
CO 3	Contribute to a medium-scale application program as part of a co-operative team, making use of appropriate collaborative development tools (such as version control systems).	K_2 , K_3
CO 4	Produce code and documentation that is comprehensible to a group of different programmers and present the theoretical background and results of a project in written and verbal form.	K_3 , K_4
CO 5	Apply knowledge, skills, and understanding in executing a defined project of research, development, or investigation and in identifying and implementing relevant outcomes.	K_3, K_6
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, Oct 2014
3. Computing since Democritus by Scott Aaronson, Computer Science: An Introduction by N. DavidMermin 5. Yanofsky's and Mannucci, Quantum Computing for Computer Scientists.

Mobile Computing (KCS711)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course, the student will be able to understand		
CO 1	Explain and discuss issues in mobile computing and illustrate overview of wireless telephony and channel allocation in cellular systems.	K1, K4
CO 2	Explore the concept of Wireless Networking and Wireless LAN.	K1
CO 3	Analyse and comprehend Data management issues like data replication for mobile computers, adaptive clustering for mobile wireless networks and Disconnected operations.	K4
CO 4	Identify Mobile computing Agents and state the issues pertaining to security and fault tolerance in mobile computing environment.	K1, K2
CO 5	Compare and contrast various routing protocols and will identify and interpret the performance of network systems using Adhoc networks.	K2

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	Introduction, issues in mobile computing, overview of wireless telephony: cellular concept, GSM: air-interface, channel structure, location management: HLR-VLR, hierarchical, handoffs, channel allocation in cellular systems, CDMA, GPRS.	**08**
II	Wireless Networking, Wireless LAN Overview: MAC issues, IEEE 802.11, Blue Tooth, Wireless multiple access protocols, TCP over wireless, Wireless applications, data broadcasting, Mobile IP, WAP: Architecture, protocol stack, application environment, applications.	**08**
III	Data management issues, data replication for mobile computers, adaptive clustering for mobile wireless networks, File system, Disconnected operations.	**08**
IV	Mobile Agents computing, security and fault tolerance, transaction processing in mobile computing environment.	**08**
V	Ad Hoc networks, localization, MAC issues, Routing protocols, global state routing (GSR), Destination sequenced distance vector routing (DSDV), Dynamic source routing (DSR), Ad Hoc on demand distance vector routing (AODV), Temporary ordered routing algorithm (TORA), QoS in Ad Hoc Networks, applications.	**08**

Text books:

1. J. Schiller, Mobile Communications, Addison Wesley.
2. A. Mehrotra, GSM System Engineering.
3. M. V. D. Heijden, M. Taylor, Understanding WAP, Artech House.
4. Charles Perkins, Mobile IP, Addison Wesley.
5. Charles Perkins, Ad hoc Networks, Addison Wesley.

Internet of Things (KCS712)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course, the student will be able to understand		
CO 1	Demonstrate basic concepts, principles and challenges in IoT.	K1,K2
CO 2	Illustrate functioning of hardware devices and sensors used for IoT.	K2
CO 3	Analyze network communication aspects and protocols used in IoT.	K4
CO 4	Apply IoT for developing real life applications using Ardunio programming.	K3
CP 5	To develop IoT infrastructure for popular applications	K_2, K_3

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Internet of Things (IoT):** Vision, Definition, Conceptual Framework, Architectural view, technology behind IoT, Sources of the IoT, M2M Communication, IoT Examples. Design Principles for Connected Devices: IoT/M2M systems layers and design standardization, communication technologies, data enrichment and consolidation, ease of designing and affordability	**08**
II	**Hardware for IoT:** Sensors, Digital sensors, actuators, radio frequency identification (RFID) technology, wireless sensor networks, participatory sensing technology. Embedded Platforms for IoT: Embedded computing basics, Overview of IOT supported Hardware platforms such as Arduino, NetArduino, Raspberry pi, Beagle Bone, Intel Galileo boards and ARM cortex.	**08**
III	**Network & Communication aspects in IoT:** Wireless Medium access issues, MAC protocol survey, Survey routing protocols, Sensor deployment & Node discovery, Data aggregation & dissemination	**08**
IV	**Programming the Ardunio:** Ardunio Platform Boards Anatomy, Ardunio IDE, coding, using emulator, using libraries, additions in ardunio, programming the ardunio for IoT.	**08**
V	**Challenges in IoT Design challenges:** Development Challenges, Security Challenges, Other challenges IoT Applications: Smart Metering, E-health, City Automation, Automotive Applications, home automation, smart cards, communicating data with H/W units, mobiles, tablets, Designing of smart street lights in smart city.	**08**

Text books:

1. Olivier Hersent,David Boswarthick, Omar Elloumi "The Internet of Things key applications and protocols", wiley
2. Jeeva Jose, Internet of Things, Khanna Publishing House
3. Michael Miller "The Internet of Things" by Pearson
4. Raj Kamal "INTERNET OF THINGS", McGraw-Hill, 1ST Edition, 2016
5. ArshdeepBahga, Vijay Madisetti "Internet of Things (A hands on approach)" 1ST edition, VPI publications,2014
6. Adrian McEwen,Hakin Cassimally "Designing the Internet of Things" Wiley India

Cloud Computing (KCS713)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Describe architecture and underlying principles of cloud computing.	K_3
CO 2	Explain need, types and tools of Virtualization for cloud.	K_3, K_4
CO 3	Describe Services Oriented Architecture and various types of cloud services.	K_2, K_3
CO 4	Explain Inter cloud resources management cloud storage services and their providers Assess security services and standards for cloud computing.	K_2, K_4
CO 5	Analyze advanced cloud technologies.	K_3, K_6
DETAILED SYLLABUS		**3-1-0**

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

Text books:

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

Block chain Architecture Design (KCS714)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the basic understanding of Blockchain architecture along with its primitive.	K_1, K_2
CO 2	Explain the requirements for basic protocol along with scalability aspects.	K_2, K_3
CO 3	Design and deploy the consensus process using frontend and backend.	K_3, K_4
CO 4	Apply Blockchain techniques for different use cases like Finance, Trade/Supply and Government activities.	K_4, K_5

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

Mini Project or Internship Assessment (KCS 354 , KCS 554 , KCS 752)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Developing a technical artifact requiring new technical skills and effectively utilizing a new software tool to complete a task	K_4 , K_5
CO 2	Writing requirements documentation, Selecting appropriate technologies, identifying and creating appropriate test cases for systems.	K_5 , K_6
CO 3	Demonstrating understanding of professional customs & practices and working with professional standards.	K_4 , K_5
CO 4	Improving problem-solving, critical thinking skills and report writing.	K_4 , K_5
CO 5	Learning professional skills like exercising leadership, behaving professionally, behaving ethically, listening effectively, participating as a member of a team, developing appropriate workplace attitudes.	K_2, K_4

Project (KCS 753 , KCS 851)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Analyze and understand the real life problem and apply their knowledge to get programming solution.	K_4 , K_5
CO 2	Engage in the creative design process through the integration and application of diverse technical knowledge and expertise to meet customer needs and address social issues.	K_4 , K_5
CO 3	Use the various tools and techniques, coding practices for developing real life solution to the problem.	K_5 , K_6
CO 4	Find out the errors in software solutions and establishing the process to design maintainable software applications	K_4 , K_5
CO 5	Write the report about what they are doing in project and learning the team working skills	K_5, K_6