M R C E T C A M P U S
(Autonomous Institution – UGC, Govt. of India)

BACHELOR OF TECHNOLOGY (B.Tech)

AI & ML
COURSE STRUCTURE & SYLLABUS (R20)
(Batches admitted from the academic year 2020 - 2021)

DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING
(COMPUTATIONAL INTELLIGENCE)

M R C E T CAMPUS
(Autonomous Institution – UGC, Govt. of India)

(Affiliated to JNTU, Hyderabad, Approved by AICTE - Accredited by NBA & NAAC – _A' Grade - ISO 9001:2015 Certified)
Maisammaguda, Dhulapally (Post Via. Kompally), Secunderabad – 500100, Telangana State, India.
Contact Number: 040-23792146/64634237, E-Mail ID: mrcet2004@gmail.com, website: www.mrcet.ac.in

Note: The regulations here under are subject to amendments as may be made by the Academic Council of the College from time to time. Any or all such amendments will be effective from such date and to such batches of candidates (including those already pursuing the program) as may be decided by the Academic Council.

PRELIMINARY DEFINITIONS AND NOMENCLATURES

- Autonomous Institution /College‖- means an institution/college designated as autonomous institute / college by University Grants Commission (UGC), as per the UGC Autonomous College Statutes.

- Academic Autonomy -‖means freedom to the College in all aspects of conducting its academic programs, granted by the University for promoting excellence.

- Commission - means University Grants Commission.

- AICTE - means All India Council for Technical Education.

- University - The Jawaharlal Nehru Technological University, Hyderabad.

- College – means M R C E T CAMPUS | AUTONOMOUS INSTITUTION - UGC, GOVT. OF INDIA, Secunderabad unless
   indicated\otherwise by the context.

- Program - means:
    - Bachelor of Technology (B.Tech) degree program
    - UG Degree Program: B.Tech

- Branch means specialization in a program like B.Tech degree program in Computer Science and Engineering, B.Tech degree program in Electronics & Communication Engineering etc.

- Course or Subject means a theory or practical subject, identified by its course–number and course-
   title, which is normally studied in a semester.

- T–Tutorial, P–Practical, D–Drawing, L-Theory, C-Credits

FOREWORD

The autonomy is conferred on M R C E T CAMPUS | AUTONOMOUS INSTITUTION - UGC, GOVT. OF INDIA (MRCET) by UGC based on its performance as well as future commitment and competency to impart quality education. It is a mark of its ability to function independently in accordance with the set norms of the monitoring bodies like UGC and AICTE. It reflects the confidence of the UGC in the autonomous institution to uphold and maintain standards it expects to deliver on its own behalf and thus awards degrees on behalf of the college. Thus, an autonomous institution is given the freedom to have its own curriculum, examination system and monitoring mechanism, independent of the affiliating University but under its observance.

M R C E T CAMPUS | AUTONOMOUS INSTITUTION - UGC, GOVT. OF INDIA (MRCET CAMPUS) is proud to win the credence of all the above bodies monitoring the quality of education and has gladly accepted the responsibility of sustaining, and also improving upon the values and beliefs for which it has been striving for more than a decade in reaching its present standing in the arena of contemporary technical education. As a follow up, statutory bodies like Academic Council and Boards of Studies are constituted with the guidance of the Governing Body of the College and recommendations of the JNTU Hyderabad to frame the regulations, course structure and syllabi under autonomous status.

The autonomous regulations, course structure and syllabi have been prepared after prolonged and detailed interaction with several experts drawn from academics, industry and research, in accordance with the vision and mission of the college which reflects the mindset of the institution in order to produce quality engineering graduates to the society.

All the faculty, parents and students are requested to go through all the rules and regulations carefully. Any clarifications, if needed, are to be sought at appropriate time with principal of the college, without presumptions, to avoid unwanted subsequent inconveniences and embarrassments. The cooperation of all the stakeholders is sought for the successful implementation of the autonomous system in the larger interests of the institution and brighter prospects of engineering graduates.

"A thought beyond the horizons of success committed for educational excellence"

PRINCIPAL

M R C E T CAMPUS
(Autonomous Institution – UGC, Govt. of India)

VISION

❖ To acknowledge quality education and instill high patterns of discipline making the students technologically superior and ethically strong which involves the improvement in the quality of life in human race.

MISSION

❖ To achieve and impart holistic technical education using the best of infrastructure, outstanding technical and teaching expertise to establish the students into competent and confident engineers.

❖ Evolving the center of excellence through creative and innovative teaching learning practices for promoting academic achievement to produce internationally accepted competitive and worldclass professionals.

QUALITY POLICY

❖ To pursue continual improvement of teaching learning process of Undergraduate and Post Graduate programs in Engineering & Management vigorously.

❖ To provide state of art infrastructure and expertise to impart the quality education.

For more information: www.mrcet.ac.in

BACHELOR OF TECHNOLOGY (B.Tech)

AI & ML

COURSE STRUCTURE & SYLLABUS (R20)

(Batches admitted from the academic year 2020 - 2021)

1.

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(Autonomous Institution – UGC, Govt. of India)

COURSE STRUCTURE & SYLLABUS

INDEX

1.

COURSE STRUCTURE BTECH -AI&ML

I B. Tech – I Semester (I Year I Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX.MARKS	
							INT	EXT
1	R20A0001	English	2	0	0	2	30	70
2	R20A0021	Mathematics – I	3	1	0	4	30	70
3	R20A0201	Basic Electrical Engineering	3	0	0	3	30	70
4	R20A0301	Computer Aided Engineering Graphics	2	0	2	3	30	70
5	R20A0501	Programming for Problem Solving	3	0	0	3	30	70
6	R20A0081	English Language Communication Skills Lab	-	0	4	2	30	70
7	R20A0281	Basic Electrical Engineering Lab	-	0	3	1.5	30	70
8	R20A0581	Programming for Problem Solving Lab	-	0	3	1.5	30	70
9	R20A0003*	Human Values and Professional Ethics	2	0	0	0	100	-
		TOTAL	**15**	**1**	**12**	**20**	**340**	**560**

Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

I B. Tech– I Semester (I Year II Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A0002	Professional English	2	0	0	2	30	70
2	R20A0022	Mathematics – II	3	1	0	4	30	70
3	R20A0011	Applied Physics	3	0	0	3	30	70
4	R20A0401	Analog and Digital Electronics	3	0	0	3	30	70
5	R20A0502	Python Programming	3	0	0	3	30	70
6	R20A0082	Applied Physics Lab	-	0	3	1.5	30	70
7	R20A0582	Python Programming Lab	-	0	3	1.5	30	70
8	R20A0083	Engineering and IT Workshop	-	0	4	2	30	70
9	R20A0064	Financial Institutions, Markets and Services	2	-	-	0	100	-
		TOTAL	**16**	**1**	**10**	**20**	**340**	**560**

Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

B. Tech – III Semester (II Year I Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A0503	Data Structures Using Python	3	0	0	3	30	70
2	R20A0505	Design and Analysis of Algorithms	3	0	0	3	30	70
3	R20A0506	Computer Organization	3	0	0	3	30	70
4	R20A0024	Probability & Statistics	3	0	0	3	30	70
5	R20A0513	Artificial Intelligence	3	0	0	3	30	70
6	R20A0061	Managerial Economics and Financial Analysis	3	0	0	3	30	70
7	R20A0583	Data Structures using Python Lab	0	0	3	1.5	30	70
8	R20A0588	Artificial Intelligence Lab	0	0	3	1.5	30	70
9	R20A0004*	Foreign Language: French	2	0	0	-	100	-
		TOTAL	**20**	**0**	**6**	**21**	**340**	**560**

*Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

II B. Tech – IV Semester (II Year II Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A0026	Discrete Mathematics	3	0	0	3	30	70
2	R20A6601	Machine Learning	3	0	0	3	30	70
3	R20A0508	Object Oriented Programming through Java	3	0	0	3	30	70
4	R20A6902	Embedded Systems	3	0	0	3	30	70
5	R20A0504	Operating Systems	3	0	0	3	30	70
6	OE-I	Open Elective-I	3	0	0	3	30	70
7	R20A0585	Object Oriented Programming through Java Lab	-	0	3	1.5	30	70
8	R20A06681	Machine Learning Lab	-	0	3	1.5	30	70
9	R20A0008	Global Education &Professional Career/NCC	2	-	-	0	100	-
		TOTAL	**20**	**0**	**6**	**21**	**340**	**560**

*Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

III Year B. Tech– V Semester (III Year I-Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A0510	Computer Networks	3	0	0	3	30	70
2	R20A0509	Database Management Systems	3	0	0	3	30	70
3	R20A0511	Software Engineering	3	0	0	3	30	70
4	R20A0515 R20A7301 R20A7302 R20A1206	Professional Elective-I 1. Scripting Languages 2. Game Theory 3. Social Network Analysis 4. Data Warehousing and Data Mining	3	0	0	3	30	70
5	R20A6701 R20A7303 R20A6612 R20A1261	Professional Elective-II 1. Introduction to Data Science 2. Health Care Analytics 3. Neural Networks 4. IT project management	3	0	0	3	30	70
6	OE-II	Open Elective-II	3	0	0	3	30	70
7	R20A0586	Database Management Systems Lab	0	0	3	1.5	30	70
8	R20A0595	Computer Networks Lab	0	0	3	1.5	30	70
9	R20A7391	Application Development-1	-	-	4	2	30	70
10	R20A0006	Technical Communication & Soft Skills	2	-	-	0	100	-
		TOTAL	**20**	**0**	**10**	**23**	**370**	**630**

*Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

III Year B. Tech – VI Semester (III Year II Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A1202	Automata and Compiler Design	3	0	0	3	30	70
2	R20A0516	Full stack Development	3	0	0	3	30	70
3	R20A6608 R20A0517 R20A6703 R20A1204	Professional Elective-III 1.Reinforcement Learning 2. Distributed Systems 3.Data Handling and Visualization 4. Image Processing	3	0	0	3	30	70
4	R20A7304 R20A6202 R20A6901 R20A0522	Professional Elective-IV 1. Robotic Process Automation 2. Cyber security 3. Internet Of Things (IoT) 4. Software Testing	3	0	0	3	30	70

S.No	SUBJECT CODE	SUBJECT	L	T	P	C	INT	EXT
		Methodologies						
5	OE-III	Open Elective-III	3	0	0	3	30	70
6	R20A0587	Compiler Design & Case Tools lab	0	0	3	1.5	30	70
7	R20A0589	Full stack Development Lab	0	0	3	1.5	30	70
8	R20A7392	Application Development-II	0	0	4	2	30	70
9	R20A0007	Constitution of India	2	-	-	0	100	-
		TOTAL	**17**	**0**	**12**	**20**	**340**	**560**

*Mandatory course: Non-credit course, 50% of scoring is required for the award of the degree

IV Year – VII Semester (IV Year I Semester)

S.No	SUBJECT CODE	SUBJECT	L	T	P	C	MAX. MARKS	
							INT	EXT
1	R20A0520	Cloud computing	3	0	0	3	30	70
2	R20A6610	Deep Learning	3	0	0	3	30	70
3	R20A6609	Natural Language Processing	3	0	0	3	30	70
4	R20A7306 R20A6611 R20A0523 R20A1262	Professional Elective-V 1. Cognitive Computing 2. Computer Vision 3. Mobile Computing 4. Information Retrieval Systems	3	0	0	3	30	70
5	R20A6604 R20A7307 R20A0521 R20A7308	Professional Elective-VI 1. Soft Computing 2. Recommender Systems 3. Blockchain Technology 4. Agent Based Intelligent Systems	3	0	0	3	30	70
6	R20A6683	Deep Learning Lab	-	-	3	1.5	30	70
7	R20A6684	Natural Language Processing Lab	-	-	3	1.5	30	70
8	R20A7393	Mini Project			6	3	30	70
		TOTAL	**15**	**0**	**12**	**21**	**27**	**560**

IV Year B. Tech – VIII Semester (IV Year II Semester)

S.NO	SUBJECT CODE	SUBJECT	L	T	P	C	MAX.MARKS	
							INT	EXT
1	R20A0337	Innovation, Startups, and Entrepreneurship	3	1	-	4	30	70
2	R20A7394	Major Project	-	-	20	10	30	70
		TOTAL	**3**	**1**	**20**	**14**	**60**	**140**

OPEN ELECTIVE I		
S.NO	**SUBJECT CODE**	**SUBJECT**
1	R20A1251	WEB DESIGNING TOOLS
2	R20A0551	INTRODUCTION TO DBMS
3	R20A0351	INTELLECTUAL PROPERTY RIGHTS
4	R20A0051	ENTERPRISE RESOURCE PLANNING
5	R20A0451	BASICS OF COMPUTER ORGANIZATION
6	R20A6751	FOUNDATION OF DATA SCIENCE

OPEN ELECTIVE II		
S.NO	**SUBJECT CODE**	**SUBJECT**
1	R20A1252	MANAGEMENT INFORMATION SYSTEMS
2	R20A0552	JAVA PROGRAMMING
3	R20A1253	SOFTWARE PROJECT MANAGEMENT
4	R20A0452	INTERNET OF THINGS & ITS APPLICATIONS
5	R20A0553	OPERATING SYSTEM CONCEPTS
6	R20A0066	PUBLIC POLICY AND GOVERNANCE

OPEN ELECTIVE III		
S.NO	**SUBJECT CODE**	**SUBJECT**
1	R20A0453	ROBOTICS & AUTOMATION
2	R20A1254	BIG DATA ARCHITECTURE
3	R20A6251	INFORMATION SECURITY
4	R20A0555	CLOUD COMPUTING FUNDAMENTALS
5	R20A0352	DESIGN THINKING
6	R20A0065	BUSINESS ANALYTICS

L/T/P/C
2/-/-/2

(R20A0001) ENGLISH

INTRODUCTION

English is a global language, which is a means to correspond globally. Keeping in account of its vital role in the global market, emphasis is given to train the students to acquire language and communication skills. The syllabus is designed to develop and attain the competency in communicative skills.

The lectures focus on the communication skills and the selected excerpts support as resources for the teachers to develop the relevant skills in the students. The lessons stimulate discussions and help in comprehending the content effectively. The focus is on skill development, nurturing ideas and practicing the skills.

OBJECTIVES

1. To enable students to enhance their lexical, grammatical and communicative competence.

2. To equip the students to study the academic subjects with better perspective through theoretical and practical components of the designed syllabus.
3. To familiarize students with the principles of writing and to ensure error-free writing.
4. To analyze, interpret and evaluate a text and critically appreciate it.
5. To improve the writing and speaking skills, the productive skills.

SYLLABUS
Reading Skills:
Objectives

1. To develop an awareness in the students about the significance of silent reading and comprehension.
2. To augment the ability of students to guess the meanings of words from context and grasp theoverall message of the text, draw inferences etc.Skimming the text
   • Understanding the gist of an argument   • Identifying the topic sentence
   • Inferring lexical and contextual meaning   • Understanding discourse features
     Recognizing coherence/sequencing of sentences • Scanning the text

NOTE:
The students will be trained in reading skills using the prescribed text for detailed study. They will be examined in reading and answering questions using 'unseen' passages which may be taken from authentic texts, such as magazines/newspaper articles.

Writing Skills:

Objectives

1. To develop an awareness in the students about basic formal writing skills.
2. To equip students with the components of different forms of writing, beginning with the required ones:
    - Writing sentences
    - Use of appropriate vocabulary
    - Coherence and cohesiveness
    - Formal and informal letter writing

Unit –I

"The Road not taken"by Robert Frost

Grammar –Tenses and Punctuation (Sequences of Tenses) Vocabulary –Word Formation - Prefixes and Suffixes Writing –Paragraph Writing (Focusing on Tenses and Punctuations) Reading – The art of skimming and scanning -Reading Exercise Type 1(Match the statements to the text they refer to)

Unit – II

Act II from 'Pygmalion' by G.B. Shaw

Grammar –Direct and Indirect Speech Vocabulary– Synonyms, Antonyms

Writing–Essay Writing (Introduction, body and conclusion)

Reading –Comprehending the context– Reading Exercise Type 2(Place the missing statement)

Unit – III

Satya Nadella's Email to His Employees on his First Day as CEO of Microsoft

Grammar – Voices

Vocabulary –One-Word Substitutes, Standard Abbreviations

Writing –E-mail Writing, Letter Writing (complaints, requisitions, apologies).

Reading   –Reading Comprehension- Reading Exercise Type 3
       (Reading between the lines)

Unit – IV

J K Rowling's Convocation Speech at Harvard Grammar –Articles, Misplaced Modifiers

Vocabulary –Phrasal Verbs

Writing – Précis Writing

Reading   –Reading Exercise Type 4(Cloze test)

Unit –V

Abdul Kalam's Biography

Grammar – Subject-Verb Agreement, Noun-Pronoun Agreement Vocabulary –Commonly Confused Words

Writing –Memo Writing

Reading   –Reading Exercise Type 5(Identifying errors)

* Exercises apart from the textbook shall also be used for classroom tasks.

REFERENCE BOOKS
1. Practical English Usage. Michael Swan. OUP. 1995.
2. Remedial English Grammar. F.T. Wood. Macmillan.2007
3. On Writing Well. William Zinsser. Harper Resource Book. 2001
4. Study Writing. Liz Hamp-Lyons and Ben Heasly. Cambridge University Press. 2006.
5. Communication Skills. Sanjay Kumar and Pushpa Lata. Oxford University Press. 2011.
6. Exercises in Spoken English. Parts. I-III. CIEFL, Hyderabad. Oxford University Press

COURSE OUTCOMES

Students will be able to:
1. Gain competence and proficiency in 'productive' skills, i.e., writing and speaking with the recognition of the need for life-long learning of the same
2. Hone their language abilities in terms of comprehending complex technical texts with a potential to review literature
3. Present ideas clearly and logically to analyze data and provide valid conclusions in writtencommunication
4. Enrich their grammatical accuracy and fluency to be adept at both the active and passive skills
5. Represent old conventions with a set of the new by professional verbal communicative ability

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3/1/-/4

(R20A0021) MATHEMATICS –I

COURSE OBJECTIVES:
1.   The concept of a Rank of the matrix and applying the concept to know the consistency andsolving the system of linear equations.
2.   The concept of Eigen values, Eigen vectors and Diagonolisation.
3.   The maxima and minima of functions of several variables.
4.   The Applications of first order ordinary differential equations and methods to solve higherorder differential equations.
5.   The properties of Laplace Transform, Inverse Laplace Transform and Convolution theorem.

UNIT I: Matrices
Introduction, Rank of a matrix - Echelon form, Normal form, Consistency of system of linear equations (Homogeneous and Non-Homogeneous)-Gauss-Siedel method, Linear dependence and independence of vectors, Eigen values and Eigen vectors and their properties (without proof), Cayley-Hamilton theorem(without proof), Diagonolisation of a matrix.

UNIT II: Multi Variable Calculus (Differentiation)
Functions of two variables, Limit, Continuity, Partial derivatives, Total differential and differentiability, Derivatives of composite and implicit functions, Jacobian-functional dependence and independence, Maxima and minima and saddle points, Method of Lagrange multipliers, Taylors theorem for two variables.

