

Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal

Branch- Common to All Discipline

New Scheme Based On AICTE Flexible Curricula

BT401	Mathematics-III	3L-1T-0P	4 Credits
-------	-----------------	----------	-----------

OBJECTIVES: The objective of this course is to fulfill the needs of engineers to understand applications of Numerical Analysis, Transform Calculus and Statistical techniques in order to acquire mathematical knowledge and to solving wide range of practical problems appearing in different sections of science and engineering. More precisely, the objectives are:

- To introduce effective mathematical tools for the Numerical Solutions algebraic and transcendental equations.
- To enable young technocrats to acquire mathematical knowledge to understand Laplace transformation, Inverse Laplace transformation and Fourier Transform which are used in various branches of engineering.
- To acquaint the student with mathematical tools available in Statistics needed in various field of science and engineering.

Module 1: Numerical Methods – 1: (8 hours): Solution of polynomial and transcendental equations – Bisection method, Newton-Raphson method and Regula-Falsi method. Finite differences, Relation between operators, Interpolation using Newton’s forward and backward difference formulae. Interpolation with unequal intervals: Newton’s divided difference and Lagrange’s formulae.

Module 2: Numerical Methods – 2: (6 hours): Numerical Differentiation, Numerical integration: Trapezoidal rule and Simpson’s 1/3rd and 3/8 rules. Solution of Simultaneous Linear Algebraic Equations by Gauss’s Elimination, Gauss’s Jordan, Crout’s methods, Jacobi’s, Gauss-Seidal, and Relaxation method.,

Module 3: Numerical Methods – 3: (10 hours): Ordinary differential equations: Taylor’s series, Euler and modified Euler’s methods. RungeKutta method of fourth order for solving first and second order equations. Milne’s and Adam’s predictor-corrector methods. Partial differential equations: Finite difference solution two dimensional Laplace equation and Poission equation, Implicit and explicit methods for one dimensional heat equation (Bender-Schmidt and Crank-Nicholson methods), Finite difference explicit method for wave equation.

Module 4: Transform Calculus: (8 hours): Laplace Transform, Properties of Laplace Transform, Laplace transform of periodic functions. Finding inverse Laplace transform by different methods, convolution theorem. Evaluation of integrals by Laplace transform, solving ODEs by Laplace Transform method, Fourier transforms.

Module 5: Concept of Probability: (8 hours): Probability Mass function, Probability Density Function, Discrete Distribution: Binomial, Poisson’s, Continuous Distribution: Normal Distribution, Exponential Distribution.

Textbooks/References:

1. P. Kandasamy, K. Thilagavathy, K. Gunavathi, Numerical Methods, S. Chand & Company, 2nd Edition, Reprint 2012.
2. S.S. Sastry, Introductory methods of numerical analysis, PHI, 4th Edition, 2005.
3. Erwin kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
4. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 35th Edition, 2010.
5. N.P. Bali and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2010.
6. Veerarajan T., Engineering Mathematics, Tata McGraw-Hill, New Delhi, 2008.
7. P. G. Hoel, S. C. Port and C. J. Stone, Introduction to Probability Theory, Universal Book Stall, 2003 (Reprint).
8. S. Ross, A First Course in Probability, 6th Ed., Pearson Education India, 2002.
9. W. Feller, An Introduction to Probability Theory and its Applications, Vol. 1, 3rd Ed., Wiley, 1968. Statistics

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, IV-Semester

CS402 Analysis Design of Algorithm

Algorithms, Designing algorithms, analyzing algorithms, asymptotic notations, heap and heap sort. Introduction to divide and conquer technique, analysis, design and comparison of various algorithms based on this technique, example binary search, merge sort, quick sort, strassen's matrix multiplication.

Study of Greedy strategy, examples of greedy method like optimal merge patterns, Huffman coding, minimum spanning trees, knapsack problem, job sequencing with deadlines, single source shortest path algorithm

Concept of dynamic programming, problems based on this approach such as 0/1 knapsack, multistage graph, reliability design, Floyd-Warshall algorithm

Backtracking concept and its examples like 8 queen's problem, Hamiltonian cycle, Graph coloring problem etc. Introduction to branch & bound method, examples of branch and bound method like traveling salesman problem etc. Meaning of lower bound theory and its use in solving algebraic problem, introduction to parallel algorithms.

Binary search trees, height balanced trees, 2-3 trees, B-trees, basic search and traversal techniques for trees and graphs (In order, preorder, postorder, DFS, BFS), NP-completeness.

References:

1. Cormen Thomas, Leiserson CE, Rivest RL; Introduction to Algorithms; PHI.
2. Horowitz & Sahani; Analysis & Design of Algorithm
3. Dasgupta; algorithms; TMH
4. Ullmann; Analysis & Design of Algorithm;
5. Michael T Goodrich, Roberto Tamassia, Algorithm Design, Wiley India
6. Rajesh K Shukla: Analysis and Design of Algorithms: A Beginner's Approach; Wiley

List of Experiments(expandable):

1. Write a program for Iterative and Recursive Binary Search.
2. Write a program for Merge Sort.
3. Write a program for Quick Sort.
4. Write a program for Strassen's Matrix Multiplication.
5. Write a program for optimal merge patterns.
6. Write a program for Huffman coding.
7. Write a program for minimum spanning trees using Kruskal's algorithm.
8. Write a program for minimum spanning trees using Prim's algorithm.
9. Write a program for single sources shortest path algorithm.
10. Write a program for Floye-Warshal algorithm.
11. Write a program for traveling salesman problem.
12. Write a program for Hamiltonian cycle problem.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, IV-Semester

CS403 Software Engineering

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Software Engineering & Project Management. Some of these techniques can be used in software design & its implementation.

PREREQUISITE:-

The students should have at least one year of experience in programming a high-level language and databases. In addition, a familiarity with software development life cycle will be useful in studying this subject.

Unit I: The Software Product and Software Process

Software Product and Process Characteristics, Software Process Models: Linear Sequential Model, Prototyping Model, RAD Model, Evolutionary Process Models like Incremental Model, Spiral Model, Component Assembly Model, RUP and Agile processes. Software Process customization and improvement, CMM, Product and Process Metrics

Unit II: Requirement Elicitation, Analysis, and Specification

Functional and Non-functional requirements, Requirement Sources and Elicitation Techniques, Analysis Modeling for Function-oriented and Object-oriented software development, Use case Modeling, System and Software Requirement Specifications, Requirement Validation, Traceability

Unit III: Software Design

The Software Design Process, Design Concepts and Principles, Software Modeling and UML, Architectural Design, Architectural Views and Styles, User Interface Design, Function-oriented Design, SA/SD Component Based Design, Design Metrics.

Unit IV: Software Analysis and Testing

Software Static and Dynamic analysis, Code inspections, Software Testing, Fundamentals, Software Test Process, Testing Levels, Test Criteria, Test Case Design, Test Oracles, Test Techniques, Black-Box Testing, White-Box Unit Testing and Unit, Testing Frameworks, Integration Testing, System Testing and other Specialized, Testing, Test Plan, Test Metrics, Testing Tools. , Introduction to Object-oriented analysis, design and comparison with structured Software Engg.

Unit V: Software Maintenance & Software Project Measurement

Need and Types of Maintenance, Software Configuration Management (SCM), Software Change Management, Version Control, Change control and Reporting, Program Comprehension Techniques, Re-engineering, Reverse Engineering, Tool Support. Project Management Concepts, Feasibility Analysis, Project and Process Planning, Resources

Allocations, Software efforts, Schedule, and Cost estimations, Project Scheduling and Tracking, Risk Assessment and Mitigation, Software Quality Assurance(SQA). Project Plan, Project Metrics.

Practical and Lab work

Lab work should include a running case study problem for which different deliverable sat the end of each phase of a software development life cycle are to be developed. This will include modeling the requirements, architecture and detailed design. Subsequently the design models will be coded and tested. For modeling, tools like Rational Rose products. For coding and testing, IDE like Eclipse, Net Beans, and Visual Studio can be used.

References

1. Pankaj Jalote ,”An Integrated Approach to Software Engineering”, Narosa Pub, 2005
2. Rajib Mall, “Fundamentals of Software Engineering” Second Edition, PHI Learning
3. R S. Pressman ,”Software Engineering: A Practitioner's Approach”, Sixth edition 2006, McGraw-Hill.
4. Sommerville,”Software Engineering”, Pearson Education.
5. Richard H. Thayer,”Software Engineering & Project Management”, Wiley India
6. Waman S. Jawadekar,”Software Engineering”, TMH
7. Bob Hughes, M. Cotterell, Rajib Mall “ Software Project Management”, McGraw Hill

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, IV-Semester

CS404 Computer Org. & Architecture

Objectives: Students to be familiarize the basic principles of computer architecture, Design and Multi Processing, Types of data transfer, Concept of semi conductor memories which is useful for research work in field Computer System.

Basic Structure of Computer: Structure of Desktop Computers, CPU: General Register Organization-Memory Register, Instruction Register, Control Word, Stack Organization, Instruction Format, ALU, I/O System, bus,CPU and Memory Program Counter, Bus Structure, Register Transfer Language-Bus and Memory Transfer, addressing modes. Control Unit Organization: Basic Concept of Instruction, Instruction Types, Micro Instruction Formats, Fetch and Execution cycle, Hardwired control unit, Micro-programmed Control unit microprogram sequencer Control Memory, Sequencing and Execution of Micro Instruction.

Computer Arithmetic: Addition and Subtraction, Tools Compliment Representation, Signed Addition and Subtraction, Multiplication and division, Booths Algorithm, Division Operation, Floating Point Arithmetic Operation. design of Arithmetic unit

I/O Organization:I/O Interface –PCI Bus, SCSI Bus, USB, Data Transfer: Serial, Parallel, Synchronous, Asynchronous Modes of Data Transfer, Direct Memory Access(DMA), I/O Processor.

Memory Organization: Main memory-RAM, ROM, Secondary Memory –Magnetic Tape, Disk, Optical Storage, Cache Memory: Cache Structure and Design, Mapping Scheme, Replacement Algorithm, Improving Cache Performance, Virtual Memory, memory management hardware

Multiprocessors: Characteristics of Multiprocessor, Structure of Multiprocessor-Inter-processor Arbitration, Inter-Processor Communication and Synchronization. Memory in Multiprocessor System, Concept of Pipelining, Vector Processing, Array Processing, RISC And CISC, Study of Multicore Processor –Intel, AMD.

Reference Books:

- 1.Morris Mano , “Computer System Organization ”PHI
- 2.Alan Clements: “Computer Organization and Architecture”, Cengage Learning
- 3.Subrata Ghosal: “Computer Architecture and Organization”, Pearson
- 4.William stalling ,“Computer Architecture and Organization” PHI
- 5.M. Usha, T.S. Shrikant: “Computer System Architecture and Organization”, Willey India
- 6.Chaudhuri, P.Pal: “Computer Organization and Design”, PHI
- 7.Sarangi: “Computer Organization and Architecture”,Mc-Graw Hills

Computer Org.& Architecture (List of Practicals)

1. Study of Multiplexer and Demultiplexer
2. Study of Half Adder and Subtractor
3. Study of Full Adder and Subtractor
4. WAP to add two 8 bit numbers and store the result at memory location 2000
5. WAP to multiply two 8 bit numbers stored at memory location 2000 and 2001 and stores the result at memory location 2000 and 2001.
6. WAP to add two 16-bit numbers. Store the result at memory address starting from 2000.
7. WAP which tests if any bit is '0' in a data byte specified at an address 2000. If it is so, 00 would be stored at address 2001 and if not so then FF should be stored at the same address.
8. Assume that 3 bytes of data are stored at consecutive memory addresses of the data memory starting at 2000. Write a program which loads register C with (2000), i.e. with data contained at memory address 2000, D with (2001), E with (2002) and A with (2001).
9. Sixteen bytes of data are specified at consecutive data-memory locations starting at 2000. Write a program which increments the value of all sixteen bytes by 01.
10. WAP to add t 10 bytes stored at memory location starting from 3000. Store the result at memory location 300A

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, IV-Semester

CS405 Operating Systems

RATIONALE:The purpose of this subject is to cover the underlying concepts Operating System. This syllabus provides a comprehensive introduction of Operating System, Process Management, Memory Management, File Management and I/O management.

PREREQUISITE:

UNIT 1. Introduction to Operating Systems: Function, Evolution, Different Types, Desirable Characteristics and features of an O/S, Operating Systems Services: Types of Services, Different ways of providing these Services – Utility Programs, System Calls.

UNIT 2. File Systems: File Concept, User's and System Programmer's view of File System, Disk Organization, Tape Organization, Different Modules of a File System, Disk Space Allocation Methods – Contiguous, Linked, Indexed. Directory Structures, File Protection, System Calls for File Management, Disk Scheduling Algorithms.

UNIT 3. CPU Scheduling : Process Concept, Scheduling Concepts, Types of Schedulers, Process State Diagram, Scheduling Algorithms, Algorithms Evaluation, System calls for Process Management; Multiple Processor Scheduling; Concept of Threads.

Memory Management: Different Memory Management Techniques – Partitioning, Swapping, Segmentation, Paging, Paged Segmentation, Comparison of these techniques, Techniques for supporting the execution of large programs: Overlay, Dynamic Linking and Loading, Virtual Memory – Concept, Implementation by Demand Paging etc.

UNIT 4. Input / Output : Principles and Programming, Input/Output Problems, Asynchronous Operations, Speed gap Format conversion, I/O Interfaces, Programme Controlled I/O, Interrupt Driven I/O, Concurrent I/O.

Concurrent Processes : Real and Virtual Concurrency, Mutual Exclusion, Synchronization, Inter- Process Communication, Critical Section Problem, Solution to Critical Section Problem : Semaphores – Binary and Counting Semaphores, WAIT & SIGNAL Operations and their implementation. Deadlocks: Deadlock Problems, Characterization, Prevention, Avoidance, Recovery.

UNIT 5. Introduction to Network, Distributed and Multiprocessor Operating Systems. Case Studies: Unix/Linux, WINDOWS and other Contemporary Operating Systems.

TEXT BOOKS RECOMMENDED:

1. Silberschatz, Galvin, Gagne, "Operating System Concepts", Wiley, 9/E
2. William Stalling, "Operating Systems", Pearson Education

REFERENCE BOOKS:

1. Andrew S. Tanenbaum, "Modern Operating Systems", 3/e, Prentice Hall
2. Maurice J. Bach, "The Design of Unix Operating System", Prentice Hall of India,
3. Bovet & Cesati, "Understanding the Linux Kernel", O'Reilly, 2/E.

List of Experiment

1. Write a program to implement FCFS CPU scheduling algorithm.
2. Write a program to implement SJF CPU scheduling algorithm.
3. Write a program to implement Priority CPU Scheduling algorithm.
4. Write a program to implement Round Robin CPU scheduling algorithm.
5. Write a program to compare various CPU Scheduling Algorithms over different Scheduling Criteria.
6. Write a program to implement classical inter process communication problem(producer consumer).
7. Write a program to implement classical inter process communication problem(Reader Writers).
8. Write a program to implement classical inter process communication problem(Dining Philosophers).
9. Write a program to implement & Compare various page replacement algorithm.
10. Write a program to implement & Compare various Disk & Drum scheduling Algorithms
11. Write a program to implement Banker's algorithms.
12. Write a program to implement Remote Procedure Call(RPC).
13. Write a Devices Drivers for any Device or pheriperal.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, IV-Semester

CS406 Programming Practices (a) (Java)

Objective: To introduce and understand students to programming concepts and techniques using the Java language and programming environment, class, objects, also learn about lifetime, scope and the initialization mechanism of variables and improve the ability general problem solving abilities in programming. Be able to use the Java SDK environment to create, debug and run simple Java program.