UNIT III:First Order Ordinary Differential Equations
Exact, Equations reducible to exact form, Applications of first order differential equations - Newton's law of cooling, Law of natural growth and decay, Equations not of first degree-Equations solvable for p, equations solvable for y, equations solvable for x and Clairaut's type.

UNIT IV: Differential Equations of Higher Order
Linear differential equations of second and higher order with constant coefficients: Non-homogeneous term of the type $f(x) = e^{ax}$, sinax, cosax, x^n, e^{ax} V and x^n V - Method of variation of parameters, Equations reducible to linear ODE with constant coefficients-Cauchy's Euler equation and Legendre's equation.

UNIT V: Laplace Transforms
Definition of Laplace transform, domain of the function and Kernel for the Laplace transforms, Existence of Laplace transform, Laplace transform of standard functions, first shifting Theorem, Laplace transform of functions when they are multiplied and divided by "t", Laplace transforms of derivatives and integrals of functions, Unit step function, Periodic function.
Inverse Laplace transform by Partial fractions, Inverse Laplace transform of functions when they are multiplied and divided by "s", Inverse Laplace Transforms of derivatives and integrals of functions, Convolution theorem, Solving ordinary differential equations by Laplace transform.

TEXT BOOKS
1. Higher Engineering Mathematics by B V Ramana. Tata McGraw Hill.
2. Higher Engineering Mathematics by B.S. Grewal, Khanna Publishers.
3. Advanced Engineering Mathematics by Kreyszig, JohnWiley &Sons.

REFERENCE BOOKS
1. Advanced Engineering Mathematics by R.K Jain & S R K Iyengar, Narosa Publishers.
2. Ordinary and Partial Differential Equations by M.D. Raisinghania, S.Chand Publishers
3. Engineering Mathematics by N.P Bali and Manish Goyal.

COURSE OUTCOMES:

After learning, the concepts of this paper the student will be able to
1. Analyze the solutions of the system of linear equations and find the Eigen values and Eigen vectors of a matrix, which are used to analyze the long term behavior of any system.
2. Find the extreme values of functions of two variables with / without constraints.
3. Solve first order, first degree differential equations and their applications.
4. Form a differential equation for typical engineering problems and hence can solve those higher order differential equations.
5. Solve differential equations with initial conditions using Laplace Transformation.

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(R20A0201) BASIC ELECTRICAL ENGINEERING

COURSE OBJECTIVES:

1. To understand the basic concepts of electrical circuits & networks and their analysis which isthe foundation for all the subjects in the electrical engineering discipline.
2. To emphasize on the basic elements in electrical circuits and analyze Circuits using Network Theorems.
3. To analyze Single-Phase AC Circuits.
4. To illustrate Single-Phase Transformers and DC Machines.
5. To get overview of basic electrical installations and calculations for energy consumption.

UNIT –I:

Introduction to Electrical Circuits: Concept of Circuit and Network, Types of elements, R-L-C Parameters, Independent and Dependent sources, Source transformation and Kirchhoff's Laws

UNIT –II:

Network Analysis: Network Reduction Techniques- Series and parallel connections of resistive networks, Star–to-Delta and Delta-to-Star Transformations for Resistive Networks, Mesh Analysis, and Nodal Analysis,

Network Theorems: Thevenin's theorem, Norton's theorem, MaximumPower Transfer theorem and Superposition theorem, Illustrative Problems.

UNIT-III:

Single Phase A.C. Circuits: Average value, R.M.S. value, form factor and peak factor for sinusoidal wave form. Steady State Analysis of series R-L-C circuits.Concept of Reactance, Impedance, Susceptance, Admittance, Concept of Power Factor, Real, Reactive and Complex power and Illustrative Problems.

UNIT –IV:

Electrical Machines (elementary treatment only):

Single phase transformers: principle of operation, constructional features and emf equation. DC.Generator: principle of operation, constructional features, emf equation. DC Motor: principle of operation, Back emf, torque equation.

UNIT –V:

Electrical Installations:

Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, Types of Wires and Cables, Earthing. Elementary calculations for energy consumption and battery backup.

TEXT BOOKS:

1. Engineering Circuit Analysis - William Hayt, Jack E. Kemmerly, S M Durbin, Mc Graw Hill Companies.
2. Electric Circuits - A. Chakrabarhty, Dhanipat Rai & Sons.
3. Electrical Machines – P.S.Bimbra, Khanna Publishers.

REFERENCE BOOKS:

1. Network analysis by M.E Van Valkenburg, PHI learning publications.

2. Network analysis - N.C Jagan and C. Lakhminarayana, BS publications.

3. Electrical Circuits by A. Sudhakar, Shyammohan and S Palli, Mc Graw Hill Companies.

4. Electrical Machines by I.J. Nagrath & D. P. Kothari, Tata Mc Graw-Hill Publishers.

COURSE OUTCOMES:

At the end of the course students, would be able to

1. Apply the basic RLC circuit elements and its concepts to networks and circuits.
2. Analyze the circuits by applying network theorems to solve them to find various electrical parameters.
3. Illustrate the single-phase AC circuits along with the concept of impedance parameters and power.
4. Understand the Constructional Details and Principle of Operation of DC Machines and Transformers
5. Understand the basic LT Switch gear and calculations for energy consumption.

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I Year B.Tech. AI&ML- I Sem   L/T/P/C
                                                              2/-/2/3

(R20A0301) COMPUTER AIDED ENGINEERING GRAPHICS

COURSE OBJECTIVES:
1. To learn basic engineering graphic communication skills & concept.
2. To learn the 2D principles of orthographic projections and Multiple views of the same
3. To know the solid Projection and its Sectional Views
4. To gain the capability of designing 3D objects with isometric principles by using computer aided sketches
5. To know the conversion of Orthographic Views to isometric Views and isometric to Orthographic views

UNIT-I
Introduction to Computer Aided Engineering Graphics
Introduction, Drawing Instruments and their uses, BIS conventions, lettering Dimensioning & free hand practicing. AutoCAD User Interface – Menu system – coordinate systems, axes, poly-lines, square, rectangle, polygons, splines, circles, ellipse– tool bars (draw, modify, annotations, layers etc.) – status bar (ortho, grid, snap, iso etc.),
Generation of points, lines, curves, polygons, dimensioning, layers, blocks, electrical symbols.
Geometrical constructions
Curves Used In Engineering Practice
   a) Conic Sections (General Method only- Eccentricity Method)
   b) Cycloid, Epicycloids and Hypocycloid

UNIT-II:
2D PRJECTIONS
Orthographic Projections: – Conventions – First and Third Angle projections.
Projections of Points, Projections of Lines, Projections of planes, Circuits Designs **–** Basic Circuit Symbols & Sensors

UNIT– III
Projections of Solids: Projections of regular solids prism and pyramid inclined to both planes.
Sections of solids: Section planes and sectional view of right regular solids- prism, cylinder, pyramid and cone, True shapes of the sections.

UNIT– IV
3D Projections
Isometric Projections: Principles of Isometric Projection – Isometric Scale – Isometric Views, Commands for 3D UCS, Extrude, revolve, loft, 3D move, 3D rotate, dox, sphere, cone, wedge, cylinder, view ports.Plane
Figures, Simple and Compound Solids. 3D models of electrical components Switch, Diode, Resistor, Battery, Capacitor, Transistor, Motor

UNIT– V
Transformation of Projections: Visualize the 2D &3D View of Engineering Objects for Conversion of Isometric Views to Orthographic Views. Conversion of orthographic views to isometric views – simple objects in AutoCAD

TEXT BOOKS:

1. Engineering Drawing – N.D. Bhatt & V.M. Panchal, 48th edition, 2005 Charotar Publishing House, Gujarat.
2. "Computer Aided Engineering Drawing"by Dr. M H Annaiah, Dr C N Chandrappa and Dr B Sudheer Premkumar Fifth edition, New Age International Publishers

REFERENCE BOOKS:

1. Computer Aided Engineering Drawing – S. Trymbaka Murthy, - I.K. International Publishing House Pvt. Ltd., New Delhi, 3rd revised edition-2006.
2. Engineering Graphics - K.R. Gopalakrishna, 32nd edition, 2005- Subash Publishers Bangalore.

COURSE OUTCOMES:

After the completion of course the student will be capable to

1. Produce geometric construction, dimensioning & Curves and detail drawings.
2. Compile Projections of points, lines ,planes then create virtual drawing by using computer
3. Sketch the Solid Projections & Sectioning of the solids
4. Develop isometric drawings of simple objects reading the orthographic projections of those objects.
5. Understand and visualize the 3-D view of engineering objects. Elaborate the conversions of 2D -3D and Vice-Versa

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(R20A0501)PROGRAMMING FOR PROBLEM SOLVING

Objectives

- To understand the use of computer system in problem solving
- To understand the various steps in Program development.
- To learn the basic concepts in C Programming Language.
- To learn how to write modular and readable C Programs
- To be able to write programs (using structured programming approach) in C to solve problems.

UNIT - I
Introduction to Computing – Computer Systems, Computing Environments, Computer Languages, Algorithms and Flowcharts, Steps for Creating and Running programs.
Introduction to C – History of C, Features of C, Structure of C Program, Character Set,
C Tokens - keywords, Identifiers, Constants, Data types, Variables. Operators, Expressions, Precedence and Associativity, Expression Evaluation, Type conversion, typedef, enum
Control Structures: Selection Statements(Decision Making) – if and switch statements, Repetition Statements (Loops) - while, for, do-while statements, Unconditional Statements – break, continue, goto. Command line arguments.
UNIT-II
Pointers – Pointer variable, pointer declaration, Initialization of pointer, Accessing variables through pointers, Pointer Arithmetic, pointers to pointers, void pointers
Arrays – Definition, declaration of array, Initialization, storing values in array, Two dimensional arrays, Multi-dimensional arrays. Arrays and Pointers, Array of pointers
Strings – Declaration and Initialization, String Input / Output functions, Arrays of strings, String manipulation functions, Unformatted I/O functions, strings and pointers
UNIT-III
Designing Structured Programs using Functions - Types of Functions- user defined functions, Standard Functions, Categories of functions, Parameter Passing techniques, Scope – Local Vs Global, Storage classes, Recursive functions.
Passing arrays as parameters to functions, Pointers to functions, Dynamic Memory allocation
UNIT-IV
Structures and Unions - Declaration, initialization, accessing structures, operations on structures, structures containing arrays, structures containing pointers, nested structures, self referential structures, arrays of structures, structures and functions, structures and pointers, unions..
Files – Concept of a file, Streams, Text files and Binary files, Opening and Closing files, File input / output functions. Sequential Access and Random Access Functions
UNIT-V
Basic Data Structures – Linear and Non Linear Structures – Implementation of Stacks, Queues, Linked Lists and their applications.

Case Studies Case 1: Student Record Management System

The main features of this project include basic file handling operations; you will learn how to add, list, modify and delete data to/from file. The source code is relatively short, so thoroughly go through the mini project, and try to analyze how things such as functions, pointers, files, and arrays are implemented.

Currently, listed below are the only features that make up this project, but you can add new features as you like to make this project a better one!

- ❖ Add record
- ❖ List record
- ❖ Modify record
- ❖ Delete record

Case 2: Library Management System

This project has 2 modules.

1. Section for a librarian
2. Section for a student

A librarian can add, search, edit and delete books. This section is password protected. That means you need administrative credentials to log in as a librarian.

A student can search for the book and check the status of the book if it is available. Here is list of features that you can add to the project.

1. You can create a structure for a student that uniquely identify each Student. When a student borrows a book from the library, you link his ID to Book ID so that Librarian can find how burrowed particular book.
2. You can create a feature to bulk import the books from CSV file.
3. You can add REGEX to search so that a book can be searched using ID, title, author or any of the field.
4. You can add the student login section.

TEXT BOOKS:

1. Mastering C, K.R.Venugopal, S R Prasad, Tata McGraw-Hill Education.
2. Computer Science: A Structured Programming Approach Using C, B.A.Forouzan and R.F. Gilberg, Third Edition, Cengage Learning
3. Data Structures and Algorithms Made Easy by Narasimha Karumanchi, Career Monk publications, 2017

REFERENCE BOOKS:

1. The C Programming Language, B.W. Kernighan and Dennis M.Ritchie, PHI.
2. Computer Programming, E.Balagurusamy, First Edition, TMH.
3. C and Data structures – P. Padmanabham, Third Edition, B.S. Publications.
4. Programming in *C, Ashok Kamthane*. Pearson Education India.
5. Data Structures using C by Aaron M. Tenenbaum, Pearson Publications
6. Data Structures using C by Puntambekar

Course Outcomes:

- Understand a problem and build an algorithm/flowchart to solve it
- Interpret the structure of C program and various key features of C
- Construct C programs using various control statements, arrays and pointers
- Understand the concept of subprograms and recursion
- Develop programs using structures and unions for storing dissimilar data items
- Make use of files and file operations to store and retrieve data.

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(R20A0081) ENGLISH LANGUAGE COMMUNICATION SKILLS LAB

The Language Lab focuses on the production and practice of sounds of the English language and familiarizes the students with its use in everyday situations and contexts.

COURSE OBJECTIVES:

1. To facilitate computer-aided multi-media instruction enabling individualized and independent language learning
2. To sensitize the students to the nuances of English speech sounds, word accent, intonation and rhythm
3. To bring about a consistent accent and intelligibility in their pronunciation, ample speaking opportunities are provided.
4. To improve the fluency in spoken English and neutralize mother tongue influence
5. To train students to use language appropriately for interviews, group discussions and public speaking

English Language Communication Skills Lab has two parts:

A.   Computer Assisted Language Learning (CALL) Lab
B.   Interactive Communication Skills (ICS) Lab
The following course content is prescribed for the English Language Communication Skills Lab

UNIT –I

CALL Lab: Introduction to Phonetics –Speech Sounds –Vowels and Consonants- Transcriptions

ICS Lab: Ice-Breaking activity - JAM session

UNIT –II

CALL Lab: Pronunciation: Past Tense Markers and Plural Markers

ICS Lab: Situational Dialogues/Role Plays-–Greetings - Taking Leave – Introducing Oneself and Others - Requests and Seeking Permissions

UNIT–III

CALL Lab: Syllable and Syllabification

ICS Lab: Communication at Workplace- Situational Dialogues/Role Plays – Seeking Clarifications – Asking for and Giving Directions – Thanking and Responding – Agreeing and Disagreeing – Seeking and Giving Advice

UNIT –IV

CALL Lab: Word Stress and Intonation

ICS Lab: Information transfer – from visual to verbal - maps, charts, tables and graphs

UNIT –V

CALL Lab: Errors in Pronunciation- Accent - the Influence of Mother Tongue (MTI)

ICS Lab: Making a Short Speech - Extempore

ELCS Lab:
1.   **Computer Assisted Language Learning (CALL) Lab:**
The Computer aided Language Labfor 60 students with 60 systems, one master console, LAN facilityand English language software for self-study by learners.
System Requirement (Hardware component):
Computer network with LAN with minimum 60 multimedia systems with the following specifications:
i)   P   –IV   Processor
a)Speed –2.8 GHZ
b)   RAM –512 MB Minimum
c)   HardDisk –80 GB
ii)   Headphones of High quality
2.   **Interactive Communication Skills (ICS) Lab :**
A Spacious room with movable chairs and audio-visual aids with a Public Address System, a T. V., a digital stereo –audio & video system and camcorder etc.

COURSE OUTCOMES:

After completion of the course the students will be able to:

1. Learn with precision through computer-assisted individualized and independent language learning to work independently in an engineering set-up.
2. Improve conversational reception and articulation techniques in the course of repetitive instruction thereby gaining confidence both in institutional and professional environment.
3. Acquire accuracy in pronunciation and restoring Standard English thereby crafting better command in English language so that the students have a cutting edge over others in society.
4. Imbibe appropriate use of language in situations where one works as an individual and as a leader/team player.
5. Display professional behaviors and body language.

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(R20A0281) BASIC ELECTRICAL ENGINEERING LAB

COURSE OBJECTIVES:
1. To design electrical systems.
2. To analyze a given network by applying various network theorems.
3. To expose the students to the operation of dc generator.
4. To expose the students to the operation of dc motor and transformer.
5. To examine the self excitation in dc generators.

CYCLE – I
1. Verification of KVL and KCL.
2. Verification of Thevenin's theorem.
3. Verification of Norton's theorem.
4. Verification of Super position theorem.
5. Verification of Maximum power transfer theorem.
6. Verification of Reciprocity theorem.

CYCLE -II
6. Magnetization characteristics of DC shunt generator.
7. Swinburne's test on DC shunt machine.
8. Brake test on DC shunt motor.
9. OC &SC tests on single phase transformer.
10. Load test on single phase transformer.

NOTE: Any 10 of above experiments are to be Conducted

COURSE OUTCOMES:
At the end of the course, students would be able to

1. Calculate the branch currents and mesh voltages by conducting KCL and KVL test on given

    circuit.

2. Prove the various circuit theorems like Superposition, Thevenin's, Norton's, Maximum power

    transfer and Reciprocity theorems.

3. Plot the Magnetization characteristics of DC shunt generator.

4. Plot the characteristics of DC shunt motor by conducting Brake Test.

5. Determine the Efficiency of single-phase transformer by conducting OC, SC and Load tests

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(R20A581) PROGRAMMING FOR PROBLEM SOLVING LAB

Program Objectives:

1. To understand the various steps in Program development.

2. To understand the basic concepts in C Programming Language.

3. To learn how to write modular and readable C Programs.

4. To learn to write programs (using structured programming approach) in C to solve problems.

5. To introduce the students to basic data structures such as lists, stacks and queues.

Week 1:

a) Write a program to find sum and average of three numbers

b) Write a program to calculate simple interest(SI) for a given principal (P), time (T), and rate of interest (R)   (SI = P*T*R/100)

Week 2:

a) Write a program to swap two variables values with and without using third variable

b) Write a program to find the roots of a quadratic equation.

Week 3:

a) Write a program to find the sum of individual digits of a given positive integer.

b) Write a program, which takes two integer operands and one operator from the user, performs the operation and then prints the result.

(Consider the operators +,-,*, /, % and use Switch Statement)

Week 4:

a) Write a program to find both the largest and smallest number in a list of integers.

b) Write a program to find the sum of integer array elements using pointers

Week 5:

a) Write a program to perform addition of two matrices.

b) Write a program to perform multiplication of two matrices.

Week 6:

a) Write a program to find the length of the string using Pointer.

b) Write a program to count the number of lines, words and   characters in a given text.
Week 7:

a) Write a program to find factorial of a given integer using non-recursive function and recursive function.

b) Write program to find GCD of two integers using non-recursive function and recursive function.

Week 8:

a) Write a program using user defined functions to determine whether the given string is palindrome or not.

b) Write a Program to swap the values of two variables using

i) Call by Value ii) Call by Reference

Week 9:

a) Write a program to find the sum of integer array elements using pointers ,use dynamic memory allocation to allocate memory.

b) Write a program to perform subtraction of two matrices, Design functions to perform read ,display and subtract

Week 10:

a) Write a program to create a structure named book and display the contents of a book.

b) Write a Program to Calculate Total and Percentage marks of a student using structure.