Basic Java Features - C++ Vs JAVA, JAVA virtual machine, Constant & Variables, Data Types, Class, Methods, Objects, Strings and Arrays, Type Casting, Operators, Precedence relations, Control Statements, Exception Handling, File and Streams, Visibility, Constructors, Operator and Methods Overloading, Static Members, Inheritance: Polymorphism, Abstract methods and Classes

Java Collective Frame Work - Data Structures: Introduction, Type-Wrapper Classes for Primitive Types, Dynamic Memory Allocation, Linked List, Stack, Queues, Trees, Generics: Introduction, Overloading Generic Methods, Generic Classes, Collections: Interface Collection and Class Collections, Lists, Array List and Iterator, Linked List, Vector. Collections Algorithms: Algorithm sorts, Algorithm shuffle, Algorithms reverse, fill, copy, max and min Algorithm binary Search, Algorithms add All, Stack Class of Package java. Util, Class Priority Queue and Interface Queue, Maps, Properties Class, Un-modifiable Collections.

Advance Java Features - Multithreading: Thread States, Priorities and Thread Scheduling, Life Cycle of a Thread, Thread Synchronization, Creating and Executing Threads, Multithreading with GUI, Monitors and Monitor Locks. Networking: Manipulating URLs, Reading a file on a Web Server, Socket programming, Security and the Network, RMI, Networking, Accessing Databases with JDBC: Relational Database, SQL, MySQL, Oracle

Advance Java Technologies - Servlets: Overview and Architecture, Setting Up the Apache Tomcat Server, Handling HTTP get Requests, Deploying a web Application, Multitier Applications, Using JDBC from a Servlet, Java Server Pages (JSP): Overview, First JSP Example, Implicit Objects, Scripting, Standard Actions, Directives, Multimedia: Applets and Application: Loading, Displaying and Scaling Images, Animating a Series of Images, Loading and playing Audio clips

Advance Web/Internet Programming (Overview): J2ME, J2EE, EJB, XML.

References:

1. E. Balaguruswamy, "Programming In Java"; TMH Publications
2. The Complete Reference: Herbert Schildt, TMH
3. Deitel & Deitel, "JAVA, How to Program"; PHI, Pearson.
4. Cay Horstmann, Big JAVA, Wiley India.
5. Merlin Hughes, et al; Java Network Programming, Manning Publications/Prentice Hall

List of Program :

1. Installation of J2SDK
2. Write a program to show Scope of Variables
3. Write a program to show Concept of CLASS in JAVA
4. Write a program to show Type Casting in JAVA
5. Write a program to show How Exception Handling is in JAVA
6. Write a Program to show Inheritance
7. Write a program to show Polymorphism
8. Write a program to show Access Specifiers (Public, Private, Protected) in JAVA
9. Write a program to show use and Advantages of CONSTRUCTOR
10. Write a program to show Interfacing between two classes
11. Write a program to Add a Class to a Package
12. Write a program to show Life Cycle of a Thread
13. Write a program to demonstrate AWT.
14. Write a program to Hide a Class
15. Write a Program to show Data Base Connectivity Using JAVA
16. Write a Program to show "HELLO JAVA " in Explorer using Applet
17. Write a Program to show Connectivity using JDBC
18. Write a program to demonstrate multithreading using Java.
19. Write a program to demonstrate applet life cycle.
20. Write a program to demonstrate concept of servlet.

Programming Practices (b) (Dot Net Technologies)

Introduction .NET framework, features of .Net framework, architecture and component of .Net, elements of .Net.

Basic Features Of C# Fundamentals, Classes and Objects, Inheritance and Polymorphism, Operator Overloading, Structures. Advanced Features Of C# Interfaces, Arrays, Indexers and Collections; Strings and Regular Expressions, Handling Exceptions, Delegates and Events.

Installing ASP.NET framework, overview of the ASP .net framework, overview of CLR, class library, overview of ASP.net control, understanding HTML controls, study of standard controls, validations controls, rich controls. Windows Forms: All about windows form, MDI form, creating windows applications, adding controls to forms, handling Events, and using various Tolls

Understanding and handling controls events, ADO.NET- Component object model, ODBC, OLEDB, and SQL connected mode, disconnected mode, dataset, data-reader Data base controls: Overview of data access data control, using grid view controls, using details view and frame view controls, ado .net data readers, SQL data source control, object data source control, site map data source.

XML: Introducing XML, Structure, and syntax of XML, document type definition (DTD), XML Schema, Document object model, Presenting and Handling XML. xml data source, using navigation controls, introduction of web parts, using java script, Web Services

References:

1. C# for Programmers by Harvey Deitel, Paul Deitel, Pearson Education
2. Balagurusamy; Programming in C#; TMH
3. Web Commerce Technology Handbook by Daniel Minoli, Emma Minoli , TMH
4. Web Programming by Chris Bates, Wiley
5. Alex Mackey, “ Introduction.NET 4.5 “, Wiley India
6. ASP .Net Complete Reference by McDonald, TMH.
7. ADO .Net Complete Reference by Odey, TMH

List of Experiments/ program (Expandable):

1. Working with call backs and delegates in C#
2. Code access security with C#.
3. Creating a COM+ component with C#.
4. Creating a Windows Service with C#
5. Interacting with a Windows Service with C#
6. Using Reflection in C#
7. Sending Mail and SMTP Mail and C#
8. Perform String Manipulation with the String Builder and String Classes and C#:
9. Using the System .Net Web Client to Retrieve or Upload Data with C#
10. Reading and Writing XML Documents with the XML Text-Reader/-Writer Class and C#
11. Working with Page using ASP .Net.
12. Working with Forms using ASP .Net
13. Data Sources access through ADO.Net,
14. Working with Data readers , Transactions
15. Creating Web Application.

Programming Practices (c) Python

Introduction: Basic syntax, Literal Constants, Numbers, Variable and Basic data types, String, Escape Sequences, Operators and Expressions, Evaluation Order, Indentation, Input Output, Functions, Comments.

Data Structure: List, Tuples, Dictionary and Sets.

Control Flow: Conditional Statements - If, If-else, Nested If-else. Iterative Statement - For, While, Nested Loops. Control statements - Break, Continue, Pass.

Object oriented programming: Class and Object, Attributes, Methods, Scopes and Namespaces, Inheritance, Overloading, Overriding, Data hiding.

Exception: Exception Handling, Except clause, Try finally clause, User Defined Exceptions.

Modules and Packages

Standard Libraries: File I/O, Sys, logging, Regular expression, Date and Time, Network programming, multi-processing and multi-threading.

References

- Timothy A. Budd: Exploring python, McGraw-Hill Education.
- R.Nageshwar Rao ,”Python Programming” ,Wiley India
- Think Python: Allen B. Downey, O'Reilly Media, Inc.

Programming Practices (d) MATLAB

MATLAB: An Overview, Brief history of MATLAB, About MATLAB, Installation of MATLAB, Help browser, Arranging the desktop, Basic functions of Matlab, Mostly used symbols in MATLAB, debugging in Matlab; Building MATLAB expressions: MATLAB datatype, command handling, MATLAB basics.

MATLAB Vector and Matrix: Scalar and vector, elementary features in a vector array, matrices, eigen values and eigen vectors, matrix operations, matrix operators, creating matrix arrangement, indexing array value, other operations, mathematical operations on array, array types

Graphics in MATLAB: 2D plots, parametric plots, contour lines and implicit plots, field plots, multiple graphics display function, 3D plots, multivariate data, data analysis.

MATLAB programming introduction to M-files, MATLAB editors, M files, scripts, functions, MATLAB error and correction, MATLAB debugger; Digital Image Processing with MATLAB (Image Processing).

MATLAB in neural networks: About neural networks, Human and artificial neuron, Architecture of neural networks (feed-forward, feedback, network layers), The McCulloch- Pitts Model of Neuron, The Perceptron, Transfer function, neural network toolbox, Actual model, applications of neural network.

References:

1. Swapna Kumar, S V B Lenina: MATLAB – Esay way of learning, PHI Learning, 2016
2. Amos Gilat ,” An Introduction with Applications ,4ed “ , wiley India

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6001 Advanced Computer Architecture

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Advance Computer Architecture. The Syllabus discusses principles of parallel algorithms design and different parallel programming models

PREREQUISITE

The students should have general Idea of Computer Organization. In addition, a familiarity with Memory organization, Computational models is required.