Week 11:

a) Write a program that uses functions to perform the following operations:

　　i) Reading a complex number　　　　ii) Writing a complex number

　　iii) Addition of two complex numbers　　iv) Multiplication of two complex numbers

b)Write a program to reverse the first n characters in a file.

 (Note: The file name and n are specified on the command line.)

Week 12:

a) Write a program to copy the contents of one file to another.

b)   Write a program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third.

Week 13:

a) Write a program for static implementation of stack

b) Write a program for static implementation of Queue

Week 14:

  Write a program to perform various operations on single list

Week 15:

a) Write a program for dynamic implementation of stack

b) Write a program for Dynamic implementation of Queue

Case Studies

Case 1: Student Record Management System

The main features of this project include basic file handling operations; you will learn how to add, list, modify and delete data to/from file. The source code is relatively short, so

thoroughly go through the mini project, and try to analyze how things such as functions, pointers, files, and arrays are implemented.

Currently, listed below are the only features that make up this project, but you can add new features as you like to make this project a better one!

- ❖ Add record
- ❖ List record
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- ❖ Delete record

Case 2: Library Management System

This project has 2 modules.

1.   Section for a librarian

2.   Section for a student

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A student can search for the book and check the status of the book if it is available.Here is list of features that you can add to the project.

1. You can create a structure for a student that uniquely identify each student. When a student borrows a book from

the library, you link his ID to Book ID so that librarian can find how a particular book is borrowed.

2.You can create a feature to bulk import the books from CSV file.

3.You can add REGEX to search so that a book can be searched using ID, title, author or any of the field.

4.You can add the student login section.

TEXT BOOKS

1. C Programming and Data Structures, P.Padmanabham, Third Edition, BS Publications
2. Computer programming in C.V.RAjaraman, PHI Publishers.
3. C Programming, E.Balagurusamy, 3rd edition, TMHPublishers.
4. C Programming, M.V.S.S.N Venkateswarlu and E.V.Prasad,S.Chand Publishers
5. Mastering C,K.R.Venugopal and S.R.Prasad, TMH Publishers.

Program Outcomes:

 1. Ability to apply solving and logical skills to programming in C language.
 2. Able to apply various conditional expressions and looping statements to solve
    problems associated with conditions.

3. Acquire knowledge about role of Functions involving the idea of modularity.

4. Understand and apply the Concept of Array, Strings and pointers dealing with memory management.

5. Acquire knowledge about basic data structures and their implementation.

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(R20A003) HUMAN VALUES AND PROFESSIONAL ETHICS

COURSE OBJECTIVES:

This introductory course input is intended:

1. To help the students appreciate the essential complementarily between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.

2. To facilitate the development of a holistic perspective among students towards life, profession and happiness, based on a correct understanding of the Human reality and the rest of Existence. Such a holistic perspective forms the basis of value based living in a natural way.

3. To highlight plausible implications of such a holistic understanding in terms of ethical human conduct, trustful and mutually satisfying human behavior and mutually enriching interaction with Nature.

UNIT - I:

Course Introduction - Need, Basic Guidelines, Content and Process for Value Education: Understanding the need, basic guidelines, content and process for Value Education. Self-Exploration - what is it? - its content and process; 'Natural Acceptance' and Experiential Validation - as the mechanism for self-exploration. Continuous Happiness and Prosperity A look at basic Human Aspirations- Right understanding, Relationship and Physical Facilities - the basic requirements for fulfillment of aspirations of every human being with their correct priority. Understanding Happiness and Prosperity correctly - A critical appraisal of the current scenario. Method to fulfill the above human aspirations: understanding and living in harmony at various levels.

UNIT - II:

Understanding Harmony in the Human Being - Harmony in Myself! : Understanding human being as a co-existence of the sentient 'I' and the material 'Body'. Understanding the needs of Self ('I') and 'Body' - Sukh and Suvidha. Understanding the Body as an instrument of 'I' (I being the doer, seer and enjoyer). Understanding the harmony of I with the Body: Sanyam and Swasthya; correct appraisal of Physical needs, meaning of Prosperity in detail. Programs to ensure Sanyam and Swasthya.

UNIT - III:

Understanding Harmony in the Family and Society - Harmony in Human - Human Relationship: Understanding harmony in the Family the basic unit of human interaction. Understanding values in human - human relationship; meaning of Nyaya and program for its fulfillment to ensure Ubhay-tripti; Trust (Vishwas) and Respect (Samman) as the foundational values of relationship. Understanding the meaning of Vishwas; Difference between intention and competence. Understanding the meaning of Samman, Difference between respect and differentiation; the other salient values in relationship. Understanding the harmony in the society (society being an extension of family): Samadhan, Samridhi, Abhay, Sah-astiva as comprehensive Human Goals. Visualizing a universal harmonious order in society - Undivided Society (Akhand Samaj), Universal Order (Sarvabhaum Vyawastha) - from family to world family!

UNIT - IV:

Understanding Harmony in the nature and Existence - Whole existence as Coexistence: Understanding the harmony in the Nature. Inter connectedness and mutual fulfillment among the four orders of nature - recyclability and self-regulation in nature. Understanding Existence as Co-

existence (Sah-astitva) of mutually interacting units in all-pervasive space. Holistic perception of harmony at all levels of existence.

UNIT - V:

Implications of the above Holistic Understanding of Harmony on Professional Ethics: Natural acceptance of human values, Definitiveness of Ethical Human Conduct, Basic for Humanistic Education, Humanistic Constitution and Humanistic Universal Order. Competence in professional ethics:

a. Ability to utilize the professional competence for augmenting universal human order.
b. Ability to identify the scope and characteristics of people-friendly and eco-friendly production systems.
c. Ability to identify and develop appropriate technologies and management patterns for above production systems.

TEXT BOOKS:

1. R. R. Gaur, R Sangal, G P Bagaria, 2009, A Foundation Course in Human Values and Professional Ethics.
2. Prof. K. V. Subba Raju, 2013, Success Secrets for Engineering Students, Smart Student Publications, 3rd Edition.

REFERENCE BOOKS:

1. Ivan IIlich, 1974, Energy & Equity, The Trinity Press, Worcester, and HarperCollins, USA
2. E. F. Schumancher, 1973, Small is Beautiful: a study of economics as if people mattered. Blond & Briggs, Britain.
3. A Nagraj, 1998 Jeevan Vidya ek Parichay, Divya Path Sansthan, Amarkantak.
4. Sussan George, 1976, How the Other Half Dies, Penguin Press, Reprinted 1986, 1991.
5. P. L. Dhar, R. R. Gaur, 1990, Science and Humanism, Commonwealth Publishers.
6. A. N. Tripathy, 2003, Human Values, New Age International Publishers.
7. Subhas Palekar, 2000, How to practice Natural Farming, Pracheen(Vaidik) Krishi Tantra Shodh, Amravati.
8. Donella H. Meadows, Dennis L. Meadows, Jorgen Randers, William W. Behrens III, 1972, Limits to Growth - Club of Rome's report, Universe Books.
9. E G Seebauer & Robert L.Berry, 2000, Fundamentals of Ethics for Scientists & Engineers, Oxford University Press.
10. M Govindrajan, S Natrajan & V. S Senthil kumar, Engineering Ethics (including Humna Values), Eastern Economy Edition, Prentice Hall of India Ltd.

Relevant CDs, Movies, Documentaries & Other Literature:

1. Value Education website, http://www.uptu.ac.in
2. Story of Stuff, http://www.storyofstuff.com
3. AI Gore, An Inconvenient Truth, Paramount Classics, USA
4. Charle Chaplin, Modern Times, United Artists, USA
5. IIT Delhi, Modern Technology - the Untold Story

COURSE OUTCOMES:

1. The students will be able to obtain happiness and prosperity in their life.
2. They will develop harmony at all levels.
3. They can have satisfying human behavior throughout their life.

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(R20A0002) PROFESSIONAL ENGLISH	

INTRODUCTION:

English is a tool for global communication and is the dominant language, which is sweeping almost all the fields in the world. It has become a necessity for people to speak in English comfortably, if they want to enter the global workforce. Hence, the course is designed to help the students to meet the global standards. Each unit focuses on English skill-set to improve: Interview skills, giving presentations and professional etiquette.

COURSE OBJECTIVES:

1. To enrich students to express themselves appropriately and fluently in professional contexts.
2. To enhance their employability through regular participation in group discussions and interview skills.
3. To lay foundation with writing strategies for the future workplace needs.
4. To acquaint students with different components of professional presentation skills.
5. To equip students with necessary training in listening to comprehend dialects of English language.

UNIT-I
Listening   - Listening for General Details.
Speaking   - Description of Pictures, Places, Objects and Persons
NOTE: Listening and Speaking tasks are solely for lab purpose and not for testing in the examinations.
Extract   - The summary of Asimov's *Nightfall*
Grammar   - If clauses Vocabulary   - Technical VocabularyWriting   - Paragraph Writing
Unit –II
Listening   -Listening for Specific Details
Speaking   - Oral presentations
NOTE: Listening and Speaking tasks are solely for lab purpose and not for testing in the examinations.
Extract   - A literary analysis of Asimov's *Nightfall*Grammar   - Transformation of Sentences
Vocabulary   - Idioms
Writing   -Abstract Writing
Unit –III
Listening   - Listening for GistSpeaking   - Mock Interviews
NOTE: Listening and speaking tasks are solely for lab purpose and not for testing in the examinations.
Extract   - Character sketches of Asimov's *Nightfall's* - protagonists and antagonists - Dr. Susan Calvin, Mike Donovan, Stephen Byerley, Francis Quinn
Grammar   - Transitive and Intransitive Verbs Vocabulary - Standard Abbreviations (Mini Project)
Writing   - Job Application – Cover letter
Unit – IV
Listening   - Listening for Vocabulary

Speaking   - Telephonic Expressions
NOTE: Listening and Speaking tasks are solely for lab purpose and not for testing in the examinations.
Extract   - Theme of Asimov's *Nightfall*
Grammar   - Auxiliary verbs, Degrees of Comparison
Vocabulary   - Word Analogy
Writing   - Job Application - Resume
Unit – V
Listening   - Critical Listening (for attitude and Opinion)
Speaking   - Group discussion
NOTE: Listening and Speaking tasks are solely for lab purpose and not for testing in the examinations.
Extract   -Asimov's *Nightfall*: A Science Fiction
Grammar   - Common Errors, Prepositions
Vocabulary   - Homonyms, homophones and homographs
Writing   - Report Writing

* Isaac Asimov's *Nightfall* for intensive and extensive reading
* Exercises apart from the text book shall also be referred for classroom tasks.

REFERENCE BOOKS:
1. Nightfall, Isaac Asimov; Robert Silverberg, 1990
2. Practical English Usage. Michael Swan. OUP. 1995.
3. Remedial English Grammar. F.T. Wood. Macmillan.2007
4. On Writing Well. William Zinsser. Harper Resource Book. 2001
5. Study Writing. Liz Hamp-Lyons and Ben Heasly. Cambridge University Press. 2006.
6. Communication Skills. Sanjay Kumar and Pushpa Lata. Oxford University Press. 2011.
7. Exercises in Spoken English. Parts. I-III. CIEFL, Hyderabad. Oxford University Press

COURSE OUTCOMES:

Students will be able to:

1. Analyze and interpret a diverse range of engineering concepts through the synthesis ofinformation
2. Understand the impact of professional engineering solutions is societal contexts anddemonstrate its knowledge
3. Achieve communicative ability in their personal and professional relations with clarity of speech and creativity in content
4. Function effectively as an individual and a team; and would be able to prepare themselves to be market ready
5. Comprehend and write effective reports and design documentation, manage projects and make effective presentations.

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(R20A0022) MATHEMATICS-II

COURSE OBJECTIVES:

1. The aim of numerical methods is to provide systematic methods for solving problems in a numerical form using the given initial data, also used to find the roots of an equation and to solve differential equations.
2. The objective of interpolation is to find an unknown function which approximates the given data points and the objective of curve fitting is to find the relation between the variables x and y from given data and such relationships which exactly pass through the data (or) approximately satisfy the data under the condition of sum of least squares of errors.
3. PDE aims at forming a function with many variables and also their solution methods, Method of separation of variables technique is learnt to solve typical second order PDE.
4. Evaluation of multiple integrals.
5. In many engineering fields the physical quantities involved are vector valued functions. Hence the vector calculus aims at basic properties of vector-valued functions and their applications to line, surface and volume integrals.

UNIT – I: Solutions of algebraic, transcendental equations and Interpolation
Solution of algebraic and transcendental equations: Introduction, Bisection Method, Method of false position, Newton-Raphson method and their graphical interpretations.
Interpolation: Introduction, errors in polynomial interpolation, Finite differences - Forward differences, Backward differences, Central differences. Newton's formulae for interpolation, Gauss's central difference formulae, Interpolation with unevenly spaced points - Lagrange's Interpolation.

UNIT – II: Numerical Methods
Numerical integration : Generalized quadrature - Trapezoidal rule, Simpson's $1/3^{rd}$ and Simpson's $3/8^{th}$ rules.
Numerical solution of ordinary differential equations: Solution by Taylor's series method, Euler's method, Euler's modified method, Runge-Kutta fourth order method.
Curve fitting : Fitting a straight line, second degree curve, exponential curve, power curve by method of least squares.

UNIT III: Partial Differential Equations
Introduction, formation of partial differential equation by elimination of arbitrary constants and arbitrary functions, solutions of first order Lagrange's linear equation and non-linear equations, Charpit's method, Method of separation of variables for second order equations and applications of PDE to one dimensional equation (Heat equation).

Unit IV: Double and Triple Integrals
Double and triple integrals (Cartesian and polar), Change of order of integration in double integrals, Change of variables (Cartesian to polar).

Unit V: Vector Calculus

Introduction, Scalar point function and vector point function, Directional derivative, Gradient, Divergence, Curl and their related properties, Laplacian operator, Line integral - work done, Surface integrals, Volume integral. Green's theorem, Stoke's theorem and Gauss's Divergence theorems (Statement & their Verification).

TEXT BOOKS:

1. Higher Engineering Mathematics by B V Ramana ., Tata McGraw Hill.
2. Higher Engineering Mathematics by B.S. Grewal, Khanna Publishers.
3. Mathematical Methods by S.R.K Iyenger, R.K.Jain, Narosa Publishers.

REFERENCE BOOKS:

1. Elementary Numerical Analysis by Atkinson-Han, Wiley Student Edition.
2. Advanced Engineering Mathematics by Michael Greenberg –Pearson publishers.
3. Introductory Methods of Numerical Analysis by S.S. Sastry, PHI

COURSE OUTCOMES:

 After learning the concepts of this paper the student will be able to independently

1. Find the roots of algebraic, non algebraic equations and predict the value at an intermediate point from a given discrete data.
2. Find the most appropriate relation of the data variables using curve fitting and this method of data analysis helps engineers to understand the system for better interpretation and decision making.
3. Solve first order linear and non-linear partial differential equations which are very important in engineering field.
4. Evaluate multiple integrals; hence this concept can be used to evaluate Volumes and Areas of an object.
5. Evaluate the line, surface, volume integrals and converting them from one to another using vector integral theorems.

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(R20A0011) APPLIED PHYSICS

COURSE OBJECTIVES:

1. To analyze the ordinary light with a laser light and realize the transfer of light through optical fibers.
2. To identify dual nature of the matter and behavior of a particle quantum mechanically.
3. To explore band structure of the solids and classification of materials.
4. To acquire the basic knowledge of various types of semiconductor devices and find the applications in science and technology.
5. To Compare dielectric and magnetic properties of the materials and enable them to design and apply in different fields.

UNIT – I

LASERS & FIBER OPTICS

Lasers: Characteristics of lasers, Absorption, Spontaneous and Stimulated emissions, population inversion, meta stable state, types of pumping, lasing action, construction and working of Ruby Laser, Helium-Neon Laser, Semiconductor diode Laser, Applications of lasers.

Fiber Optics: Introduction to optical fiber, Construction and working principle of an Optical Fiber, Acceptance angle and Numerical aperture, Types of Optical fibers - Mode and Propagation through step and graded index fibers ,Losses in optical fiber, Optical Fiber in Communication System, Applications of optical fibers.

UNIT – II

QUANTUM MECHANICS

Wave nature of particles, de Broglie's hypothesis, matter waves, Heisenberg's uncertainty principle, Davisson and Germer's experiment, G.P Thomson experiment, Schrodinger time-independent wave equation-significance of wave function, particle in one dimensional square well potential.

UNIT – III

ELECTRONIC MATERIALS

Free electron theory(Classical & Quantum)- Assumptions, Merits and drawbacks, Fermi level, Density of states, Periodic potential, Bloch's theorem, Kronig – Penny model (qualitative) , E – K diagram, Effective mass, Origin of energy bands in solids, Classification of materials : Metals, semiconductors and insulators.

UNIT-IV

SEMICONDUCTOR PHYSICS

Intrinsic and extrinsic semiconductors, Direct and indirect band gap semiconductors, Carrier concentration in intrinsic and extrinsic semiconductors. Dependence of Fermi level on carrier concentration and temperature, carrier transport: mechanism of diffusion and drift, Formation of PN junction, V-I characteristics of PN diode, energy diagram of PN diode, Hall experiment, semiconductor materials for optoelectronic devices - LED, Solar cell.

UNIT – V:
DIELECTRICS AND MAGNETIC PROPERTIES OF MATERIALS
Dielectrics: Introduction, Types of polarizations (Electronic and Ionic) and calculation of their polarizabilities, internal fields in a solid, Clausius-Mossotti relation.
Magnetism: Introduction, origin of magnetism, Bohr magneton, classification of dia, para and ferro magnetic materials on the basis of magnetic moment, Properties of anti-ferro and ferri magnetic materials, Hysteresis curve based on domain theory, Soft and hard magnetic materials.

TEXT BOOKS:
1. Engineering Physics by Kshirsagar & Avadhanulu, S Chand publications.
2. Engineering Physics- B.K.Pandey, S.Chaturvedi, Cengage Learning.

REFERENCES:
1. Engineering Physics – R.K. Gaur and S.L. Gupta, DhanpatRai Publishers.
2. Engineering Physics, S Mani Naidu- Pearson Publishers.
3. Engineering physics 2nd edition –H.K. Malik and A.K. Singh.
4. Engineering Physics – P.K. Palaniswamy, Scitech publications.
5. Physics by Resnick and Haliday.

COURSE OUTCOMES:
After completion of studying Applied Physics the student is able to
1. Observe the properties of light and its engineering applications of laser in fiber opticcommunication systems.
2. Apply the basic principles of quantum mechanics and the importance of behavior of a particle.
3. Find the importance of band structure of solids and their applications in various electronicdevices.
4. Evaluate concentration & estimation of charge carriers in semiconductors and workingprinciples of PN diode.
5. Examine dielectric, magnetic properties of the materials and apply them in material technology.

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(R20A0401) ANALOG & DIGITAL ELECTRONICS

COURSE OBJECTIVES:
The main objectives of the course are:
1. To familiarize with the principal of operation, analysis and design of pn junction diode.
2. To study the construction of BJT and its characteristics in different configurations.
3. To study the construction and characteristics of JFET and MOSFET.
4. To study basic number systems codes and logical gates.
5. To introduce the methods for simplifying Boolean expressions and design of combinational circuits.

UNIT-I
P-N Junction diode: Qualitative Theory of P-N Junction, P-N Junction as a diode, diode equation, volt-ampere characteristics temperature dependence of V-I characteristic, ideal versus practical, diode equivalent circuits, Zener diode characteristics.

UNIT-II
Bipolar Junction Transistor: The Junction transistor, Transistor construction, Transistor current components, Transistor as an amplifier, Input and Output characteristics of transistor in Common Base, Common Emitter, and Common collector configurations. α and β Parameters and the relation between them, BJT Specifications.

UNIT-III
FIELD EFFECT TRANSISTOR: JFET-Construction, principle of Operation, Volt–Ampere characteristics, Pinch- off voltage. Small signalmodelofJFET. FET as Voltage Variable Resistor, Comparison of BJT andFET. MOSFET- Construction, Principle of Operation and symbol, MOSFET characteristics in Enhancement and Depletionmodes.

UNIT IV:
Number System and Boolean Algebra: Number Systems, Base Conversion Methods, Complements of Numbers, Codes- Binary Codes, Binary Coded Decimal, Unit Distance Code, Digital Logic Gates (AND, NAND, OR, NOR, EX-OR, EX-NOR), Properties of XOR Gates, Universal Gates, Basic Theorems and Properties, Switching Functions, Canonical and Standard Form.

UNIT-V
Minimization Techniques: The Karnaugh Map Method, Three, Four and Five Variable Maps, Prime and Essential Implications, Don't Care Map Entries, Using the Maps for Simplifying, Multilevel NAND/NOR realizations.

Combinational Circuits: Design procedure – Half adder, Full Adder, Half subtractor, Full subtractor, Multiplexer/Demultiplexer, decoder, encoder, Code converters, Magnitude Comparator.

TEXT BOOKS

1. "Electronic Devices & Circuits", Special Edition – MRCET, McGraw Hill Publications,2017.
2. Integrated Electronics Analog Digital Circuits, Jacob Millman and D. Halkias, McGrawHill.
3. Electronic Devices and Circuits, S.Salivahanan,N.Sureshkumar, McGrawHill.
4. M. Morris Mano, Digital Design, 3rd Edition, Prentice Hall of India Pvt. Ltd., 2003
5. Switching and Finite Automata Theory- ZviKohavi& Niraj K. Jha, 3rdEdition,Cambridge.

REFERENCE BOOKS

1. Electronic Devices and Circuits,K.Lal Kishore B.SPublications
2. Electronic Devices and Circuits, G.S.N. Raju, I.K. International Publications, New Delhi, 2006.
3. John F.Wakerly, Digital Design, Fourth Edition, Pearson/PHI,2006
4. John.M Yarbrough, Digital Logic Applications and Design, Thomson Learning,2002.
5. Charles H.Roth. Fundamentals of Logic Design, Thomson Learning,2003.

COURSE OUTCOMES

After completion of the course, the student will be able to:

1. Understand the principal of operation, analysis and design of pn junction diode.
2. Understand the construction of BJT and its characteristics in different configurations.
3. Understand the construction and characteristics of JFET and MOSFET.
4. Understand basic number systems codes and logical gates.
5. Understand the methods for simplifying Boolean expressions and design of combinational circuits.

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(R20A0502) PYTHON PROGRAMMING

COURSE OBJECTIVES:

1. To read and write simple Python programs.
2. To develop Python programs with conditionals and loops.
3. To define Python functions and call them.
4. To use Python data structures –- lists, tuples, dictionaries.
5. To do input/output with files in Python.

UNIT I

Introduction to Python Programming Language: Introduction to Python Language and installation, overview on python interpreters, working with python, Numeric Data Types: int, float, Boolean, complex and string and its operations, Standard Data Types: List, tuples, set and Dictionaries, Data Type conversions, commenting in python.

UNIT II

Variables and Operators: Understanding Python variables, Multiple variable declarations, Python basic statements, Python basic operators: Arithmetic operators, Assignment operators, Comparison operators, Logical operators, Identity operators, Membership operators, Bitwise operators, Precedence of operators, Expressions.

UNIT III

CONTROL FLOW AND LOOPS

Conditional (if), alternative (if-else), chained conditional (if- elif -else), Loops: For loop using ranges,string, Use of while loops in python, Loop manipulation using pass, continue and break

UNIT IV

Functions

Defining Your Own Functions, Calling Functions, passing parameters and arguments, Python Function arguments: Keyword Arguments, Default Arguments, Variable-length arguments, Anonymous Functions, Fruitful Functions (Function Returning Values), Scope of the Variables in a Function - Global and Local Variables. Powerful Lambda functions in python.

UNIT V

I/O and Error Handling in Python

Introduction, Access Modes, Writing Data to a File, Reading Data from a File, Additional File Methods introduction to Errors and Exceptions, Handling IO Exceptions, Run Time Errors, Handling Multiple Exceptions.

Introduction to Data Structures: What are Data structures, Types of Data structures, Introduction to Stacks and Queues.

TEXT BOOKS

1. R. Nageswara Rao, "Core Python Programming", dreamtech
2. Allen B. Downey, ``Think Python: How to Think Like a Computer Scientist'', 2nd edition,Updated for Python 3, Shroff/O'Reilly Publishers, 2016.
3. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
4. Data Structures and Algorithmic Thinking with Python by Narasimha Karumanchi

REFERENCE BOOKS:

1. Core Python Programming, W.Chun, Pearson.
2. Introduction to Python, Kenneth A. Lambert, Cengage
3. Learning Python, Mark Lutz, Orielly

COURSE OUTCOMES:

Upon completion of the course, students will be able to

1. Read, write, execute by hand simple Python programs.
2. Structure simple Python programs for solving problems.
3. Decompose a Python program into functions.
4. Represent compound data using Python lists, tuples, and dictionaries.
5. Read and write data from/to files in Python Programs

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(R20A0082) APPLIED PHYSICS LAB

COURSE OBJECTIVES:

Students can be able to

1 Identify the specific types of elastic and electrical nature of materials in physics lab.
2 Observe concepts of magnetism in physics lab.
3 Analyze propagation of light in various optical devices practically.
4 Examine various opto electronic devices practically
5 Well-equipped with the properties of semiconductor devices in physics lab.

LIST OF EXPERIMENTS:

1. Torsional pendulum-Rigidity modulus of given wire.
2. Melde's experiment –Transverse and Longitudinal modes.
3. Stewart and Gee's method- Magnetic field along the axis of current carrying coil.
4. Spectrometer-Dispersive power of the material of a prism
5. Diffraction grating-using laser -Wavelength of light.
6. Newton's Rings –Radius of curvature of Plano convex lens.
7. LED -Characteristics of LED.
8. Solar cell -Characteristics of a Solar cell.
9. Optical fiber- Evaluation of numerical aperture of optical fiber.
10. Hall Effect –To study Hall effect in semiconducting samples.

REFERENCE BOOKS:

1. Practical physics by Dr. Aparna, Dr K.V Rao, V.G.S.Publications.
2. Engineering physics practical lab manual – MRCET.

COURSE OUTCOMES:

1 Students are able to measure the elastic constants of the given material of the wire and
   determine the ac frequency f vibrating bar.
2   Students are able to determine the magnetic induction of a circular coil carrying current by
    applying the principles of terrestrial magnetism.
3   Students are able to frame relativistic ideas of light phenomenon
4   Students are able to achieve the analysis of V-I characteristics of opto electronic devices
5 Students are able to determine the carrier concentration and identify the given semiconductor
   material with the help of Hall Effect.

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(R20A0582) PYTHON PROGRAMMING LAB

COURSE OBJECTIVES:
1. Syntax and Semantics and create Functions in Python.
2. Different data types Lists, Dictionaries in Python.
3. how to execute the programs using loops and control statements
4. Decision Making and Functions in Python
5. Files and exception Handling in Python

Week 1:

A)   Write python program to print Hello World

B)   Write a python program to get string, int, float input from user

C)   Write a python program to add 2 numbers

Week 2:

A) Create a list and perform the following methods

1) insert()   2) remove()   3) append()   4) len()   5) pop()   6) clear()

B) Write a python program to find the length of list?

C) Write a python program to find the smallest and largest number in the list?

Week 3:

A) Create a tuple and perform the following methods

1) Add items   2) len()   3) check for item in tuple   4)Access iems

B) Write a python program using the following methods: 1) count 2) index

C) Write a python program using "+" and "*" operations which resulting a new tuple?

Week 4:

A) Create a dictionary and apply the following methods

1) Print the dictionary items   2) access items 3) use get() 4)change values 5) use len()

B) Write a python code to convert list of tuples into dictionaries?

C) Write python program to store data in list, tuple, set, dictionary and then try to print them.

Week 5:

A) Write a python program to perform arithmetic, assignment, logical and comparison operators?

B) Write a Python program to add two positive integers without using the '+' operator. (use bitwise operator)

C) Write a Python program to perform the basic four operators (+, -, *, /)

Week 6:

A) Write a simple python program to declare a variable in different possible ways?

B) Write a python program to show precedence of operators using the expression: z = (v+w) * x / y

C) Write a python program to check whether the values of a list exist or not (use membership operator) and also perform identity operation?

Week 7:
A) Write a python program to print a number is positive/negative using if-else.
B) Write a python program to find largest number among three numbers.
C) Write a python Program to read a number and display corresponding day using if_elif_else?
D)   Write a python program to print list of numbers using range and for loop

Week 8:
A)   Write a python code to print the sum of natural numbers using while loop?
B)   Write a python program to print the factorial of given number?
C)   Write a python program to find the sum of all numbers stored in a list using for loop?

Week 9:
A)   Write a Python function that takes two lists and returns True if they are equal otherwise false
B)   Write python program in which an function is defined and calling that function prints Hello World
C)   Write python program in which an function(with single string parameter) is defined and calling that function prints the string parameters given to function.
D)   Write a python program using with any one of python function argument?

Week 10:
A) Write a program to double a given number and add two numbers using lambda()?
B) Write a program for filter() to filter only even numbers from a given list.
C) Write a program for map() function to double all the items in the list?
D)Write a program to find sum of the numbers for the elements of the list by using reduce()?

Week 11:
A) Write a python program to open and write "hello world" into a file?
   B) Write a python program to write the content "hi python programming" for the existing file.
C) Write a python program to read the content of a file?

Week 12:
A) write a program to implement stack using array.
B) write a program to implement Queue using array.

TEXT BOOKS:
1. R. Nageswara Rao, "Core Python Programming", dream tech
2. Allen B. Downey , " Think Python: How to Think Like a Computer Scientist", Second Edition, Updated for Python 3, Shroff/O'Reilly Publishers, 2016.

COURSE OUTCOMES:
  After completion of the course, Students will be able to**:**
  1. Evaluate Problem solving and programming capability
  2. Describe the Numbers, Math functions, Strings, List, Tuples and Dictionaries in Python
  3. Implement conditional and loop for python programs
  4. Express different Decision Making statements and Functions
  5. Understand and summarize different File handling operations and exceptions

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(R20A0083) ENGINEERING AND IT WORKSHOP LAB

It is consisting of 3 parts:

Part I: IT Workshop;

Part-II: Enectrical & Electronics Workshop;

Part III: Auto CAD Workshop

Part I: IT Workshop:

Objectives:

- Understand the internal structure and layout of the computer system.
- Learn to diagnose minor problems with the computer functioning.
- Know the proper usage and threats of the world wide web.
- Study in detail about the various features of Ms-Word, Excel, PowerPoint.
- Gain an awareness about the tools of LibreOffice.

Task- 1: PC HARDWARE

Identification of the peripherals of a computer, components in a CPU and its functions. Block diagram of the CPU along with the configuration of each peripherals. Functions of Motherboard. Assembling and Disassembling of PC. Installing of OS.

Task- 2: TROUBLESHOOTING

Hardware Troubleshooting: Students are to be given a PC which does not boot due to proper assembly or defective peripherals and the students should be taught to identify and correct the problem.

Software Troubleshooting: Students have to be given a malfunctioning CPU due to system software problems. They should identify the problem and fix it to get the computer back to working condition.

Task 3: INTERNET

Web Browsers, Access of websites, Surfing the Web, Search Engines, Customization of web browsers, proxy settings, bookmarks, search toolbars, pop-up blockers. Antivirus downloads, Protection from various threats.

MS OFFICE

Task 4: MICROSOFT WORD
Introduction to Word Processor, Editing and Formatting features, overview of toolbars,saving files, Using help and resources, rulers, fonts, styles, format painter, Drop Cap in word, Applying Text

effects, Using Character Spacing, Borders and colors, Inserting Header and Footer, Using Date and Time option in Word &Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check, Track Changes. Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes, Paragraphs and MailMerge in word.Using Word to create Project Certificate, Project Abstract, News Letter, Resume.

Task 5: MICROSOFT EXCEL

Excel Orientation: The importance of Excel as a Spreadsheet tool, Accessing, overview of toolbars, saving excel files, Using help and resources. Excel formulae &Functions : formulae, logical functions, text functions, statistical functions, mathematical functions, lookup functions, conditional formatting, Charts, Hyper linking, Renaming and Inserting worksheets, Data Analysis functions.
Creating a Scheduler (Features:- Gridlines, Format Cells, Summation, auto fill, Formatting)
Calculating GPA (Features:- Cell Referencing, Formulae and functions in excel)

Task 6: MICROSOFT POWER POINT

Basic power point utilities and tools, PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Drawing toolbar-Lines and Arrows, Text boxes, Clipart, Insertion of images, slide transition, Custom animation, Hyperlinks.

Task 7: LIBRE OFFICE

Overview of LibreOffice and its features of Writer, Calc, Impress, Draw, Base, Math, Charts.
Libre office Math: Introduction , Creating & Editing Formulas, formulas as separated documents or files, formulas in office document, Creating formulas, Formula layout
Libre Office Draw : Introduction, Basic shapes, working with objects, flowcharts, organization charts,

Text Books:

1.Introduction to Information Technology,ITL Education Solutions limited, Pearson Education
2.PC Hardware and A+ Handbook-Kate J.Chase PHI(Microsoft)
3. Excel Functions and Formulas, Bernd held, Theodor Richardson, Third Edition
4. Libre Office Documentation : https://documentation.libreoffice.org/en/english-documentation

Outcomes:

* Ability to identify the major components of a computer and its peripherals. They are capable of assembling a personal computer, and can perform installation of system software like MS Windows and required device drivers.
* Students can detect and perform minor hardware and software level troubleshooting.
*   Capacity to work on Internet & World Wide Web and make effective usage of the internet foracademics.

PART II:ELECTRICAL AND ELECTRONICS ENGINEERING WORKSHOP

Course Objectives:

1. To get acquaintance with Residential house wiring procedure.

2. To obtain the knowledge about fluorescent lamp wiring procedure.

3. To get familiarized with staircase wiring.

4. To perform soldering and desoldering practice.

List of Experiments:

1. Residential house wiring using switches, fuse, indicator, lamp and energy meter.

2. Fluorescent lampwiring

3. Stair casewiring

4. Soldering and Desoldering practice – components, devices and circuits using general purpose PCB.

Course Outcomes:

1. Students will able to understand domestic wiring procedurespractically.

2. Students will able to doFluorescent lamp wiring.

3. Students will able to do staircasewiring.

4. Student will able to soldering and disordering practice.

PART III: AUTOCAD WORKSHOP

1. **Introduction to AutoCAD**

    Design Process, AutoCAD Installation Process, AutoCAD user Interface,Function Keys

2. **Commands:** Drawing Commands,Editing Commands, Drawings aids

3. **D Wireframe Modeling**

4. **CAD Practice Exercises**

5. **CAD -2D, CAD - Isometric**

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(R20A0014) ENVIRONMENTAL SCIENCE

COURSE OBJECTIVES:

 On successful completion of this course, students will be able to:

1. Distinguish the inter relationship between living organism and environment.
2. Categorize various types of natural resources available on the earth surface.
3. Detectthe causes, and control measures of various types of environmental pollution.
4. Articulate the issues related to solid waste and its management.
5. Explain and understand the importance of sustainable development.

UNIT-I: ECOSYSTEMS:
Definition, Scope, and Importance of ecosystem. Classification, natural and artificial ecosystems, structure - abDSic and bDSic component, functions of an ecosystem, food chains, food webs and ecological pyramids.
Activities: Case studies, poster making.
UNIT-II: NATURAL RESOURCES:
Classification of Resources: Definition of natural resource, renewable and non -renewable resources. Renewable resources: Energy resources: growing energy needs solar energy, hydro energy, biogas, biofuel. Non-Renewable Resources: Fossil fuels, refining of Coal, Petroleum, and natural gas. Use of alternate energy source.
Activities: Case studies, seminars.
UNIT-III: ENVIRONMENTAL POLLUTION AND TECHNIQUES:
Definition, Types of pollution:Air pollution causes, effects,control measures of air pollution and prevention techniques.Water pollution causes, effects, control measures and techniques.
Activities: Debate, seminars
UNIT-IV: SOLID WASTE MANAGEMENT:
Definition of Solid waste, characteristics of solid waste, solid waste management: collection, transportation, processing treatment, disposal methods and e-waste management,3R techniques: reduce, reuse, and recycle.
Activities: Seminars, Case studies.
UNIT-V: SUSTAINABLE DEVELOPMENT:
Definition of sustainable development, concept,sustainable development goals, threats to sustainability, strategies to achieve sustainable development.Introduction to green chemistry, green building concept.
Activities: Worksheets, seminars.

TEXT BOOKS:
1. Textbook of Environmental Studies for Undergraduate Courses by ErachBharucha for University Grants Commission
2. Environmental Studies by R. Rajagopalan, Oxford University Press.
3. Textbook of Environmental Science and Technology - Dr. M. Anji Reddy 2007, BS Publications
4. Dr. P. D Sharma, "Ecology and Environment", Rastogi Publications, New Delhi, 12 Edition, 2015

REFERENCE BOOKS
1. Environmental Studies by Anubha Kaushik, 4 Edition, New age international publishers
2. Environmental Science: towards a sustainable future by Richard T. Wright. 2008 PHL Learning Pvt. Ltd, New Delhi
3. Environmental Engineering and science by Gilbert M. Masters and Wendell P. Ela. 2008 PHL Learning Pvt. Ltd, New Delhi
4. Environmental Science by Daniel B. Botkin & Edward A. Keller, Wiley INDIA edition

COURSE OUTCOMES:
   The basic concepts included in this course will help the student to:
1. Differentiate between various bDSic and abDSic components of ecosystem.
2. Describe the various types of natural resources.
3. Examine the problems associated with waste management.
4. Evaluate the causes, and apply control measures of various types of environmental pollutions.
5. Develop technologies on the basis of ecological principles on environment which in turn helps in sustainable development.

(R20A0503) DATA STRUCTURES USING PYTHON

COURSE OBJECTIVES:

This course will enable students to
1. Implement Object Oriented Programming concepts in Python.
2. Understand Lists, Dictionaries and Regular expressions in Python.
3. Understanding how searching and sorting in Python.
4. Understanding how liner and non-liner data structures works.
5. To learn the fundamentals of writing Python scripts.