Unit-I

Flynn's Classification, System Attributes to Performance, Parallel computer models Multiprocessors and multicomputer, Multivector and SIMD Computers. Data and resource dependences, Hardware and software parallelism, Program partitioning and scheduling, Grain size and latency, Control flow, data flow and Demand driven mechanisms. Static interconnection networks, Dynamic interconnection Networks: Bus Systems, Crossbar Switch, Multiport Memory, Multistage and Combining Networks

Unit- II

Instruction set architecture, CISC Scalar Processors , RISC Scalar Processors, VLIW architecture, Memory Hierarchy, Inclusion, Coherence and Locality, Memory capacity planning. Interleaved memory organization- memory interleaving, pipelined memory access, Bandwidth and Fault Tolerance. Backplane Bus System :Backplane bus specification, Addressing and timing protocols, Arbitration transaction and interrupt.

Unit-III

Linear pipeline processor, Nonlinear pipeline processor, Instruction pipeline design, Mechanisms for instruction pipelining, pipeline hazards, Dynamic instruction scheduling – score boarding and Tomosulo's algorithm, Branch handling techniques, Arithmetic Pipeline Design, Static arithmetic pipeline, Multifunctional arithmetic pipelines. Superscalar pipeline design, Super pipeline processor design.

Unit-IV

Cache coherence, Snoopy protocols, Directory based protocols. Message routing schemes in multicomputer network, deadlock and virtual channel. Vector Processing Principles, Vector Instruction types, Vector-access memory schemes. Vector supercomputer architecture, SIMD organization: distributed memory model and shared memory model. Principles of Multithreading: Multithreading Issues and Solutions, Multiple-Context Processors

Unit-V

Parallel Programming Models, Shared-Variable Model, Message-Passing Model, Data-Parallel Model, Object-Oriented Model, Functional and Logic Models, Parallel Languages and Compilers, Language Features for Parallelism, Parallel Programming Environment, Software Tools and Environments.

Suggested Reading:

1. Kai Hwang, "Advanced computer architecture", TMH. 2013 - 14
2. J.P.Hayes, "computer Architecture and organization"; MGH.
3. V.Rajaraman & C.S.R.Murthy, "Parallel computer"; PHI Learning.
4. Kain,"Advance Computer Architecture: - A System Design Approach", PHI Learning
5. M.J Flynn, "Computer Architecture, Pipelined and Parallel Processor Design"; Narosa Publishing.
6. Hwang and Briggs, "Computer Architecture and Parallel Processing"; MGH.

RAJIV GANDHI PROUDYOGIKI VISHWA VIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6002 Principles of Programming Languages

RATIONALE:-

The purpose of this subject is to cover the underlying concepts and techniques used in Programming Languages. It provides general idea related to operating & Programming environment.

PREREQUISITE:-

The students should have general idea about programming language . In addition, a familiarity with Elementary and Structured Data Types is needed for better understanding.

UNIT-I

Language Evaluation Criteria, influences on Language design, Language categories, Programming Paradigms – Imperative, Object Oriented, functional Programming , Logic Programming. Programming Language Implementation – Compilation and Virtual Machines, programming environments. Issues in Language Translation: Syntax, Semantics, Stages, analysis and synthesis, Parse Tree, CFG and BNF grammar.

UNIT-II

Data types: Introduction, primitive, character, user defined, array, associative, record, union, Pointer and reference types, design and implementation uses related to these types. Names, Variable, concept of binding, type checking, strong typing, type compatibility, named constants, variable initialization. Sequence control with Expressions, Conditional Statements, Loops, Exception handling.

UNIT-III

Subprograms and Blocks: Fundamentals of sub-programs, Scope and lifetime of variable, static and dynamic scope, Design issues of subprograms and operations, local referencing environments, parameter passing methods, overloaded sub-programs, generic sub-programs, design issues for functions overloaded operators, co routines.

UNIT-IV

Abstract Data types: Abstractions and encapsulation, introductions to data abstraction, Static and Stack-Based Storage management. heap based storage management. Garbage Collection. object oriented programming in small talk, C++, Java, C#, PHP, Perl . Concurrency: Subprogram level concurrency, semaphores, monitors, message passing, Java threads, C#threads.

UNIT – V

Exception handling, Exceptions, exception Propagation, Exception handler in C++ and Java. Logic Programming Language: Introduction and overview of logic programming, basic elements

of prolog, application of logic programming. Functional Programming Languages: Introduction, fundamentals. Introduction to 4GL.

Suggested Reading:

1. Tucker, "Programming Languages: Principles and paradigms ", Tata McGraw –Hill.
2. Cavlo Ghezzi & Mehdi Jazayeri " Programming Languages Concepts", Willey India
3. Sebesta,"Concept of programming Language", Pearson Edu
4. Terrance W Pratt, "Programming Languages: Design and Implementation" Pearson Edu.
- 5 Louden, "Programming Languages: Principles & Practices" , Cengage Learning
- 6 E Horowitz, "Programming Languages", 2nd Edition, Addison Wesley

List of Practicals –

- 1.Design of lexical Analyzer using lex/flex.
- 2.Case study of working of virtual machine .
- 3.Memory Implementation of 2D and 3D Array .
- 4.Design a web page in PHP .
- 5.Implementation of pointers in C++.
- 6.Write a program in Java to implement exception handling.
- 7.Write a program in C++ to implement different parameter passing Methods.
- 8.Write a program in Java to implement concurrent execution of a job using threads.
- 9.Implement different types of functions used in Prolog .
- 10.Implement Inheritance, Encapsulation & Polymorphism in C#.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6003 Software Engineering & Project management

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Software Engineering & Project Management. Some of these techniques can be used in software design & its implementation.

PREREQUISITE:-

The students should have at least one year of experience in programming a high-level language and databases. In addition, a familiarity with software development life cycle will be useful in studying this subject.

Unit I: The Software Product and Software Process

Software Product and Process Characteristics, Software Process Models: Linear Sequential Model, Prototyping Model, RAD Model, Evolutionary Process Models like Incremental Model, Spiral Model, Component Assembly Model, RUP and Agile processes. Software Process customization and improvement, CMM, Product and Process Metrics

Unit II: Requirement Elicitation, Analysis, and Specification

Functional and Non-functional requirements, Requirement Sources and Elicitation Techniques, Analysis Modeling for Function-oriented and Object-oriented software development, Use case Modeling, System and Software Requirement Specifications, Requirement Validation, Traceability

Unit III: Software Design

The Software Design Process, Design Concepts and Principles, Software Modeling and UML, Architectural Design, Architectural Views and Styles, User Interface Design, Function-oriented Design, SA/SD Component Based Design, Design Metrics .

Unit IV: Software Analysis and Testing

Software Static and Dynamic analysis, Code inspections, Software Testing, Fundamentals, Software Test Process, Testing Levels, Test Criteria, Test Case Design, Test Oracles, Test Techniques, Black-Box Testing, White-Box Unit Testing and Unit, Testing Frameworks, Integration Testing, System Testing and other Specialized, Testing, Test Plan, Test Metrics, Testing Tools. , Introduction to Object-oriented analysis, design and comparison with structured Software Engg.

Unit V: Software Maintenance & Software Project Measurement

Need and Types of Maintenance, Software Configuration Management (SCM), Software Change Management, Version Control, Change control and Reporting, Program Comprehension Techniques, Re-engineering, Reverse Engineering, Tool Support. Project Management Concepts, Feasibility Analysis, Project and Process Planning, Resources Allocations, Software efforts, Schedule, and Cost estimations, Project Scheduling and Tracking, Risk Assessment and Mitigation, Software Quality Assurance (SQA). Project Plan, Project Metrics.

Practical and Lab work

Lab work should include a running case study problem for which different deliverables at the end of each phase of a software development life cycle are to be developed. This will include modeling the requirements, architecture and detailed design. Subsequently the design models will be coded and tested. For modeling, tools like Rational Rose products. For coding and testing, IDE like Eclipse, Net Beans, and Visual Studio can be used.

Suggested Reading:

1. Pankaj Jalote ,”An Integrated Approach to Software Engineering”, Narosa Pub, 2005
2. Rajib Mall, “Fundamentals of Software Engineering” Second Edition, PHI Learning
3. R S. Pressman ,”Software Engineering: A Practitioner's Approach”, Sixth edition 2006, McGraw-Hill.
4. Sommerville,”Software Enginerring”,Pearson Education.
5. Richard H.Thayer,”Software Enginerring & Project Managements”, Wiley India
6. Waman S.Jawadekar,”Software Enginerring”, TMH
7. Bob Hughes, M.Cotterell, Rajib Mall “ Software Project Management”, McGrawHill.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6004 Computer Networking

RATIONALE:-

The purpose of this subject is to cover the underlying concepts and techniques used in Computer Networking. This syllabus provides a comprehensive introduction to computer network, network architecture and protocols.

PREREQUISITE:-

The students should have thorough exposure in Analog and Digital Communication and Data Communications. Knowledge of Topology and protocol will help in better understanding

Unit –I

Computer Network: Definitions, goals, components, Architecture, Classifications & Types. Layered Architecture: Protocol hierarchy, Design Issues, Interfaces and Services, Connection Oriented & Connectionless Services, Service primitives, Design issues & its functionality. ISO-OSI Reference Model: Principle, Model, Descriptions of various layers and its comparison with TCP/IP. Network standardization. Queuing Models: Little's Theorem, Queuing System: M/M/1, M/M/m, M/M/∞, M/M/m/m, M/G/1

Unit-II

Data Link Layer: Need, Services Provided, Framing , Flow Control, Error control. Data Link Layer Protocol: Elementary & Sliding Window protocol: 1-bit, Go-Back-N, Selective Repeat, Hybrid ARQ. Bit oriented protocols: SDLC, HDLC, BISYNC, LAP and LAPB. Protocol verification: Finite State Machine Models & Petri net models.

Unit-III

MAC Sublayer: MAC Addressing, Binary Exponential Back-off (BEB) Algorithm, Distributed Random Access Schemes/Contention Schemes: for Data Services (ALOHA and Slotted-ALOHA), for Local-Area Networks (CSMA, CSMA/CD, CSMA/CA), Collision Free Protocols: Basic Bit Map, BRAP, Binary Count Down, MLMA Limited Contention Protocols: Adaptive Tree Walk, URN Protocol, High Speed LAN: Fast Ethernet, Gigabit Ethernet, FDDI, Performance Measuring Metrics. IEEE Standards 802 series & their variant.

Unit-IV

Network Layer: Need, Services Provided , Design issues, Routing algorithms: Least Cost Routing algorithm, Dijkstra's algorithm, Bellman-ford algorithm, Hierarchical Routing, Broadcast Routing, Multicast Routing, Congestion Control Algorithms: General Principles of Congestion control, Prevention Policies, Congestion Control in Virtual-Circuit Subnets, Congestion Control in Datagram subnets. IP protocol, IP Addresses, Comparative study of IPv4 & IPv6, Mobile IP.

Unit-V

Transport Layer: Design Issues, UDP: Header Format, Per-Segment Checksum, Carrying Unicast/Multicast Real-Time Traffic, TCP: Connection Management, Reliability of Data Transfers, TCP Flow Control, TCP Congestion Control, TCP Header Format, TCP Timer Management. Session layer: Authentication, Authorization, Session layer protocol (PAP, SCP, H.245). Presentation layer: Data conversion, Character code translation, Compression, Encryption and Decryption, Presentation layer protocol (LPP, Telnet, X.25 packet Assembler/Disassembler).Application Layer: WWW and HTTP, FTP, SSH, Email (SMTP, MIME, IMAP), DNS, Network Management (SNMP).

References:

1. Andrew S. Tanenbaum, David J. Wetherall, "Computer Networks" Pearson Education.
2. Dimitri Bertsekas, Robert Gallager, "Data Networks", PHI Publication, Second Edition.
3. Kaveh Pahlavan, Prashant Krishnamurthy, "Networking Fundamentals", Wiley Publication.
4. Uyless Black, "Computer Networks", PHI Publication, Second Edition.
5. Ying-Dar Lin, Ren-Hung Hwang, Fred Baker, "Computer Networks: An Open Source Approach", McGraw Hill.

List of Experiments:

1. Study of Different Type of LAN& Network Equipments.
2. Study and Verification of standard Network topologies i.e. Star, Bus, Ring etc.
3. LAN installations and Configurations.
4. Write a program to implement various types of error correcting techniques.
5. Write a program to Implement various types of framing methods.
6. Study of Tool Command Language (TCL).
7. Study and Installation of Standard Network Simulator: N.S-2, N.S-3.OpNet,QualNet etc .
8. Study & Installation of ONE (Opportunistic Network Environment) Simulator for High Mobility Networks .
9. Configure 802.11 WLAN.
10. Implement & Simulate various types of routing algorithm.
11. Study & Simulation of MAC Protocols like Aloha, CSMA, CSMA/CD and CSMA/CA using Standard Network Simulators.
12. Study of Application layer protocols- DNS, HTTP, HTTPS, FTP and TelNet

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6005 Elective-II (1) Internet of Things

Unit 1:

Introduction: Definition, Characteristics of IOT, IOT Conceptual framework, IOT Architectural view, Physical design of IOT, Logical design of IOT, Application of IOT.

Unit 2:

Machine-to-machine (M2M), SDN (software defined networking) and NFV(network function virtualization) for IOT, data storage in IOT, IOT Cloud Based Services.

Unit 3:

Design Principles for Web Connectivity: Web Communication Protocols for connected devices, Message Communication Protocols for connected devices, SOAP, REST, HTTP Restful and Web Sockets. Internet Connectivity Principles: Internet Connectivity, Internet based communication, IP addressing in IOT, Media Access control.

Unit 4:

Sensor Technology , Participatory Sensing, Industrial IOT and Automotive IOT , Actuator, Sensor data Communication Protocols ,Radio Frequency Identification Technology, Wireless Sensor Network Technology.

Unit 5:

IOT Design methodology: Specification -Requirement, process, model, service, functional & operational view.IOT Privacy and security solutions, Raspberry Pi & arduino devices. IOT Case studies: smart city streetlights control & monitoring.

Reference Book:

1. Rajkamal,"Internet of Things", Tata McGraw Hill publication
2. Vijay Madisetti and Arshdeep Bahga, "Internet of things(A-Hand-on-Approach)" 1st Edition ,Universal Press
3. Hakima Chaouchi "The Internet of Things: Connecting Objects", Wiley publication.
4. Charless Bell "MySQL for the Internet of things", Apress publications.
5. Francis dacosta "Rethinking the Internet of things:A scalable Approach to connecting everything", 1st edition, Apress publications 2013.
6. Donald Norris"The Internet of Things: Do-It-Yourself at Home Projects for Arduino, Raspberry Pi and BeagleBone Black", McGraw Hill publication.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6005 Elective-II (2) Mobile Application Development

RATIONALE:-

The purpose of this subject is to cover the underlying concepts and techniques used in Mobile Communication. This syllabus provides a comprehensive introduction to Mobile Application development on various platforms.

PREREQUISITE:-

The students should have thorough exposure in Analog and Digital Communication and Data Communications. Knowledge of Computer network will be useful.

Unit-I Mobile Communication Fundamentals

Introduction, issues in mobile communications, Wireless telephony: cellular concept, GSM: air-interface, channel structure, location management: HLR-VLR, handoffs, channel allocation in cellular systems, CDMA, GPRS, Wireless LAN Overview: MAC issues, IEEE 802.11, Blue Tooth, Wireless multiple access protocols, TCP over wireless, Wireless applications, Mobile IP, WAP: Architecture, protocol stack, applications.