UNIT –I
Oops Concepts-Class, object, types of variables, types of methods, inheritance, Encapsulation, Polymorphism, Abstraction, special functions, constructors.

UNIT -II
Data Structures, Types-User define, predefine, List, List comprehension, Arrays vs. List, Tuples, Set, Dictionaries, Expressions, Slicing, strings, String processing, Python memory model: names, mutable and immutable values.

UNIT -III
Searching-Linear Search and Binary search. **Sorting-** Bubble Sort, Selection Sort, Insertion Sort,Merge sort, Quick sort.

UNIT -IV
Stacks and Queues implementation, Linked List, Double Linked List, Circular Linked list, Heap

UNIT -V
Graphs-Breadth First Search, Depth First Search. **Trees** - Binary search trees: find, insert, delete |Height-balanced binary search trees.

TEXTBOOKS:

1. Data structures and algorithms in python by Michael t. Goodrich
2. Data Structures and Algorithmic Thinking with Python by Narasimha Karumanchi

REFERENCE BOOKS:
1. Hands-On Data Structures and Algorithms with Python: Write complex and powerful codeusing the latest features of Python 3.7, 2nd Edition by Dr. Basant Agarwal, Benjamin Baka.
2. Data Structures and Algorithms with Python by Kent D. Lee and Steve Hubbard.
3. Problem Solving with Algorithms and Data Structures Using Python by Bradley N Miller andDavid L. Ranum.
4. Core Python Programming -Second Edition,R. Nageswara Rao, Dreamtech Press

COURSE OUTCOMES:

The students should be able to:

1. Examine Python syntax and semantics and be fluent in the use of Python flow control andfunctions.
2. Create, run and manipulate Python Programs using core data structures like Lists,
3. Dictionaries and use Regular Expressions.
4. Interpret the concepts of Object-Oriented Programming as used in Python.
5. Master object-oriented programming to create an   entire python project using objects andclasses.

(R20A0505) DESIGN AND ANALYSIS OF ALGORITHMS

COURSE OBJECTIVES:
1. To analyze performance of algorithms.
2. To choose the appropriate data structure and algorithm design method for a specifiedapplication.
3. To understand how the choice of data structures and algorithm design methods impacts theperformance of programs.
4. To solve problems using algorithm design methods such as the greedy method, divide andconquer, dynamic programming, backtracking and branch and bound.
5. To understand the differences between tractable and intractable problems and to introduceP and NP classes.

UNIT I
Introduction: Algorithms, Pseudo code for expressing algorithms, performance analysis- Space complexity, Time Complexity, Asymptotic notation- Big oh notation, omega notation, theta notation and little oh notation.
Divide and Conquer: General method. Applications- Binary search, Quick sort, merge sort, Strassen's matrix multiplication.

UNIT II
Disjoint set operations, Union and Find algorithms, Spanning trees, AND/OR graphs, connected components, Bi-connected components.

UNIT III
Greedy method: General method, applications- Job sequencing with deadlines, Knapsack problem, Minimum cost spanning trees, Single source shortest path problem.
Dynamic Programming: General method, applications- Matrix chained multiplication, Optimal binary search trees, 0/1 Knapsack problem, All pairs shortest path problem, Traveling sales person problem, Reliability design.

UNIT IV
Backtracking: General method, Applications- n-queue problem, Sum of subsets problem, Graph coloring, Hamiltonian cycles.

UNIT V
Branch and Bound: General method, applications- Travelling sales person problem, 0/1 Knapsack problem- LC branch and Bound solution, FIFO branch and Bound solution.
NP-Hard and NP-Complete Problems: Basic concepts, Non deterministic algorithms, NP-Hard and NP-Complete classes, NP-Hard problems, Cook's theorem.

TEXT BOOKS:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, SatrajSahni and

Rajasekharan,Universities press

2. Design and Analysis of Algorithms, P. h. Dave,2ndedition,Pearson Education.

REFERENCES:

1. Introduction to the Design and Analysis of Algorithms A Levitin Pearson Education

2. Algorithm Design foundations Analysis and Internet examples, M.T.Goodrich and RTomassia

JohnWiley and sons

3. Design and Analysis of Algorithms, S. Sridhar, Oxford Univ.Press

4. .Design and Analysis of Algorithms,Aho, Ulman and Hopcraft, Pearson Education.

5. Foundations of Algorithms, R. NeapolitanandK.Naimipour, 4th edition

COURSE OUTCOMES:

1.   Ability to analyze the performance of algorithms.

2.   Ability to choose appropriate algorithm design techniques for solving problems.

3.   Ability to understand how the choice of data structures and the algorithm design methods to impact the performance of programs.

4.   Describe the dynamic programming paradigm and explain when an algorithmic design situation calls for it. Recite algorithms that employ this paradigm. Synthesize dynamic programming algorithms and analyze them.

5.   Describes the greedy paradigm and explain when an algorithmic design situation calls for it. Recite algorithms that employ this paradigm. Synthesize greedy algorithms and analyze them.

(R20A0506) COMPUTER ORGANIZATION

COURSE OBJECTIVES:
To expose the students to the following:
1. How Computer Systems work & the basic principles
2. Instruction Level Architecture and Instruction Execution
3. The current state of art in memory system design
4. How I/O devices are accessed and its principles.
5. To provide the knowledge on Instruction Level Parallelism

UNIT I
Basic Functional units of Computers: Functional units, basic Operational concepts, Bus structures. Software, Performance, Multiprocessors, Multicomputer. Data Representation: Signed number representation, fixed and floating point Representations.
Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Division Algorithms. Error detection and correction codes.

UNIT II
Register Transfer Language and Micro Operations: RTL- Registers, Register transfers, Bus and memory transfers. Micro operations: Arithmetic, Logic, and Shift micro operations, Arithmetic logic shift unit.
Basic Computer Organization and Design: Computer Registers, Computer instructions, Instruction cycle. Instruction codes, Timing and Control, Types of Instructions: Memory Reference Instructions, Input – Output and Interrupt.

UNIT III
Central Processing Unit organization: General Register Organization, Stack organization, Instruction formats, Addressing modes, Data Transfer and Manipulation, Program Control, CISC and RISC processors
Control unit design: Design approaches, Control memory, Address sequencing, micro program example, design of CU. Micro Programmed Control.

UNIT IV
Memory Organization: Semiconductor Memory Technologies, Memory hierarchy, Interleaving, Main Memory-RAM and ROM chips, Address map, Associative memory-Hardware Organization. Match logic. Cache memory-size vs. block size, Mapping functions-Associate, Direct, Set Associative mapping. Replacement algorithms, write policies. Auxiliary memory Magnetic tapes etc

UNIT V
Input –Output Organization: Peripheral devices, Input-output subsystems, I/O device interface, I/O Processor, I/O transfers–Program controlled, Interrupt driven, and DMA, interrupts and exceptions. I/O device interfaces – SCII, USB
Pipelining and Vector Processing: Basic concepts, Instruction level Parallelism Throughput and Speedup, Pipeline hazards.

TEXT BOOKS:
1. Computer Organization – Carl Hamacher, Zvonks Vranesic, SafeaZaky, Vth Edition, McGraw Hill.
 2. Computer Systems Architecture – M.Moris Mano, IIIrd Edition, Pearson/PHI

REFERENCE BOOKS:
1. "Computer Architecture and Organization", 3rd Edition by John P. Hayes,WCB/McGraw-Hill
2. "Computer Organization and Architecture: Designing for Performance", 10th Edition by
    William Stallings, Pearson Education.
3. "Computer System Design and Architecture", 2nd Edition by Vincent P. Heuring and Harry
    F. Jordan, Pearson Education.

 COURSE OUTCOMES:
Upon completion of this course, students should be able to:

1. Student will learn the concepts of computer organization for several engineeringapplications.
2. Student will develop the ability and confidence to use the fundamentals of computer
   organization as a tool in the engineering of digital systems.
3. An ability to identify, formulate, and solve hardware and software computer engineering
   problems using sound computer engineering principle
4. To impart the knowledge on micro programming
5. Comprehend the concepts of advanced pipelining techniques

(R20A0024) PROBABILITY AND STATISTICS

COURSE OBJECTIVES:

1. To identify a random variable that describes randomness or an uncertainty in certain realisticsituation. It can be either discrete or continuous type.
2. To learn important probability distributions like: in the discrete case, study of the Binomial and the Poisson Distributions and in the continuous case the Normal Distributions.
3. To build the linear relationship between two variables and also to predict how a dependentvariable changes based on adjustments to an independent variable.
4. To interpret the types of sampling, sampling distribution of means and variance, Estimations ofstatistical parameters.
5. To give comprehensive knowledge of probability theory to make inferences about a populationfrom large and small samples.

UNIT – I: Random Variables
Single Random Variables -Discrete and Continuous, Probability distribution function, Probability mass and density functions, mathematical expectation and variance.
Multiple Random variables:Discrete and Continuous, Joint probability distribution, Marginal probability density functions, conditional probability distribution function and density functions.

UNIT-II: Probability Distributions
Binomial distribution – properties, mean, variance and recurrence formula for Binomial distribution, Poisson distribution – Poisson distribution as Limiting case of Binomial distribution, properties, mean variance and recurrence formula for Poisson distribution,Normal distribution – mean, variance, median,mode and characteristics of Normal distribution.

UNIT -III:Correlation and Regression
Correlation -Coefficient of correlation, Rank correlation, Regression- Regression coefficients, Linesof regression.
Multiple correlation and regression: Coefficient of multiple Correlations and multipleregression,multiple linear regression equations.

UNIT –IV: Sampling and Testing of Hypothesis for Large Samples
Sampling: Definitions - Types of sampling - Expected values of sample mean and variance, Standarderror - Sampling distribution of means and variance. Estimation - Point estimation and Interval estimation.
Testing of hypothesis , Null and Alternative hypothesis, Type I and Type II errors, Critical region, confidence interval, Level of significance, one tailed and two tailed test.
Large sample Tests: Test of significance - Large sample test for single mean, difference of means, single proportion, and difference of proportions.

Unit-V: Testing of Hypothesis for Small Samples
Small samples: Test for single mean, difference of means, paired t-test, test for ratio of variances(F-test), Chi- square test for goodness of fit and independence of attributes.

TEXT BOOKS:
1. Fundamental of Statistics by S.C. Gupta, 7thEdition, 2016.

2. Fundamentals of Mathematical Statistics by SC Gupta and V.K.Kapoor

3. Higher Engineering Mathematics by B.S. Grewal, Khanna Publishers, 35thEdition, 2000.

REFERENCES BOOKS:
1. Introduction to Probability and Statistics for Engineers and Scientists by Sheldon M.Ross.

2. Probability and Statistics for Engineers by Dr. J. Ravichandran

COURSE OUTCOMES:
After completion of the course, the student will be able to

1. Evaluate randomness in certain realistic situation which can be either discrete or continuous type and compute statistical constants of these random variables.

2. Provide very good insight which is essential for industrial applications by learning probability distributions.

3. Higher up thinking skills to make objective, data-driven decisions by using correlation and regression.

4. Assess the importance of sampling distribution of a given statistic of a random sample.

5. Analyze and interpret statistical inference using samples of a given size which is taken from a population.

(R20A0513) ARTIFICIAL INTELLIGENCE

COURSE OBJECTIVES:

1. To train the students to understand different types of AI agents.
2. To understand various AI search algorithms.
3. Fundamentals of knowledge representation, building of simple knowledge-based systems andto apply knowledge representation.
4. Fundamentals of reasoning
5. Study of Markov Models enable the student ready to step into applied AI.

UNIT- I:
Introduction:AI problems, Agents and Environments, Structure of Agents, Problem Solving Agents Basic Search Strategies: Problem Spaces, Uninformed Search (Breadth-First, Depth-First Search, Depth-first with Iterative Deepening), Heuristic Search (Hill Climbing, Generic Best-First, A*), Constraint Satisfaction (Backtracking, Local Search)

UNIT- II:
Advanced Search: Constructing Search Trees, Stochastic Search, A* Search Implementation, Minimax Search, Alpha-Beta Pruning Basic Knowledge Representation and Reasoning: PropositionalLogic, First-Order Logic, Forward Chaining and Backward Chaining, Introduction to Probabilistic Reasoning, Bayes Theorem

UNIT- III:
Advanced Knowledge Representation and Reasoning: Knowledge Representation Issues, Nonmonotonic Reasoning, Other Knowledge Representation Schemes

Reasoning Under Uncertainty: Basic probability, actingunder Uncertainty, Bayes' Rule, Representing Knowledge in an Uncertain Domain, Bayesian Networks

UNIT - IV:
Learning: What Is Learning? Rote Learning, Learning by Taking Advice, Learning in Problem Solving, Learning from Examples, Winston's Learning Program, Decision Trees.

UNIT - V:
Expert Systems: Representing and Using Domain Knowledge, Shell, Explanation, Knowledge Acquisition.

TEXT BOOKS:
1. Russell, S. and Norvig, P, Artificial Intelligence: A Modern Approach, Third Edition,PrenticeHall, 2010.

REFERENCES:

1. Artificial Intelligence, Elaine Rich, Kevin Knight, Shivasankar B. Nair, The McGraw Hill publications, Third Edition, 2009. 2. George F. Luger,

2. Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Pearson Education, 6th ed., 2009.

COURSE OUTCOMES:

1. Understand the informed and uninformed problem types and apply search strategies to solvethem.
2. Apply difficult real life problems in a state space representation so as to solve those using AItechniques like searching and game playing.
3. Design and evaluate intelligent expert models for perception and prediction from intelligentenvironment.
4. Formulate valid solutions for problems involving uncertain inputs or outcomes by using decisionmaking techniques.
5. Demonstrate and enrich knowledge to select and apply AI tools to synthesize information and develop models within constraints of application area

(R20A0061)MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

COURSE OBJECTIVES:
The main objectives of the course are:
1. To enable the student to understand and appreciate, with a practical insight, the importance of certain basic issues governing the business operations that are needed for sound economic decision making.
2. To provide inputs on an overall analysis of an individual firm, its production function, cost analysis and break-even-point
3. To make students understand different market structures, pricing of the product or services and different forms of business organizations.
4. To understand capital requirements of the business and basic rule of accounting of the business.
5. To learn analytical techniques and arriving at conclusions from financial information for the purpose of business decision making.

Unit-I
Introduction to Managerial Economics: Definition, Nature and Scope of Managerial Economics, Micro and Macroeconomic Concepts.
Demand Analysis: Demand Determinants, Law of Demand and exceptions.
Elasticity ofDemand: Definition, Types, Measurement and Significance of elasticity of Demand.
Demand Forecasting: Factors governing Demand Forecasting, Methods of Demand Forecasting (Survey Methods, Expert Opinion, Test Marketing, Controlled Experience, Judgmental Approach, and Time Series Analysis).

Unit-II
Production & Cost Analysis: Production Function- Isocost and Isoquants, MRTS, Least Cost Combination of Inputs, Cobb-Douglas Production Function, Laws of Returns, Internal and External Economies of Scale.
Cost Analysis: Cost Concepts. Break-Even Analysis (BEA) - Determination of Break-Even Point (Simple Problems)

Unit-III
Markets: Types of Competition and Markets, Features of Perfect Competition, Monopoly and Monopolistic Competition;
Pricing: Objectives, Methods of Pricing;
Business: Features of different forms of Business Organization (Sole Trader, Partnership, Joint StockCompany, Cooperative Society, and Public Enterprises).

Unit-IV
Introduction to Capital and Financial Accounting: Need for Capital, Types of Capital, Working Capital Analysis, Methods and Sources of raising Finance.

Accounting: Definition, Concepts and Conventions (GAAP); Accounting Cycle; Formats for preparation of Trial Balance and Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet).

Unit-V
Investment Decision: Capital Budgeting - Features, Objectives, and Methods (Payback Method, Accounting Rate of Return and Net Present Value) - advantages & disadvantages. (Simple Problems)
Financial Analysis: Analysis and Interpretation of Liquidity Ratios, Activity Ratios, Capital Structure Ratios and Profitability Ratios. (Simple Problems)

References:

1. Managerial Economics & Financial Analysis, Special Edition-MRCET. McGraw Hill

   Publications,2017

2. D.N. Dwivedi, Managerial Economics, Vikas Publications.

3. Justin Paul, Leena, Sebastian, Managerial Economics, Cengage

4. P. L. Mehta, Managerial Economics: Analysis, Problems and Cases, Sultan Chand & Sons.

5. S. N. Maheswari & S. K. Maheswari, Financial Accounting, Vikas Publications.

6. M. Y. Khan and P. K. Jain, Financial Management, McGraw Hill

COURSE OUTCOMES:

Following are the course outcomes:

1. Makes students understand the concepts and applications of managerial economics in
   takingbusiness decisions.

2. Empowers students to comprehend with the production process and technical
   relationshipamong factors of production, different cost concepts and optimization of
   cost.

3. Enables students to know the classification of markets and how firms determine their
   priceoutput decisions in different kinds of markets with different forms of business.

4. Allows students to know different sources of capital for the business and how
   financialaccounting is done for smooth business functioning.

5. Equips students with different financial analysis tools and techniques to evaluate
   financialperformance of the business.

(R20A0583) DATA STRUCTURES USING PYTHON LAB

COURSE OBJECTIVES:
1. To understand a range of Object-Oriented Programming, as well as in-depth data andinformation processing techniques.
2. To understand the how linear and non-linear data structures works

WEEK 1: Write a Python program for class, Flower, that has three instance variables of type str, int, and float, that respectively represent the name of the flower, its number of petals, and its price. Your class must include a constructor method that initializes each variable to an appropriate value, and your class should include methods for setting the value of each type, and retrieving the valueof each type.

WEEK 2: Write a Python program for class that extends the Progression class so that each value in the progression is the absolute value of the difference between the previous two values. You should include a constructor that accepts a pair of numbers as the first two values, using 2 and 200 as the defaults.

WEEK 3: Develop an inheritance hierarchy based upon a Polygon class that has abstract methods area ( ) and perimeter ( ). Implement classes Triangle, Quadrilateral, Pentagon, that extend this base class, with the obvious meanings for the area ( ) and perimeter ( ) methods. Write a simple program that allows users to create polygons of the various types and input their geometricdimensions, and the program then outputs their area and perimeter.

WEEK 4: Write a Python program that inputs a list of words, separated by whitespace,and outputs how many times each word appears in the list.

WEEK 5: Write a Python program to generate the combinations of n distinct objects taken from the elements of a given list.**Example:** Original list: [1, 2, 3, 4, 5, 6, 7, 8, 9] Combinations of 2 distinct
objects: [1, 2] [1, 3] [1, 4] [1, 5]   [7, 8] [7, 9] [8, 9].

WEEK 6: Write a Python program for Linear Search and Binary

search **WEEK 7:** Write a program to implement Bubble Sort and

Selection Sort **WEEK 8:** Write a program to implement Merge sort

and Quicksort.