Unit-II Mobile Applications Development Frameworks and Tools

Introduction of Mobile Applications, Types and Benefits of a Mobile App, Mobile Platforms, deployment on Apple iOS with versions, Android, Windows phone application using development platforms: worklight, kendo, Appcon, Xcode, Xpage, Architecture of Mobile Software Applications, N-Tier Client–Server Frameworks and Tools, Java, BREW, Windows CE, WAP, Symbian EPOC, Publishing Frameworks, Mobile User Interface Design, Building Generic User Interfaces, mobile apps in the cloud.

Unit-III Mobile Agents and Peer-to-Peer Architectures for Mobile Applications

Mobile Agents for Mobile Computing, Applications of Mobile Agents to Mobile Applications and Implementation Tools, Techniques for Agent-Based Software, Peer-to-Peer Applications for Mobile Computing, security and fault tolerance.

Unit-IV Synchronization and Replication of Mobile Data

Taxonomy of Replication and Synchronization, Data Replication and Synchronization for Mobile Applications, SyncML, WebDAV, Mobile Agents, Replication, and Synchronization, Location Information Modeling, Problems with Building Location-Based Applications, Utilizing Location-Based Services with Mobile Applications, UML-Based Development Cycle for Mobile Applications, Architectural Patterns for Mobile Applications.

Unit-V Testing Mobile Applications, Validating the Mobile Use Cases before Development, The Effect of the Dimensions of Mobility on Software Testing, Stress Testing and Scalability Issues, Testing Location-Based Functionality, Android as your mobile platform, installation, Configuring of Eclipse and the Android SDK, Additional SDK Components, application layout and Android app development, Android user interface elements, Android Virtual Device, Connection to Google play.

References :

1. Reza b'far, Mobile computing Principles Designing and developing Mobile applications with Uml and xml, Cambridge University press.
2. Jeff Mcwherter, Scott Gowell, Professional Mobile application development, Wrox, John Wiley & Sons, Inc..
3. Richard Rodger, Beginning mobile application Development in the cloud, John Wiley & Sons, Inc.
4. J. Schiller, Mobile Communication , Addison Wesley.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6005 Elective-II (3) IPR (Intellectual Property Rights)

Course Objective

Acquaint the students with the basic concepts of Intellectual Property Rights; and sensitize the students with the emerging issues in IPR and the rationale for the protection of IPR.

UNIT I Introduction

Introduction and Justifications of IPR, Nature of IP, Major forms of IP- *Copyright, Patent, Trade Marks Designs, Geographic indication, layout design of Semi conductors, Plant varieties, Concept & Meaning of Intellectual Property.*

Major international documents relating to the protection of IP - *Berne Convention, Paris Convention, TRIPS.* The World Intellectual Property Organization (WIPO).

UNIT II Copyright

Meaning and historical development of copyright , Subject matter , Ownership of copyright, Term of copyright, Rights of owner, Economic Rights, Moral Rights. Assignment and licence of rights, Infringement of copyright, Exceptions of infringement, Remedies, *Civil, Criminal, Administrative*, Registration Procedure.

UNIT III Patents

Meaning and historical development,. Criteria for obtaining patents, Non patentable inventions, Procedure for registration, Term of patent, Rights of patentee, Compulsory licence, Revocation, Infringement of patents, Exceptions to infringement, Remedies, Patent office and Appellate Board.

UNIT IV – Trade Marks, Designs & GI

Trade Marks: Functions of marks, Procedure for registration, Rights of holder, Assignment and licensing of marks, Infringement, Trade Marks Registry and Appellate Board.

Designs: Meaning and evolution of design protection, Registration, Term of protection, Rights of holder, unregistered designs.

Geographical Indication: Meaning and evolution of GI, Difference between GI and Trade Marks, Registration, Rights, Authorised user.

UNIT V Contemporary Issues & Enforcement of IPR

IPR & sustainable development, The Impact of Internet on IPR. IPR Issues in biotechnology, E-Commerce and IPR issues, Licensing and enforcing IPR, Case studies in IPR

Course Outcome:

1. Students will be able to understand Primary forms of IPR
2. Students will be able to assess and critique some basic theoretical justification for major forms of IP Protection
3. Students will be able to compare and contrast the different forms of IPR in terms of key differences and similarities.
4. Students will be able to understand the registration procedures related to IPR.
5. Students will be exposed to contemporary issues and enforcement policies in IPR.

References:

1. P. Narayanan, *Intellectual Property Law*, Eastern Law House
2. . Neeraj Pandey and Khushdeep[Dharni, *Intellectual Property Rights*, PHI, 2014
3. N.S Gopalakrishnan and T.G. Agitha, *Principles of Intellectual Property*, Eastern Book Co. Lucknow, 2009.
4. Anand Padmanabhan, *Enforcement of Intellectual Property*, Lexis Nexis Butterworths, Nagpur, 2012.
5. *Managing Intellectual Property The Strategic Imperative*, Vinod V. Sople, PHI.
6. Prabuddha Ganguli, " *Intellectual Property Rights*" McGraw Hill Education, 2016.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA BHOPAL

Credit Based Grading System

Computer Science and Engineering VI-Semester

CS-6007 Creativity and Entrepreneurship Development

Course Objective:

- Understand and use tools for generating entrepreneurial ideas and problem solving.
- Understand and use tools for the selection of ideas.
- Understand and gain the skills that are needed to implement ideas in today's society
- Understand Entrepreneurship's part in process that includes idea generation and implementation.
- Understand the concept of Entrepreneurship and its place in today's society

Course Outcomes:

- Recognize an opportunity for a user group and frame an appropriate design challenge that addresses the need for the user.
- Practice observation, interview and empathy skills to evolve a thorough understanding of the needs of the user.
- Share and integrate team leanings.
- Generate, develop and describe creative ideas that address the design challenge.

Syllabus:

1. The concept of Entrepreneurship, its history and its place in society.
2. The concept of Entrepreneurship and its relation to concept of innovation.
3. Creative processes for idea generation and problem solving.
4. Business plan.
5. Role of creativity, innovation and business research.
6. Entrepreneurship opportunities in contemporary business environment.

Reference Books :

1. Dollinger M.J. "Entrepreneurship strategies and resources," 3rd edition Pearson Education New Delhi.
2. Panda, Shiba charan "Entrepreneurship development", Anmol publication New Delhi.
3. Richard Blundel & Nigel locket, "Exploring Entrepreneurship : practices & perspectives Oxford.
4. Charles E. Banford & Garry D. Bruton, "Entrepreneurship – A small business Approach, Mcgrawhill Education.
5. P. Narayana Reddy, "Entrepreneurship" : Text and cases, Cengage learning
6. Rajeev Roy, "Entrepreneurship" Oxford.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8001 Soft Computing

1. Introduction: Introduction to soft computing, application areas of soft computing, classification of soft computing techniques, structure & functioning of biological brain & Neuron, and concept of learning/training. Model of an Artificial Neuron, transfer/activation functions, perceptron, perceptron learning model, binary & continuous inputs, linear separability.
2. Multilayer Neural Networks: Feed Forward network - significance, training, loss function, Back-Propagation algorithm, convergence & generalization, momentum, applications. Feedback network -Hopfield Nets: architecture, energy functions, training algorithms & examples, competitive learning, self-organizing maps. Introduction to CNN and RNN network.
3. Fuzzy Systems: fuzzy set theory, fuzzy sets and operations, membership functions, concept of fuzzy relations and their composition, concept of fuzzy Measures. Fuzzy logic: fuzzy rules, inferencing. Fuzzy Control system: selection of membership functions, Fuzzyfication, rule based design & inferencing, defuzzyfication, applications of fuzzy system.
4. Genetic algorithm: concepts, creation of offspring, working principle, encoding, fitness functions, reproduction, genetic modeling. Generation cycle & convergence of GA, application areas of GA.
5. Advanced soft computing techniques: Rough Set Theory - Introduction, Set approximation, Rough membership, Attributes, optimization. SVM - Introduction, obtaining the optimal hyper plane, linear and nonlinear SVM classifiers. Introduction to Swarm Intelligence, Swarm Intelligence Techniques: Ant Colony Optimization, Particle Swarm Optimization, Bee Colony Optimization etc.

References :

1. S.N. Sivanandam & S.N. Deepa, Principles of Soft Computing, Wiley Publications
2. S, Rajasekaran & G.A. Vijayalakshmi Pai, Neural Networks, Fuzzy Logic & Genetic Algorithms, Synthesis & applications, PHI Publication
3. Bose, Neural Network fundamental with Graph , Algo.& Appl, TMH Kosko: Neural Network & Fuzzy System, PHI Publication
4. Klir & Yuan ,Fuzzy sets & Fuzzy Logic: Theory & Appli.,PHI Pub. Hagen, Neural Network Design, Cengage Learning

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8002 Cloud Computing

Unit-I Introduction: Historical development ,Vision of Cloud Computing, Characteristics of cloud computing as per NIST , Cloud computing reference model ,Cloud computing environments, Cloud services requirements, Cloud and dynamic infrastructure, Cloud Adoption and rudiments .Overview of cloud applications: ECG Analysis in the cloud, Protein structure prediction, Gene Expression Data Analysis ,Satellite Image Processing ,CRM and ERP ,Social networking .

Unit-II Cloud Computing Architecture: Cloud Reference Model, Types of Clouds, Cloud Interoperability & Standards, Scalability and Fault Tolerance, Cloud Solutions: Cloud Ecosystem, Cloud Business Process Management, Cloud Service Management. Cloud Offerings: Cloud Analytics, Testing Under Control, Virtual Desktop Infrastructure.

Unit –III Cloud Management & Virtualization Technology: Resiliency, Provisioning, Asset management, Concepts of Map reduce , Cloud Governance, High Availability and Disaster Recovery. Virtualization: Fundamental concepts of compute ,storage, networking, desktop and application virtualization .Virtualization benefits, server virtualization, Block and file level storage virtualization Hypervisor management software, Infrastructure Requirements , Virtual LAN(VLAN) and Virtual SAN(VSAN) and their benefits

Unit-IV Cloud Security: Cloud Information security fundamentals, Cloud security services, Design principles, Secure Cloud Software Requirements, Policy Implementation, Cloud Computing Security Challenges, Virtualization security Management, Cloud Computing Security Architecture.

Unit-V Market Based Management of Clouds , Federated Clouds/Inter Cloud: Characterization & Definition ,Cloud Federation Stack , Third Party Cloud Services . Case study : Google App Engine, Microsoft Azure , Hadoop , Amazon , Aneka

List of Experiments:

1. Installation and configuration of Hadoop/Euceliptus etc.
2. Service deployment & Usage over cloud.
3. Management of cloud resources.
4. Using existing cloud characteristics & Service models .
5. Cloud Security Management. 6. Performance evaluation of services over cloud .

References –

1. Buyya, Selvi ,” Mastering Cloud Computing “,TMH Pub
2. Kumar Saurabh, “Cloud Computing” , Wiley Pub
3. Krutz , Vines, “Cloud Security “ , Wiley Pub
4. Velte, “Cloud Computing- A Practical Approach” ,TMH Pub
5. Sosinsky, “ Cloud Computing” , Wiley Pub

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8003 Elective-V (1) Machine Learning

UNIT-I

INTRODUCTION

Machine learning basics: What is Machine Learning, Types and Applications of ML, , Tools used, AI vs ML .Introduction to Neural Networks.

Introduction to linear regression: SSE; gradient descent; closed form; normal equations; features, Introduction to classification: Classification problems; decision boundaries; nearest neighbor methods.

Linear regression; SSE; gradient descent; closed form; normal equations; features Overfitting and complexity; training, validation, test data, and introduction• to Matlab (II)

UNIT-II

SUPERVISED LEARNING:

Introduction to Supervised Learning, Supervised learning setup, LMS, Linear Methods for Classification, Linear Methods for Regression, Support Vector Machines. Basis Expansions, Model Selection Procedures

Perceptron, Exponential family, Generative learning algorithms, Gaussian discriminant analysis, Naive Bayes, Support vector machines, Model selection and feature selection, Decision Tree, Ensemble methods: Bagging, boosting, Evaluating and debugging learning algorithms. Classification problems; decision boundaries; nearest neighbor methods, Probability and classification, Bayes optimal decisions Naive Bayes and Gaussian class-conditional distribution,

Linear classifiers Bayes' Rule and Naive Bayes Model, Logistic regression, online gradient descent, Neural Networks Decision tree and Review for Mid-term, Ensemble methods: Bagging, random forests, boosting A more detailed discussion on Decision Tree and Boosting

UNIT-III

REINFORCEMENT LEARNING: Markov decision process (MDP), HMM, Bellman equations, Value iteration and policy iteration, Linear quadratic regulation, Linear Quadratic Gaussian, Q-learning, Value function approximation, Policy search, Reinforce, POMDPs.

UNIT-IV

UNSUPERVISED LEARNING:

Introduction to Unsupervised Learning : Association Rules, Cluster Analysis, Reinforcement Learning, Clustering K-means, EM. Mixture of Gaussians, Factor analysis, PCA (Principal components analysis), ICA (Independent components analysis);, hierarchical agglomeration Advanced discussion on clustering and EM, Latent space methods; PCA, Text representations; naive Bayes and multinomial models; clustering and latent space models, VC-dimension, structural risk minimization; margin methods and support vector machines (SVM), Support vector machines and large-margin classifiers Time series; Markov models; autoregressive models

UNIT-V

DIMENSIONALITY REDUCTION: Feature Extraction , Singular value decomposition. Feature selection – feature ranking and subset selection, filter, wrapper and embedded methods. Machine Learning for Big data: Big Data and MapReduce, Introduction to Real World ML, Choosing an Algorithm, Design and Analysis of ML Experiments, Common Software for ML

References:

1. Tom M. Mitchell, —Machine Learning, McGraw-Hill Education (India) Private Limited, 2013.
2. Ethem Alpaydin, —Introduction to Machine Learning (Adaptive Computation and
3. Machine Learning), The MIT Press 2004.
Stephen Marsland, —Machine Learning: An Algorithmic Perspective, CRC Press, 2009.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8003 Elective-V (2) Data Mining

Unit-I: Introduction, to Data warehousing, needs for developing data Warehouse, Data warehouse systems and its Components, Design of Data Warehouse, Dimension and Measures, Data Marts:-Dependent Data Marts, Independents Data Marts & Distributed Data Marts, Conceptual Modeling of Data Warehouses:-Star Schema, Snowflake Schema, Fact Constellations. Multidimensional Data Model & Aggregates.

Unit-II: OLAP, Characteristics of OLAP System, Motivation for using OLAP, Multidimensional View and Data Cube, Data Cube Implementations, Data Cube Operations, Guidelines for OLAP Implementation, Difference between OLAP & OLTP, OLAP Servers:-ROLAP, MOLAP, HOLAP Queries.

UNIT-III: Introduction to Data Mining, Knowledge Discovery, Data Mining Functionalities, Data Mining System categorization and its Issues. Data Processing :- Data Cleaning, Data Integration and Transformation. Data Reduction, Data Mining Statistics. Guidelines for Successful Data Mining.

Unit-IV: Association Rule Mining:-Introduction, Basic, The Task and a Naïve Algorithm, Apriori Algorithms, Improving the efficiency of the Apriori Algorithm, Apriori-Tid, Direct Hasing and Pruning(DHP),Dynamic Itemset Counting (DIC), Mining Frequent Patterns without Candidate Generation(FP-Growth),Performance Evaluation of Algorithms,.

Unit-V : Classification:-Introduction, Decision Tree, The Tree Induction Algorithm, Split Algorithms Based on Information Theory, Split Algorithm Based on the Gini Index, Overfitting and Pruning, Decision Trees Rules, Naïve Bayes Method. Cluster Analysis:- Introduction, Desired Features of Cluster Analysis, Types of Cluster Analysis Methods:- Partitional Methods, Hierarchical Methods, Density- Based Methods, Dealing with Large Databases. Quality and Validity of Cluster Analysis Methods.