WEEK 9: Write a program to implement stacks and Queues

WEEK 10: Write a program to implement linked list

WEEK 11: Write a program to implement Double Linked list

WEEK 12: Write a program to implement Binary search Tree

Reference Books:

1. Hands-On Data Structures and Algorithms with Python: Write complex and powerful code usingthe latest features of Python 3.7, 2nd Edition by Dr. Basant Agarwal, Benjamin Baka.
2. Data Structures and Algorithms with Python by Kent D. Lee and Steve Hubbard.
3. Problem Solving with Algorithms and Data Structures Using Python by Bradley N Miller andDavid L. Ranum.
4. Core Python Programming -Second Edition,R. Nageswara Rao, Dreamtech Press

COURSE OUTCOMES:

1. Student should be able to understand concepts of data structures
2. Ability to explore python especially the object-oriented concepts, and the built-in objects ofPython.

(R20A0588) ARTIFICIAL INTELLIGENCE LAB

Course Objectives:

Familiarity with the PROLOG programming environment.

Systematic introduction to PROLOG programming constructs

Learning basic concepts of PROLOG through illustrative examples and small exercises

Understanding list data structure in Python/ PROLOG.

Implementing expert systems with PROLOG.

1. Study of PROLOG Programming language and its Functions. Write simple facts for the statements using PROLOG.

2. Write a program in PROLOG to implement simple arithmetic.

3. Write a program to implement Factorial, Fibonacci of a given number.

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

5. Write a program to Implement Depth First Search using PROLOG.

6. Implementation of Breadth First Search for Tic-Tac-Toe problem.

7. Write a program to solve N-Queen problem

8. Write a program to solve water jug problem using PROLOG.

9. Write a program to solve the Monkey Banana problem.

10. Write a program to solve traveling salesman problem.

11. Solve 8-puzzle problem using Best First Search.

Course Outcomes:

Upon completion of the course, students will be able to

· Apply various AI search algorithms.

· Understand the fundamentals of knowledge representation, inference.

· Understand the fundamentals of theorem proving using AI tools.

· Demonstrate working knowledge of reasoning in the presence of incomplete and/or uncertain information

(R20A0004) FOREIGN LANGUAGE-FRENCH

INTRODUCTION

In view of the growing importance of foreign languages as a communication tool in some countries of the world, French has been identified as one of the most popular languages after English. As a result, Frenchprogram is introduced to develop the linguistic and communicative skills of engineering students andto familiarize them to the French communication skills. This course focuses on basic oral skills.

OBJECTIVES

1. To inculcate the basic knowledge of the French language
2. To hone the basic sentence constructions in day to day expressions for communication intheir vocation
3. To form simple sentences that aids in day-to-day communication
4. To prepare the students towards DELF A1
5. To develop in the student an interest towards learning languages.

UNIT - I:

Speaking:Introduction to the French language and culture –Salutations - French alphabet - Introducing people
Writing:Understand and fill out a form
Grammar:The verbs "to be ' and "to have '' in the present tense of the indicative
Vocabulary: The numbers from 1 to 20 - Professions- Nationalities

UNIT - II:

Speaking:Talk about one's family – description of a person - express his tastes and preferences - express possession - express negation
Writing:Write and understand a short message
Grammar:Nouns (gender and number) - Articles - The–erverbs in the present-Possessive adjectives - Qualifying adjectives
Vocabulary:The family – Clothes-Colors- The numbers from 1 to 100-The classroom

UNIT - III

Speaking:Talk about your daily activities - be in time - ask and indicate the date and time - talkabout sports and recreation - express the frequency
Writing:A letter to a friend
Grammar:The expression of time– The –ir verbs in the present- The verbs do, go, take, come,-Adverbs-Reflexive verbs
Vocabulary: The days and months of the year-   The sports-Hobbies

UNIT - IV

Speaking: Express the quantity - ask and give the price - express the need, the will and the capacity - compare (adjective) - speak at the restaurant / in the shops
Writing: A dialogue between a vendor and a customer at the market
Grammar: Verbs "to want", "to can"- Express capacity / possibility- Express will / desire – the

future tense

Vocabulary: The food – Meals-Fruits and vegetables– The parts of the body

UNIT - V

Speaking: Express the prohibition and the obligation - describe an apartment - talk about the weather / ask the weather - ask the opinion - give your opinion - express your agreement or disagreement

Writing: Descriptions

Grammar: Demonstrative adjectives- Prepositions- The verb 'must' to indicate obligation and necessity in the present

Vocabulary: Seasons – Holidays-The city– Furniture

NOTE: The students are exposed to simple listening and reading activities.

REFERENCE BOOKS

1. Apprenons le François 1& 2, New Sarasvati House, 2015
2. A propos, A1, Langers International, 2010
3. Easy French Step-by-step by Myrna Bell Rochester
4. Ultimate French Beginner-Intermediate (Course book) By Livid Language
5. Ã L'Aventure: An Introduction to French Language and Francophone Cultures by EvelineCharvier-Berman, Anne C. Cummings.

COURSE OUTCOMES

1. The students will be able to communicate in French at A1 level.
2. The student will have an advantage in the competitive job market.
3. This course benefits the graduates when pursuing study *opportunities* in the countries whereFrench is the official language.

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(R20A0026)DISCRETE MATHEMATICS

COURSE OBJECTIVES:

1. Describe mathematical concepts as applied in computer science for solving logicalproblems.
2. Understanding the concepts of sets, functions, relations,recurrence relations and Lattices.
3. Understand the concepts on elementary combinations and permutations.
4. To develop the mathematical skills needed for advanced quantitative courses.
5. Analyze the properties of graphs and trees.

UNIT – I:

Mathematical Logic: Statements and notations, connectives, well-formed formulas, truth tables, tautology, equivalence implication; Normal forms: Disjunctive normal forms, conjunctive normal forms, principle disjunctive normal forms, principle conjunctive normal forms.
Predicates: Predicative logic, statement functions, variables and quantifiers, free and bound variables, rules of inference, consistency, proof of contradiction, automatic theorem proving.

UNIT – II:

Posets and Lattices: Relations and their properties,Properties of binary relations, equivalence, compatibility and partial ordering relations, lattices, Hasse diagram; Functions-Inverse function, composition of functions, recursive functions.
Lattices as partially ordered sets; Definition and examples, properties of lattices, sub lattices, some special lattices.

UNIT - III:

Groups: Algebraic structure, Groupoid, Monoid, Semi groups, Group, Sub groups, Homomorphism and Isomorphism of groups.
Elementary Combinatorics : Basics of counting, The permutations, disarrangements, combinations, permutations and combinations with repetitions, constrained repetitions, the principal of Inclusion-Exclusion, Pigeon hole principle.

UNIT-IV:

Advanced Counting Techniques : Generating Function of Sequences, Recurrence relations, Solving Recurrence Relations by substitution and Generating function ,The method of Characteristic roots, Solutions of Inhomogeneous Recurrence Relations.

UNIT-V:

Graphs Theory: Introduction to Graphs, Isomorphic graphs, Euler graphs, Hamiltonian graphs, planar graphs, Graph coloring, Directed graphs, weighted digraphs, chromatic numbers.Trees and their properties, Spanning trees, Directed trees, Binary trees Minimal Spanning Trees.

TEXT BOOKS:

1. C. L. Liu, D. P. Mohapatra, ―Elements of Discrete Mathematics, Tata Mcgraw-Hill, India,3rdEdition,2008.
2. J. P. Tremblay, R. Manohar, Discrete Mathematical Structures with
   Applications toComputer Science , Tata McGraw Hill, India, 1stEdition,1997.
3. JoeL.Mott, Abraham Kandel, Theodore P.Baker,―Discrete Mathematics for Computer Scientists
   and Mathematicians, Prentice Hall of India Learning Private Limited, New Delhi, India, 2nd Edition,2010.

REFERENCE BOOKS:

1. Kenneth H. Rosen, —Discrete Mathematics and Its Applications, Tata Mcgraw-Hill, New Delhi,India,6thEdition,2012.
2. Ralph P. Grimaldi, B. V. Ramana, —Discrete and Combinatorial Mathematics - An AppliedIntroduction, Pearson Education, India, 5thEdition, 2011.
3. D. S. Malik, M. K. Sen, —Discrete Mathematical Structures: Theory and Applications, ThomsonCourse Technology, India, 1stEdition, 2004.

COURSE OUTCOMES:

After learning the concepts of this paper the student will be able to

 Apply Propositional and Predicate logic for a variety of problems in various domains.

1. Understand Set Theory, Venn Diagrams, relations, functions and apply them to Real-worldScenarios.

2. Understand General properties of Algebraic systems and study lattices as partially ordered setsand their applications.

3. Solve the recurrence relations and can be used to optimize algorithms.

4. To identify the basic properties of graphs and trees and use these concepts to model simpleapplications.

(R20A0508) OBJECT ORIENTED PROGRAMMING THROUGH JAVA

COURSE OBJECTIVES:

1. To understand object oriented principles like abstraction, encapsulation, inheritance, and polymorphism and apply them in solving problems.
2. To understand the implementation of packages and interfaces.
3. To understand the concepts of exception handling, multithreading and collection classes.
4. To understand how to connect to the database using JDBC.
5. To understand the design of Graphical User Interface using applets and swing controls.

UNIT-I

Java Programming- History of Java, comments, Java Buzz words, Data types, Variables, Constants, Scope and Lifetime of variables, Operators, Type conversion and casting, Enumerated types, Control flow- block scope, conditional statements, loops, break and continue statements, arrays, simple java stand alone programs, class, object, and its methods constructors, methods, static fields and methods, access control, this reference, overloading constructors, recursion, exploring string class, garbage collection.

UNIT – II

Inheritance – Inheritance types, super keyword, preventing inheritance: final classes and methods.

Polymorphism – method overloading and method overriding, abstract classes and methods**.**

Interfaces- Interfaces Vs Abstract classes, defining an interface, implement interfaces, accessing implementations through interface references, extending interface, inner class.

Packages- Defining, creating and accessing a package, importing packages.

UNIT-III

Exception handling-Benefits of exception handling, the classification of exceptions - exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, creating own exception subclasses.

Multithreading – Differences between multiple processes and multiple threads, thread life cycle, creating threads, interrupting threads, thread priorities, synchronizing threads, inter-thread communication, producer consumer problem.

UNIT-IV

Collection Framework in Java – Introduction to java collections, Overview of java collection framework, commonly used collection classes- Array List, Vector, Hash table, Stack, Lambda Expressions.

Files- Streams- Byte streams, Character streams, Text input/output, Binary input/output, File management using File class.

Connecting to Database – JDBC Type 1 to 4 drivers, connecting to a database, querying a database and processing the results, updating data with JDBC,Data Access Object (DAO).

UNIT-V

GUI Programming with Swing - The AWT class hierarchy, Introduction to Swing, Swing Vs AWT, Hierarchy for Swing components, Overview of some Swing components – Jbutton, JLabel, JTextField, JTextArea, simple Swing applications, Layout management – Layout manager types – border, grid and flow

Event Handling- Events, Event sources, Event classes, Event Listeners, Delegation event model, Examples: HandlingMouse and Key events, Adapter classes.

TEXT BOOK:

1. JavaFundamentals–AComprehensiveIntroduction,HerbertSchildtandDaleSkrien,TMH.
2. Core Java: An Integrated Approach – Dr R Nageswara Rao

REFERENCE BOOKS:

1. Java for Programmers, P.J.Deitel and H.M.Deitel, PEA (or) Java: How to Program ,P.J.Deitel and H.M.Deitel,PHI
2. Object Oriented Programming through Java, P.RadhaKrishna, and Universities Press.
3. Thinking in Java, Bruce Eckel,PE
4. Programming in Java, S. Malhotra and S. Choudhary, Oxford UniversitiesPress.
5. Design Patterns Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides.

COURSE OUTCOMES:

1. A competence to design, write, compile, test and execute straightforward programsusing a high level language;
2. An appreciation of the principles of object oriented programming;
3. Be able to make use of members of classes found in the Java API
4. Demonstrate the ability to employ various types of selection constructs in a Javaprogram. Be able to employ a hierarchy of Java classes to provide a solution to a given set of requirements.
5. Able to develop applications using Applet, AWT, JDBC and Swing

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(R20A6601) MACHINE LEARNING

COURSE OBJECTIVES:
The students will be able:

1. To introduce the basic concepts and techniques of machine learning and the need for Machine learning techniques for real world problem
2. To provide understanding of various Machine learning algorithms and the way to evaluate the performance of ML algorithms
3. To learn, predict and classify the real world problems
4. To understand, learn and design simple artificial neural networks for the selected problem
5. To understand mathematical models or techniques

UNIT-1 INTRODUCTION
Well-posed learning problems, designing a learning system, Perspectives and issues in machine learning Concept learning and the general to specific ordering, find-S: finding a maximally specific hypothesis, version spaces -- candidate elimination algorithm, inductive bias.
 Decision Tree Learning – Introduction, decision tree representation, appropriate problems for decision tree learning, the basic decision tree learning algorithm, hypothesis space search in decision tree learning, inductive bias in decision tree learning, issues in decision tree learning.

UNIT-2
Supervised Learning: – Regression: Linear Regression, multi linear regression, Polynomial Regression, logistic regression, Non-linear Regression, Model evaluation methods, SVM, Random Forest
Instance-Based Learning- Introduction, k-nearest neighbour algorithm, locally weighted regression, radial basis functions, case-based reasoning, remarks on lazy and eager learning.

UNIT-3
Bayesian learning : Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum Likelihood and least squared error hypotheses, maximum likelihood hypotheses for predicting probabilities, minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naïve Bayes classifier, an example: learning to classify text, Bayesian belief networks, the EM

UNIT-4
Artificial Neural Networks - **Artificial Neural Networks-1**– Introduction, neural network representation, appropriate problems for neural network learning, perceptions, multilayer networks and the back-propagation algorithm.
Artificial Neural Networks-2- Remarks on the Back-Propagation algorithm, An illustrative example: face recognition, advanced topics in artificial neural networks.
UNIT-5
Hidden Markov Models Introduction, discrete Markov processes, hidden Markov models, three basic problems of HMMs evaluation problem, finding the state sequence, learning model parameters, continuous observations, the HMM with input, model selection in HMM

Text Books

1. Tom M. Mitchell, Machine Learning, McGraw Hill , 2017.
2. Ethem Alpaydin, Introduction to Machine Learning (Adaptive Computation and Machine Learning), The MIT Press, 2015

References
1. Aurelien Geron, Hands-On Machine Learning WithScikit-Learn and Tensorflow, O'Really publication 2019
2. Shai Shalev-Shwartz and Shai Ben-David, Understanding Machine Learning, Cambridge University Press. 2017
3. T. Hastie, R. Tibshirani, J. H. Friedman, Introduction to Statistical Machine Learning 1/e, Springer, 2017.
4. M NarasimhaMurty, Introduction to Pattern Recognition and Machine Learning, World Scientific Publishing Company, 2015

Course Outcomes:
1. Be able to recognize the basic concepts techniques and the need for Machine learning techniques for solving real world problems
2. To illustrate the use of supervised learning algorithms
3. apply classification techniques to make good predictions
4. To understand, learn and design simple artificial neural networks for the selected problem
5. illustrate the relation between a sequence of observations and a sequence of hidden classes or hidden states that explain the observations

(R20A0463) EMBEDDED SYSTEMS

COURSE OBJECTIVES:

For embedded systems, the course will enable the students to:
1) To understand the basics of microprocessors and microcontrollers architecture and itsfunctionalities 2) Understand the core of an embeddedsystem
3)To learn the design process of embedded systemapplications.
4) To understands the RTOS and inter-processcommunication.
5) To understand the programming for Embedded systems

UNIT-I:
INTRODUCTION TO MICROPROCESSORS AND MICROCONTROLLERS:8086 Microprocessor: Architecture of 8086, Register Organization, Programming Model, Memory Segmentation, Signal descriptions of 8086, Addressing modes, Instruction Set.
8051 Microcontroller: 8051 Architecture, I/O Ports, Memory Organization, Instruction set of 8051.

UNIT-II:
INTRODUCTION TO EMBEDDED SYSTEMS: History of embedded systems, Classification of embedded systems based on generation and complexity, Purpose of embedded systems, Applications of embedded systems, and characteristics of embedded systems, Operational and Non-operational attributes of embedded systems.

UNIT-III:
TYPICAL EMBEDDED SYSTEM: Core of the embedded system, Sensors and actuators, Onboard communication interfacesI2C, SPI, parallel interface; External communication interfaces-RS232, USB, infrared, Bluetooth, Wi-Fi, ZigBee, GPRS.

UNIT-IV:
EMBEDDED FIRMWARE DESIGN AND DEVELOPMENT: Embedded firmware design approaches-super loop based approach, operating system based approach; embedded firmware development languages-assembly language based development, high level language based development.

UNIT-V:
EMBEDDED PROGRAMMING CONCEPTS Data types, Structures, Modifiers, Loops and Pointers, Macros and Functions, object-oriented Programming, Embedded Programming in C++ &JAVA

TEXT BOOKS:

1. Embedded Systems, Raj Kamal, Second EditionTMH.
2. Kenneth. J. Ayala, The 8051 Microcontroller , 3rd Ed., CengageLearning
3. Introduction to Embedded Systems - shibu k v, Mc Graw HillEducation.

REFERENCE BOOKS:

1. Advanced Microprocessors and Peripherals – A. K. Ray and K.M. Bhurchandi, TMH, 2nd Edition2006 2. Embedded Systems- An integrated approach - Lyla B Das, Pearson education2012.

COURSE OUTCOMES:

After going through this course, the student will be able to
 1) The student will learn the internal architecture of popular 8086/8051 microprocessors/microcontrollers.
 2) Understand Introduction to Embeddedsystems
3) Understand Typical Embedded& its components
4) Understand Embedded Firmware design approaches and development languages
5.Understand Embedded programming concepts

(R20A0504) OPERATING SYSTEMS

COURSE OBJECTIVES:

1. To understand the fundamental concepts and techniques of Operating Systems.
2. To study the concepts of LINUX OS and process scheduling.
3. To understand the concepts in deadlocks and process management.
4. To understand the techniques in memory managements and IPC mechanism.
5. To study file system concepts and sockets.

UNIT - I

Operating System-Introduction, Structures-Simple Batch, Multi-programmed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services.

Introduction to Linux operating system, Linux file system, Linux Utilities

UNIT - II

Linux: Introduction to shell, Types of Shell's, example shell programs.

Process and CPU Scheduling - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads, Scheduling Criteria, Scheduling Algorithms, Multiple -Processor Scheduling.

UNIT - III

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors

UNIT - IV

Interprocess Communication Mechanisms: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory implementation in Linux. Corresponding system calls.

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms.

UNIT - V

File System Interface and Operations -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, kernel support for files, system calls for file I/O operations open, create, read, write, close, l seek, stat, ioctl

Disk Management: Disk Scheduling Algorithms-FCFS, SSTF, SCAN, C-SCAN

TEXT BOOKS:

1. Beginning Linux Programming –Neil Mathew, Richard Stones 4th Edition, Wiley
2. Operating System Principles- Abraham Silberschatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
3. Unix System Programming using C++, T. Chan, PHI.
4. Unix Concepts and Applications, 4th Edition, SumitabhaDas,TMH,2006.
5. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems – Internals and Design Principles Stallings, Fifth Edition–2005, Pearson Education/PHI
2. Operating System A Design Approach- Crowley, TMH.
3. Modern Operating Systems, Andrew S. Tanenbaum 2nd edition, Pearson/PHI

4. UNIX programming environment, Kernighan and Pike, PHI/ Pearson Education
5. UNIX Internals -The New Frontiers, U. Vahalia, Pearson Education.