References:

1. Berson: Data Warehousing & Data Mining &OLAP , TMH
2. Jiawei Han and Micheline Kamber, Data Mining Concepts & Techniques, Elsevier Pub.
3. Arun.K.Pujari, Data Mining Techniques, University Press.
4. N.P Gopalan: Data Mining Technique & Trend, PHI
5. Hand, Mannila & Smith: Principle of Data Mining, PHI
6. Tan, Introduction to Data Mining, Pearson Pub.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8003 Elective-V (3) Computer Peripherals & Interfaces

SYSTEM RESOURCES: Interrupt, DMA Channel, I/O Port Addresses and resolving and resolving the conflict of resources. I/O buses- ISA, EISA, Local bus, VESA Local bus, PCI bus, PCI Express, Accelerated graphics port bus.

IDE & SCSI Interfaces: IDE origin, IDE Interface ATA standards ATA1 to ATA7. ATA feature, ATA RAID and SCSI RAID, SCSI Cable and pin Connector pin outs SCSI V/s IDE Advantages and limitation.

Video Hardware : Video display technologies, DVI Digital signals for CRT Monitor, LCD Panels, Video adapter types, Integrated Video/ Motherboard chipset, Video RAM, Video driver and multiple Monitor, Graphic accelerators. Advanced 3D Technologies, TV Tuner and Video Capture upgrades troubleshooting Video Cards and Drivers.

I/O Interfaces: I/O Interfaces from USB and IEEE1394, I/O Interface from serial and Parallel to IEEE1394 and USB 961, Parallel to SCSI converter. Testing of serial and parallel port, USB Mouse/ Keyboard Interfaces.

Input/ Output Driver software aspects: Role of device driver DOS and UNIX/ LINUX device drivers. Design & Integration of Peripheral devices to a computer system as a Case Study

Future Trends: Detailed Analysis of recent Progress in the Peripheral and Bus systems. Some aspects of cost Performance analysis while designing the system

Reference Books

1. P. Pal Chandhari , “Computer Organization and design” Prentice Hall of India Pvt. Ltd, 1994
2. Del Corso, H.Kirman, JD Nicond “Microcomputer buses & links” Academic Press 1986.
3. Douglas V Hall “Microprocessor & Interfacing Programming & H/W” McGraw Hill International 2nd Edition 1992.
4. Scott Muller, “Upgrading and repairing PC”

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8004 Elective-VI (1) Cyber Law & Ethics

Unit-1:

Introduction Computers and its Impact in Society, Overview of Computer and Web Technology, Need for Cyber Law, Cyber Jurisprudence at International and Indian Level, Cyber Law - International Perspectives UN & International Telecommunication Union (ITU) Initiatives Council of Europe - Budapest Convention on Cybercrime, Asia-Pacific Economic Cooperation (APEC), Organization for Economic Co-operation and Development (OECD), World Bank, Commonwealth of Nations.

Unit-2:

Constitutional & Human Rights Issues in Cyberspace Freedom of Speech and Expression in Cyberspace, Right to Access Cyberspace – Access to Internet, Right to Privacy, Right to Data Protection, Cyber Crimes & Legal Framework Cyber Crimes against Individuals, Institution and State, Hacking, Digital Forgery, Cyber Stalking/Harassment, Cyber Pornography, Identity Theft & Fraud Cyber terrorism, Cyber Defamation.

Unit-3

Cyber Torts Cyber Defamation, Different Types of Civil Wrongs under the IT Act 2000, Intellectual Property Issues in Cyber Space Interface with Copyright Law, Interface with Patent Law, Trademarks & Domain Names Related issues

Unit-4

E-Commerce Concept, E-commerce-Salient Features, Online approaches like B2B, B2C & C2C Online contracts, Click Wrap Contracts, Applicability of Indian Contract Act, 1872,

Unit-5

Dispute Resolution in Cyberspace, Concept of Jurisdiction, Indian Context of Jurisdiction and IT Act, 2000. International Law and Jurisdictional Issues in Cyberspace, Dispute Resolutions .

References Books

1. Chris Reed & John Angel, Computer Law, OUP, New York.
2. Justice Yatindra Singh, Cyber Laws, Universal Law Publishing Co, New Delhi.
3. Verma S, K, Mittal Raman, Legal Dimensions of Cyber Space, Indian Law Institute.
4. Jonthan Rosenoer, Cyber Law, Springer, New York.
5. Sudhir Naib, The Information Technology Act, 2005: A Handbook, OUP, New York.
6. S. R. Bhansali, Information Technology Act, 2000, University Book House Pvt. Ltd.

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8004 Elective-VI (2) Augmented & Virtual Reality

Unit-1

Introduction of Virtual Reality: Fundamental Concept and Components of Virtual Reality. Primary Features and Present Development on Virtual Reality. Multiple Modals of Input and Output Interface in Virtual Reality: Input -Tracker, Sensor, Digital Glove, Movement Capture, Video-based Input, 3D Menus & 3DScanner etc. Output -- Visual / Auditory / Haptic Devices.

Unit-2

Visual Computation in Virtual Reality: Fundamentals of Computer Graphics. Software and Hardware Technology on Stereoscopic Display. Advanced Techniques in CG: Management of Large Scale Environments & Real Time Rendering.

Unit-3

Environment Modeling in Virtual Reality: Geometric Modeling, Behavior Simulation, Physically Based Simulation, **Interactive Techniques in Virtual Reality:** Body Track, Hand Gesture, 3D Manus, Object• Grasp

Unit-4

Introduction of Augmented Reality (AR): System Structure of Augmented Reality. Key Technology in AR. **Development Tools, and Frameworks in Virtual Reality:** Frameworks of Software Development Tools in VR. X3D Standard; Vega, MultiGen, Virtools.

Unit-5

Application of VR in Digital Entertainment: VR Technology in Film & TV Production. VR Technology in Physical Exercises and Games. Demonstration of Digital Entertainment by VR, VR Development Tools Frameworks of Software Development Tools in VR, Modeling Tools for VR, X3D Standard; Vega, MultiGen, Virtools.

References:

1. Burdea, G. C. and P. Coffet. Virtual Reality Technology, Second Edition. Wiley-IEEE Press, 2003/2006.
2. Sherman, William R. and Alan B. Craig. Understanding Virtual Reality – Interface, Application, and Design, Morgan Kaufmann, 2002.
3. Fei GAO. Design and Development of Virtual Reality Application System, Tsinghua Press, March 2012

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

Credit Based Grading System

Computer Science and Engineering VIII-Semester

CS-8004 Elective-VI (3) Advance Computer Networks

UNIT 1:

Review of Networking and O.S. fundamentals, ISO-OSI Model, different layers and their functions, LAN, MAN, WAN, Communication media & principles IEEE standards etc.

UNIT 2:

Internetworking with TCP/IP, Basic concepts, Principles, Protocols and Architecture, Address handling Internet protocols and protocol layering. DNS, Applications: TELNET, RLOGN , FTP, TFTP, NFS, SMTP, POPL, IMAP, MIME, HTTP,STTP,DHCP, VOIP, SNMP.

UNIT 3:

Introduction to Router, Configuring a Router, Interior & Exterior Routing, RIP, Distance Vector Routing, OSPF, BGP, Uni-cast, Multicast and Broadcast. **Multicast routing protocols:** DVMRP, MOSPF, CBT, PIM, MBONE, EIGRP, CIDR, Multicast Trees, Comparative study of IPv6 and IPv4.

UNIT 4:

VPN addressing and routing, VPN Host management, ATM Concepts, Services Architecture, Equipments and Implementation

UNIT 5:

Introduction to wireless transmission and medium access control, wireless LAN: IEEE 802.11, Hipher LAN , Bluetooth Mobile Network and Transport layer, WAP GSM and CDMA: Network architecture and management

Reference Books:

1. Computer Networks: Tanenbaum.
2. Internetworking with TCP/IP: Comer.
3. Data Communications, Computer Networks and Open Systems: Hallsall.
4. Data Communications, Stalling.
5. Mobile Communication: Schiller, Pearson Education.