COURSE OUTCOMES:
At the end of the course students should have:

1. Ability to apply concepts of operating system.
2. Ability to write shell programs and simulate process scheduling algorithms.
3. Skills to analyze memory management and deadlocks situations.
4. An ability to develop programs using system calls and utilities.
5. Capability to compare various file systems.

II Year B.Tech. AI&ML- II Sem L/T/P/C
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(R20A0585) OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB

COURSE OBJECTIVES:

1. To prepare students to become familiar with the Standard Java technologies ofJ2SE
2. To prepare students to excel in Object Oriented programming and to succeed as a Java Developer through global rigorous education.
3. To provide Students with a solid foundation in OOP fundamentals required to solve programming problems and also to learn Advanced Java topics like J2ME, J2EE, JSP, JavaScript
4. To inculcate in students professional and ethical attitude, multidisciplinary approach and an ability to relate Java programming issues to broader application context.
5. To provide student with an academic environment aware of excellence, written ethical codes and guidelines and lifelong learning needed for a successful professional career.

Week 1:
a) Write a java program to find the Fibonacci series using recursive and non-recursive functions
b) Write a   program to multiply two given matrices.
c) Write a   program for Method overloading and Constructor overloading

Week 2:
a) Write a program to demonstrate execution of static blocks ,static variables & static
   methods.
b) Write a   program to display the employee details using Scanner class
c) Write a program for sorting a given list of names in ascending order

Week 3:
a) Write a program to implement single and Multi level inheritance
b) Write a program to implement Hierarchical Inheritance.
c) Write a program to implement method overriding.

Week 4:
a) Write a   program to create an abstract class named Shape that contains two integers and an empty method named printArea (). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method printArea () that prints the area of the given shape.
b) Write a   program to implement Interface .
c) Write a program to implement multiple and Hybrid Inheritance

Week 5:
a) Write a   program to create inner classes
b) Write a   program to create user defined package and demonstrate various access modifiers.
c) Write a   program to demonstrate the use of super and final keywords.

Week 6 :
a) Write a   program if number is less than 10 and greater than 50 it generate the exception

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out of range. else it displays the square of number.
b) Write a program with multiple catch Statements.
c) write a program to implement nested try

Week 7:
a) Write a Program to implement simple Thread by extending Thread class and implementing runnable interface.
b) Write a program that implements a multi-thread application that has three threads
c) Write a program to set and print thread priorities

Week 8:
Write a program to implement following collections
a) Array List b) Vector
c) Hash table d)Stack

Week 9:
a) Write a program to demonstrate lambda expressions.
 b)Write a program for producer and consumer problem using Threads

Week 10:
 a) Write a program to list all the files in a directory including the files present in all its subdirectories.
b) Write a Program to Read the Content of a File Line by Line
Week 11:
a) Write a program that connects to a database using JDBC display all records in a table.
b) Write a program to connect to a database using JDBC and insert values into it.
c) Write a program to connect to a database using JDBC and delete values from it

Week 12:
Write a program that works as a simple calculator. Use a Grid Layout to arrange Buttons for digits and for the + - * % operations. Add a text field to display the result.

COURSE OUTCOMES:

Upon successful completion of this course, the students will be able to:
1. Analyze the necessity for Object Oriented Programming paradigm and over structured programming and become familiar with the fundamental concepts in OOP.
2. Demonstrate an ability to design and develop Java programs, analyze, and interpret object oriented data and report results.
3. Analyze the distinguish between various types of inheritance.
4. Demonstrate an ability to design an object oriented system, AWT components or multithreaded process as per needs and specifications.
 5. Demonstrate an ability to visualize and work on laboratory and multidisciplinary tasks like console and windows applications for standalone programs.

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> **(R20A6682) MACHINE LEARNING LAB**

COURSE OBJECTIVES:

1. To introduce students to the basic concepts and techniques of Machine Learning.

2. To become familiar with regression methods.

3. To implement classification methods.

4. To implement clustering methods.

5. To become familiar with Dimensionality reduction Techniques.

SNo LIST OF EXPERIMENTS

WEEK 1 a)Implementation of Python Basic Libraries such as Statistics, Math, Numpy and Scipy b)Implementation of Python Libraries for ML application such as Pandas and Matplotlib.

WEEK 2 a)Creation and Loading different datasets in Python b) Write a python program to compute Mean, Median, Mode, Variance, Standard Deviation using Datasets

WEEK 3 Write a python program to compute reshaping the data, Filtering the data , merging the data and handling the missing values in datasets

WEEK 4 a)Write a Python program to implement Simple Linear Regression and plot the graph. b)Implementation of Multiple Linear Regression for House Price Prediction using sklearn

WEEK 5 Implementation of Logistic Regression for iris using sklearn

WEEK 6 Implementation of random forest algorithm

WEEK 7 implementation of navie bayes classifier algorithm and plot the graph.

WEEK 8 implementation of SVM classification and plot the graph.

WEEK 9 a) implementation of PCA b) implementation of LDA.

WEEK 10 a) implementation of k-means clustering. b) implementation of hierarchical clustering.

WEEK 11 implementation Q-learning

Week 12 Performance analysis on a specific dataset (Mini Project)

COURSE OUTCOMES:

1. To introduce students to the basic concepts and techniques of Machine Learning.

2. To become familiar with regression methods.

3. To implement classification methods.

4. To implement clustering methods.

5. To become familiar with Dimensionality reduction Techniques.

(R20A0008) GLOBAL EDUCATION AND PROFESSIONAL CAREER

Introduction

In every era of human life, studying abroad has allowed one to experience another part of oneself in a different setting. Additionally, if all that hurry is geared towards success in one's career, international education will most definitely be worth one's time. It is not only an expedition of self- discovery but also an investment in one's resume.

The world, today, is redefining knowledge and great leadership to encompass critical values that are key to meeting modern career challenges. To meet the current requirements, a study delineating Global Education is of utmost importance towards prospective growth.

Course Objectives:

1. To assist students to understand the broad scope of engineering.
2. To equip the students to study the academic subjects with better
   perspective of theexpectations of the international standards
3. To familiarize students with the financial requirements and ways to receive monetary aid
4. To enable students' understanding of the various admission tests
5. To acquaint them with their own skill set and train the students towards skills development

Unit 1

Importance and relevance of Engineering in today's and futuristic contexts.

The jobs that will thrive in the market in the coming decades. For eg., Robot Manufacturer &serviceManagement, Big Data & AI Scientists, Artificial Bodies Manufacturer, Gene Designers, etc

Unit 2

Countries and their entry requirements

Non-immigrant student visas, Work Permit visas

Unit 3

Admission tests to colleges and universities world-

overPSAT, SAT, TOEFL, AP, IELTS…

Unit 4

Financial capacity requirements

Scholarships, Full scholarships, merit scholarships, on-campus jobs

Unit 5

Skills Mapping

Match one's skills with jobs, Skills development

COURSE OUTCOMES

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

1. Comprehend the usage of engineering in various fields and disciplines.

2. Identify the right college and country to pursue higher education.

3. Prepare themselves for the skill-oriented academics and prospective growth.

4. Plan for their future education with the precise financial management.

5. Discover and discuss their skill set and the jobs that map their skills.

(R20A0510) COMPUTER NETWORKS

OBJECTIVES:
1. To introduce the fundamental types of computer networks.
2. To demonstrate the TCP/IP & OSI model merits &demerits.
3. To know the role of various protocols in Networking.
4. To know about different error and flow controls
5. To know about Application layers

UNIT - I:
Introduction: Network, Uses of Networks, Types of Networks, Reference Models: TCP/IPModel, The OSI Model, and Comparison of the OSI and TCP/IP reference model.
Physical Layer: Guided transmission media, Wireless transmission media, Switching

UNIT - II:
Data Link Layer - Design issues, Error Detection & Correction, Elementary Data Link Layer Protocols, and Sliding window protocols.Multiple Access Protocols - ALOHA, CSMA, CSMA/CD, CSMA/CA, Collision free protocols,Ethernet- Physical Layer, Ethernet Mac Sub layer.

UNIT - III:
Network Layer: Network Layer Design issues, store and forward packet switching connection less and connection oriented networks, routing algorithms: optimality principle, shortest path, flooding,Distance Vector Routing, Count to Infinity Problem, Link State Routing, Path Vector Routing, Hierarchical Routing; Congestion control algorithms,IP addresses, CIDR, Sub netting, Super Netting, IPv4, Packet Fragmentation, IPv6 Protocol, Transition from IPv4 to IPv6, ARP, RARP.

UNIT - IV:
Transport Layer: Services provided to the upper layers elements of transport protocol, addressing, connection establishment, Connection release, Error Control & Flow Control, Crash Recovery.
The Internet Transport Protocols: UDP, Introduction to TCP, The TCP Service Model, The TCP Segment Header, The Connection Establishment, The TCP Connection Release, The TCP Sliding Window, The TCP Congestion Control Algorithm.

UNIT - V: Application Layer- Introduction, providing services, Applications layer paradigms: Client server model, HTTP, E-mail, WWW, TELNET, DNS.

TEXT BOOKS:
1. Computer Networks - Andrew S Tanenbaum, 4th Edition, PearsonEducation.
2. Data Communications and Networking - Behrouz A. Forouzan, Fifth Edition TMH, 2013.

REFERENCES BOOKS:
1. An Engineering Approach to Computer Networks - S. Keshav, 2nd Edition, Pearson Education.
2. Understanding communications and Networks, 3rd Edition, W. A. Shay, Cengage Learning.

3. Computer Networking: A Top-Down Approach Featuring the Internet, James F. Kurose, K. W.Ross, 3rd Edition, PearsonEducation.

COURSE OUTCOMES:
1. Students should be understand and explore the basics of Computer Networks and VariousProtocols.
2. Student will be in a position to understand the World Wide Web concepts.
3. Students will be in a position to administrate a network and flow of information further.
4. Student will be in position know various application layers.
5. Student will be know how work with error handlings.

(R20A0509) DATABASE MANAGEMENT SYSTEMS

COURSE OBJECTIVES:

1. To study the physical and logical database designs, database modeling, relational, hierarchical, and network models
2. To understand and make use of data manipulation language to query, update and manage databases
3 To develop an understanding of various normalization techniques in DBMS.
4 To Understand Transaction concepts and different types of lock based protocols.
5 To learn about various Recovery mechanisms

UNIT I:
Database System Applications, Purpose of Database Systems, View of Data – Data Abstraction –Instances and Schemas – Database Languages – database Access for applications Programs – Database Users and Administrator – Transaction Management – Database Architecture – Storage Manager – the Query Processor.

Data Models: Introduction to the Relational Model – Structure – Database Schema, Keys – Schema Diagrams. Database design– Other Models, ER diagrams – ER Model - Entities, Attributes and Entity sets – Relationships and Relationship sets – ER Design Issues – Concept Design – Conceptual Design with relevant Examples. Relational Query Languages, Relational Operations.

UNIT II:
Relational Algebra – Selection and projection set operations – renaming – Joins – Division – Examples of Algebra overviews – Relational calculus – Tuple Relational Calculus (TRC) – Domain relational calculus (DRC).
Overview of the SQL Query Language – Basic Structure of SQL Queries, Set Operations, Aggregate Functions – GROUPBY – HAVING, Nested Sub queries, Views, Triggers, Procedures.

UNIT III:
Normalization – Introduction, Non loss decomposition and functional dependencies, First, Second, and third normal forms – dependency preservation, Boyce/Codd normal form. Higher Normal Forms - Introduction, Multi-valued dependencies and Fourth normal form, Join dependencies and Fifth normal form

UNIT IV:
Transaction Concept- Transaction State- Implementation of Atomicity and Durability – Concurrent Executions – Serializability- Recoverability – Implementation of Isolation – Testing for serializability- Lock –Based Protocols – Timestamp Based Protocols- ValidationBased Protocols – Multiple Granularity.

UNIT V:
Recovery and Atomicity – Log – Based Recovery – Recovery with Concurrent Transactions – Check Points - Buffer Management – Failure with loss of nonvolatile storage.

TEXT BOOKS:
1. Database System Concepts, Silberschatz, Korth, McGraw hill, Sixth Edition.(All UNITS except III th)
2. Database Management Systems, Raghu Ramakrishnan, Johannes Gehrke, TATA McGrawHill 3rd Edition.

REFERENCE BOOKS:
1. Fundamentals of Database Systems, Elmasri Navathe Pearson Education.
2. An Introduction to Database systems, C.J. Date, A.Kannan, S.Swami Nadhan, Pearson, Eight Edition for UNIT III.

COURSE OUTCOMES:
At the end of this course, students will be able to :
⬧ Demonstrate the basic elements of a relational database management system
⬧ Ability to identify the data models for relevant problems
⬧ Ability to design entity relationship and convert entity relationship diagrams into RDBMS and formulate SQL queries
⬧ Apply normalization for the given database
⬧ Understand the various Recovery Mechanisms.

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(R20A0511) SOFTWARE ENGINEERING

COURSE OBJECTIVES:

1.   To provide the idea of decomposing the given problem into Analysis, Design,Implementation, Testing and Maintenance phases

2.   To understand software process models such as waterfall and evolutionarymodels and software requirements and SRS document.

3.   To understand different software design and architectural styles & software testingapproaches such as unit testing and integration testing.

4.   To understand quality control and how to ensure good quality software throughquality assurance.

5.   To gain the knowledge of how Analysis, Design, Implementation, Testing and Maintenanceprocesses are conducted in an object oriented software projects.

UNIT - I:

Introduction to Software Engineering: The evolving role of software, software characteristics, software Applications.A Generic view of process: Software engineering- A layered technology, a process framework, The Capability Maturity Model Integration (CMMI).

Process models: The waterfall model, Incremental process models, Evolutionary process models, The Unified process, Agile Development Models.

UNIT - II:

Software Requirements: Functional and non-functional requirements, User requirements, Systemrequirements, Interface specification, the software requirements document.

Requirements engineering process: Feasibilitystudies, Requirements elicitation and analysis, Requirements validation, Requirements management.

System models: Context Models, Behavioral models, Data models, Object models, structuredmethods.

UNIT - III:

Design Engineering: Design process and Design quality, Design concepts, the design model. Creating an architectural design: Software architecture, Data design, Architectural styles andpatterns, Architectural Design.

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, Black-Box and White-Box testing, Validation testing, System testing, the art of Debugging

.Case Study software testing tool Junit / Selenium tool

UNIT - IV:

Risk management: Reactive vs. Proactive Risk strategies, software risks, Risk identification, Risk projection, Risk refinement, RMMM, RMMMPlan , Software cost estimation model cocomo model Quality Management: Software Quality, Quality concepts, Software quality assurance, Software Reviews, Formal technical reviews, Statistical Software quality Assurance, Software reliability, The ISO 9000 quality standards.

UNIT - V:

Object-Oriented Software Engineering: Object-Oriented Analysis**,** Domain Analysis, Generic Components of the OO Analysis Model, The OOA Process, The Object-Relationship Model, The Object-Behavior Model, Case Study – ATM Management System.

TEXT BOOKS :
1. Software Engineeringa practitioner's Approach, Roger S Pressman, 6th edition. McGrawHillInternational Edition.
2. Software Engineering, Ian Sommerville, 7th edition, Pearson education.

REFERENCE BOOKS :
1. Software Engineering, A Precise Approach, Pankaj Jalote, Wiley India,2010.
2. Software Engineering: A Primer, Waman S Jawadekar, Tata McGraw-Hill,2008
3. Fundamentals of Software Engineering, Rajib Mall, PHI,2005
4. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
5. Software Engineering1:Abstraction and modelling, Diner Bjorner, Springer Internationaledition,2006.
6. Software Engineering2: Specification of systems and languages, Diner Bjorner, SpringerInternational edition2006.
7. Software Engineering Foundations, Yingux Wang, Auerbach Publications,2008.
8. Software Engineering Principles and Practice, Hans Van Vliet, 3rd edition, John Wiley & SonsLtd.
9. Software Engineering3: Domains, Requirements, and Software Design, D. Bjorner, SpringerInternational Edition.
10. Introduction to Software Engineering, R. J. Leach, CRC Press.

COURSE OUTCOMES:
1. Ability to decompose the given project in various phases of a lifecycle
2. Ability to translate end-user requirements into system and software requirements, using e.g.UML, and structure the requirements in a Software Requirements Document (SRD).
3. Identify and apply appropriate software architectures and patterns to carry out high leveldesign of a system and be able to critically compare alternative choices.
4. Will have experience and/or awareness of testing problems and will be able to develop a simpletesting report.
5. Ability to apply the knowledge, techniques, and skills in the development of a software product

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(R20A0527) SCRIPTING LANGUAGES
(PROFESSIONAL ELECTIVE-I)

COURSE OBJECTIVES:
1. To study the basics of scripting languages like Java script, Perl, PHP and Ruby
2. To understand the requirements of Scripting Languages
3. To identify the uses of Scripting Languages
4. To introduce in-depth knowledge of programming features of Perl and Angular JS
5. To state the implementation and applications of Scripting.

UNIT I
Introduction to Scripts and Scripting Language – Scripts and Programs, Origins of Scripting, Uses for Scripting Languages, Web Scripting.
JavaScript: Introduction, Variables, Literals, Operators, Control structure, Conditional statements,Arrays, Functions, Objects, Predefined objects, Object hierarchy, Accessing objects.

UNIT II
JavaScript programming of reactive web pages elements - Events, Event handlers, Frames, Form object and Element, Advanced JavaScript and HTML, Data entry and Validation, Tables and Forms. Introduction to Angular JS – Development Tools, Basic Program, Angular Modules and Controllers.

UNIT III
Introduction to PERL- Names and Values, Variables and Assignments, Scalar Expressions, Control Structures, Built-in Functions, Collections of Data, Arrays and Lists, Hashes, Strings, Patterns, and Regular Expressions.

UNIT IV
Advanced PERL: Finer points of looping, data structures, Security Issues
PHP Basics - Features, Data Types, Variables, Operators, Arrays, Strings, Control structures, Loops, Functions, Date & Time, File Handling, Form handling.

UNIT V
Ruby – Features, Classes and Objects, Variables, Operators, Comments, If-else, Loops, Methods,Blocks, Modules, Arrays, Strings, Hashes, Date & Time, Ranges, Iterators, File I/O, Exceptions

TEXT BOOKS:
1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Learning PHP, MySQL, JavaScript, CSS & HTML5: A Step-by-Step Guide to Creating DynamicWebsites 3rd Edition, O'Reilly Publications

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REFERENCE BOOKS:
1. The Ruby Programming Language, David Flanagan and Yukihiro Matsumoto, O'Reilly Publications
2. AngularJS Programming by Example (Kindle Edition) by Kurniawan, AgusKurniawan
3. Beginning JavaScript with Dom scripting and AJAX, Russ Ferguson, Christian Heilmann, Apress.

COURSE OUTCOMES:

Students will be able to:
1. To differentiate the typical scripting languages and application programming languages.
2. To implement the design of programs for simple applications.
3. To classify the Angular Modules
4. To specify the Controllers used in Angular JS
5. To create software systems using scripting languages such as Perl, PHP, and Ruby

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(R20A7301) GAME THEORY
(PROFESSIONAL ELECTIVE-I)

COURSE OBJECTIVES:

1. Introduce to some of the problems and solutions of NLP and their relation to linguistics and statistics.
2. To understand linguistic phenomena and learn to model them with formal grammars.
3. To Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems.
4. To learn how to manipulate probabilities, construct statistical models over strings and trees
5. To estimate parameters using supervised and unsupervised training methods.
6. To design, implement, and analyze NLP algorithms. Able to design different languagemodeling Techniques.

UNIT – I:

Introduction:

Game Theory, Games and Solutions Game Theory and the Theory of Competitive Equilibrium, Rational Behavior, The Steady State and Deductive Interpretations, Bounded Rationality Terminology and Notation Nash Equilibrium- Strategic Games, Nash Equilibrium Examples Existence of a Nash Equilibrium, Strictly Competitive Games, Bayesian Games: Strategic Games with Imperfect Information

UNIT – II:

Mixed, Correlated, and Evolutionary Equilibrium

-Mixed Strategy Nash Equilibrium Interpretations of Mixed Strategy Nash Equilibrium Correlated Equilibrium Evolutionary Equilibrium Rationalizability and Iterated Elimination of Dominated Actions-Rationalizability Iterated Elimination of Strictly Dominated Actions, Iterated Elimination of Weakly Dominated Actions

UNIT – III:

Knowledge and Equilibrium – A Model of Knowledge Common Knowledge, Can People Agree to Disagree? , Knowledge and Solution Concepts, The Electronic Mail Game

UNIT – IV:

Extensive Games with Perfect Information – Extensive Games with Perfect Information Subgame Perfect Equilibrium Two Extensions of the Definition of a Game The

Interpretation of a Strategy , Two Notable Finite Horizon Games , Iterated Elimination of Weakly Dominated Strategies Bargaining Games -Bargaining and Game Theory , A Bargaining Game of Alternating Offers Subgame Perfect Equilibrium Variations and Extensions

UNIT – V:

Repeated Games – The Basic Idea Infinitely Repeated Games vs.\ Finitely Repeated Games Infinitely Repeated Games: Definitions Strategies as Machines Trigger Strategies: Nash Folk Theorems Punishing for a Limited Length of Time: A Perfect Folk Theorem for the Limit of Means Criterion Punishing the Punisher: A Perfect Folk Theorem for the Overtaking Criterion Rewarding Players Who Punish: A Perfect Folk Theorem for the Discounting Criterion The Structure of Subgame Perfect Equilibria Under the Discounting Criterion Finitely Repeated

TEXT BOOKS:

1. M. J. Osborne and A. Rubinstein, A course in Game Theory, MIT Press
2. Roger Myerson, Game Theory, Harvard University Press
3. D. Fudenberg and J. Tirole, Game Theory, MIT Press

REFERENCE BOOKS:

1. J. von Neumann and O. Morgenstern, Theory of Games and Economic Behavior, New York:n John Wiley and Sons.
2. R.D. Luce and H. Raiffa, Games and Decisions, New York: John Wiley and Sons.,
3. G. Owen, Game Theory, (Second Edition), New York: Academic Press,

COURSE OUTCOMES:

1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems.
3. Able to manipulate probabilities, construct statistical models over strings and trees
4. Will be able to estimate parameters using supervised and unsupervised training methods.
5. Able to design, implement, and analyze NLP algorithms. Able to design different language modeling Techniques.

(R20A7302) SOCIAL NETWORK ANALYSIS
(PROFESSIONAL ELECTIVE-I)

OBJECTIVES:

• To understand the concept of semantic web and related applications.

• To learn knowledge representation using ontology.

• To understand human behaviour in social web and related communities.

• To learn visualization of social networks.

UNIT-1

Introduction

Introduction to Semantic Web: Limitations of current Web - Development of Semantic Web - Emergence of the Social Web - Social Network analysis: Development of Social Network Analysis - Key concepts and measures in network analysis - Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities - Web-based networks - Applications of Social Network Analysis.

UNIT-2

MODELLING,AGGREGATING AND KNOWLEDGE REPRESENTATION Ontology and their role in the Semantic Web: Ontology-based knowledge Representation - Ontology languages for the Semantic Web: Resource Description Framework - Web Ontology Language - Modelling and aggregating social network data: State-of-the-art in network data representation - Ontological representation of social individuals - Ontological representation of social relationships - Aggregating and reasoning with social network data - Advanced representations.

UNIT-3

EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS

Extracting evolution of Web Community from a Series of Web Archive - Detecting communities in social networks - Definition of community - Evaluating communities - Methods for community detection and mining - Applications of community mining algorithms - Tools for detecting communities social network infrastructures and communities - Decentralized online social networks - Multi-Relational characterization of dynamic social network communities.

UNIT-4

PREDICTING HUMAN BEHAVIOUR AND PRIVACY ISSUES

Understanding and predicting human behaviour for social communities - User data management - Inference and Distribution - Enabling new human experiences - Reality mining - Context - Awareness - Privacy in online social networks - Trust in online environment - Trust models based on subjective logic - Trust network analysis - Trust transitivity analysis - Combining trust and reputation - Trust derivation based on trust comparisons - Attack spectrum and countermeasures.

UNIT-5

VISUALIZATION AND APPLICATIOPNS OF SOCIAL NETWORKS

Graph theory - Centrality - Clustering - Node-Edge Diagrams - Matrix representation - Visualizing online social networks, Visualizing social networks with matrix-based representations - Matrix and Node-Link Diagrams - Hybrid representations - Applications - Cover networks - Community welfare - Collaboration networks - Co-Citation networks.

OUTCOMES: Upon completion of the course, the students should be able to:

• Develop semantic web related applications. • Represent knowledge using ontology. • Predict human behavior in social web and related communities. • Visualize social networks.

TEXT BOOKS:

1. Peter Mika, ―Social Networks and the Semantic Web‖, First Edition, Springer 2007. 2. Borko Furht, ―Handbook of Social Network Technologies and Applications‖, 1st Edition, Springer, 2010.

REFERENCES

1. Guandong Xu ,Yanchun Zhang and Lin Li, ―Web Mining and Social Networking – Techniques and applications‖, First Edition, Springer, 2011. 2. Dion Goh and Schubert Foo, ―Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively‖, IGI Global Snippet, 2008. 3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, ―Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling‖, IGI Global Snippet, 2009. 4. John G. Breslin, Alexander Passant and Stefan Decker, ―The Social Semantic Web‖, Springer, 2009.

(R20A0522) COMPUTER GRAPHICS
(PROFESSIONAL ELECTIVE-I)

COURSE OBJECTIVES:

1. To make students understand about fundamentals of Graphics to enable them to design animated scenes for virtual object creations.
2. To make the student present the content graphically

Unit-1:
Introduction - History of computer graphics, applications, graphics pipeline, video-display devices, raster-scan systems, random scan systems, and input devices Output primitives: Points and lines, line drawing algorithms, mid-point circle and ellipse algorithms. Filled area
primitives: Scan line polygon fill algorithm, boundary-fill and flood fill algorithms.
Unit-2:
Introduction to OpenGL - OpenGL architecture, primitives and attributes, simple modeling and rendering of two- and three-dimensional geometric objects, indexed and RGB color models, frame buffer, double buffering, 2-D Viewing: The viewing pipeline, viewing coordinate reference frame, window to viewport coordinate transformation, viewing functions.
Unit-3:
Geometric transformations- Homogeneous coordinates, affine transformations (translation, rotation, scaling, shear), concatenation, matrix stacks and use of model view matrix in OpenGL for these operations.
Unit-4:
Viewing - Classical three dimensional viewing, computer viewing, specifying views, parallel
and perspective projective transformations; Visibility- z-Buffer, BSP trees, Open-GL culling,
hidden-surface algorithms.
Shading - Light sources, illumination model, Gouraud and Phong shading for polygons.
Rasterization- Line segment and polygon clipping, 3D clipping, scan conversion.
Unit-5:
Representation and Visualization- Bezier curves and surfaces, B-splines, visualization, interpolation, marching squares algorithm. Computer animation: Design of animation sequence, general computer animation functions, raster animation, computer animation languages, key frame systems, motion specifications.

Text Books:
1. Edward Angel, Interactive Computer Graphics. A Top-Down Approach Using OpenGL (fifth Edition), Pearson Education, 2008.
2. Donald Hearn and Pauline Baker, Computer Graphics with OpenGL (third edition),

Prentice Hall, 2003.

3. F. S. Hill Jr. and S. M. Kelley, Computer Graphics using OpenGL (third edition), Prentice Hall, 2006.

4. Peter Shirley and Steve Marschner, Computer Graphics (first edition), A. K. Peters, 2010

Web Resources: http://www.graphicsforum.in This website contains several resources relevant to this course; May be beneficial to both students /instructors.

Outcomes:
1. Students can animate scenes entertainment.
2. Will be able to work in computer aided design for content presentation..
3. Better analogy data with pictorial representation.

(R20A6701) INTRODUCTION TO DATA SCIENCE
(PROFESSIONAL ELECTIVE-II)

COURSE OBJECTIVES:

The course will enable the students to:
1. Understand the data science processing
2. Selecting the good practices of data science
3. Summarizes simple statistical models
4. Understand Model Development in data Science
5. Analyze Model Evaluation in data Science

Unit – I: Introduction
Introduction to Data Science – Evolution of Data Science –Data Science process – Data Science Roles – Stages in a Data Science Project – Applications of Data Science in various fields – Data Security Issues.

Unit – II: Data Collection and Data Pre-Processing
Data Collection Strategies – Data Pre-Processing Overview – Data Cleaning and Munging – Data Integration and Transformation – Data Reduction – Data Discretization.

Unit – III: Exploratory Data Analysis
Descriptive Statistics – Mean, Median, Mode, Standard Deviation – Categorical Data, ANOVA, Skewness and Kurtosis – Histograms, Box Plots – Cross tabulation, Correlation and Covariance – Scatter plots

Unit – IV: Model Development
Simple and Multiple Regression – Model Evaluation using Visualization – Residual Plot – Distribution Plot – Polynomial Regression and Pipelines – Measures for In-sample Evaluation – Prediction and Decision Making.

Unit – V: Model Evaluation
Generalization Error – Out-of-Sample Evaluation Metrics – Cross Validation – Over fitting – Under Fitting and Model Selection – Prediction by using Ridge Regression – Testing Multiple Parameters by using Grid Search.

Text Books
1. Data Science from Scratch by Joel Grus by O'Reilly
2. Introducing Data Science BIG DATA, MACHINE LEARNING, AND MORE, USING PYTHON TOOLS DAVY CIELEN, ARNO D. B. MEYSMAN, MOHAMED ALI

REFERENCES

1. Jojo Moolayil, "Smarter Decisions : The Intersection of IoT and Data Science", PACKT, 2016.
2. Cathy O'Neil and Rachel Schutt , "Doing Data Science", O'Reilly, 2015.
3. Data Science & Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data Published by John Wiley & Sons, Inc

COURSE OUTCOMES:

The students should be able to:
1. List the steps involved in data science, from data acquisition to insight, and describe the role of each step
2. Distinguish different ways of collecting data, and their impact on the conclusions that can be drawn from the data
3. Demonstrate the significance of EDA in Data science
4. Describe model diagnostic and execution
5. Describe to select appropriate variables for model evaluation

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(R20A7303) HEALTH CARE ANALYTICS
(PROFESSIONAL ELECTIVE-II)

OBJECTIVES:

1: Understand the health data formats, health care policy and standards
2: Learn the significance and need of data analysis and data visualization
3: Understand the health data management frameworks
4: Learn the use of machine learning and deep learning algorithms in healthcare
 5: Apply healthcare analytics for critical care applications

 UNIT I INTRODUCTION TO HEALTHCARE ANALYSIS :

 Overview - History of Healthcare Analysis Parameters on medical care systems- Health care policy- Standardized code sets – Data Formats – Machine Learning Foundations: Tree Like reasoning , Probabilistic reasoning and Bayes Theorem, Weighted sum approach.

UNIT II ANALYTICS ON MACHINE LEARNING :

 Machine Learning Pipeline – Pre-processing –Visualization – Feature Selection – Training model parameter – Evaluation model : Sensitivity , Specificity , PPV ,NPV, FPR ,Accuracy , ROC , Precision Recall Curves , Valued target variables –Python: Variables and types, Data Structures and containers , Pandas Data Frame :Operations – Scikit –Learn : Pre-processing , Feature Selection.

UNIT III HEALTH CARE MANAGEMENT :

 IOT- Smart Sensors – Migration of Healthcare Relational database to NoSQL Cloud Database – Decision Support System – Matrix block Cipher System – Semantic Framework Analysis – Histogram bin Shifting and Rc6 Encryption – Clinical Prediction Models – Visual Analytics for Healthcare.

UNIT IV HEALTHCARE AND DEEP LEARNING :

 Introduction on Deep Learning – DFF network CNN- RNN for Sequences – Biomedical Image and Signal Analysis – Natural Language Processing and Data Mining for Clinical Data – Mobile Imaging and Analytics – Clinical Decision Support System.

 UNIT V CASE STUDIES :

 Predicting Mortality for cardiology Practice –Smart Ambulance System using IOT –Hospital Acquired Conditions (HAC) program- Healthcare and Emerging Technologies – ECG Data Analysis.

TEXT BOOKS:
 1. Chandan K.Reddy, Charu C. Aggarwal, "Health Care data Analysis", First edition, CRC, 2015.
2. Vikas Kumar, "Health Care Analysis Made Simple", Packt Publishing, 2018.

REFERENCES:
1. Nilanjan Dey, Amira Ashour , Simon James Fong, Chintan Bhatl, "Health Care Data Analysis and Management, First Edition, Academic Press, 2018
 2. Hui Jang, Eva K.Lee, "HealthCare Analysis : From Data to Knowledge to Healthcare Improvement", First Edition, Wiley, 2016.

3. Kulkarni , Siarry, Singh ,Abraham, Zhang, Zomaya , Baki, "Big Data Analytics in HealthCare", Springer, 2020.

OUTCOMES:

CO1: Use machine learning and deep learning algorithms for health data analysis
 CO2: Apply the data management techniques for healthcare data
CO3: Evaluate the need of healthcare data analysis in e-healthcare, telemedicine and other critical care applications
CO4: Design health data analytics for real time applications
CO5: Design emergency care system using health data analysis

(R20A0529) MICROSERVICES
(PROFESSIONAL ELECTIVE-II)

OBJECTIVES

The objective of this course is to
   ➢ provide a detailed understanding Microservices Architecture based solutions
   ➢ Microservices principles to specific business Requirements

Unit 1 – Motivation to Microservices, Monolithic Application, Components in Monolith Application , Advantages and Disadvantages of Monolithic Architecture, Scaling your Application, Domain-Driven Design, Everyone vision is Cloud Native : Evolutionary design – Concept of minimum viable product (MVP)

 Key Benefits of Microservices , Service-Oriented Architecture , Microservice different than Service-Oriented Architecture, Microservice Architecture, Characteristics of Microservices Architecture, Dealing with Complexity, Complexity of Microservices, Microservice Security, Authentication and Authorization, Service-to-Service Authentication and Authorization

Unit 2 - API Management and Gateways : API Management, Microservices, SOA, and APIs combined : Deep Integration , Service Exposure , REST API, The Future of Microservices,
Microservices Governance, Centralized Versus Decentralized Governance, decentralization of Data Stores.

Unit 3 - : Getting Started with NodeJS , Sample Project using Node Express command prompt, Nodeclipse plugin, Basic Routing, File System, Global Objects,
View Templates, Serving Static Content, Handling HTTP and HTTPS, Connecting to Database, Connectivity, MongoDB Installation & Setup, NodeJS Mongo Driver, Performing CRUD Operations, Connection Pooling, Connection Pooling using NodeJS Mongo driver

Unit 4 - Containers and Docker: Docker: A shipping container for code, Benefits of using containers, Virtual machines versus containers, Dev versus Ops, Docker Mission, Docker Adoption, Docker Basic Concepts, Docker Architecture, Docker Typical Workflow,Docker Shared and Layered File Systems Technology,ContainerEcosystem, Container Orchestration

Unit 5 – Kubernetes, Kubernetes Strengths , Kubernetes Architecture, Master Node Components, Worker Node Components, Kubernetes Building Blocks, Deploying Applications on Kubernetes, Helm, Application Center Components, Pod Health Checking,
Health Check Examples, Kubectl Commands, Kubectl Commands – Examples, Cloud Application Component Architecture, Benefits of using Kubernetes with IBM Containers

TEXT BOOKS:
1.Building Microservices By Sam Newman O'Reilly Publications
2.Microservice From Theory To Practice Red Books
3.The Docker And Container Ecosystem By Alex Williams
4.kubernetes Microservices With Docker By Deepak Vohra

Learning Outcomes

At the end of the course, the students will be able to:

➢ Identify the characteristics of popular microservices, and understand the design differences.

➢ Decompose a monolithic application on a single server into a containerized application on multiple cloud instances

➢ You will be able to recognize the various elements of the Docker architecture.

➢ Perform basic kubectl commands

(R20A7307) IT PROJECT MANAGEMENT
(PROFESSIONAL ELECTIVE-II)

Course Objectives:

1. Explain what a project is, provide examples of information technology projects, list various attributes of projects, and describe the triple constraint of projects.
2. Describe the systems view of project management and how it applies to information technology projects.
3. Describe what project integration management is and outline its main processes.
4. Describe the main processes in the project scope management.
5. Describe the importance of project cost management.

Unit-I:

Introduction: What is a Project? Advantages of project management, Examples of information technology projects, Project attributes, the triple constraint, what is Project Management? Project stakeholders, Project management knowledge areas, Project management tools and techniques, Project success factors The Role of the Project Manager, Job description, Skills for project manager Project management profession, the Project Management Institute, Ethics in Project Management, Project Management Software.

Unit-II:

A Systems View of Project Management: What is a systems approach?, The three-sphere model for systems management, Stakeholder management, The importance of top management commitment

The need for organizational commitment to information technology, The need for organizational standards. Project Phases and the Project Life Cycle, The Context of Information Technology Projects: The nature of information technology projects, Characteristics of information technology project team members, Diverse technologies, Project Management Process Groups, Mapping the Process Groups to the Knowledge Areas.

Unit-III:

What is Project Integration Management?, Strategic Planning and Project Selection, Identifying potential projects, Methods for Selecting Projects, Focusing on broad organizational needs, Categorizing information technology project, Performing Net Present Value Analysis, Return on Investment and Payback Analysis, Project Charters, Preliminary

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Scope Statement, Project Management Plans, Project Execution, Monitoring and Controlling Project Work, Integrated Change Control, Closing Projects.

Unit-IV:

What is Project Scope Management?: Scope Definition and the Project Scope, Creating the Work Breakdown Structure, Scope Verification Scope Control, How to improve user input Suggestions for reducing incomplete and changing requirements Importance of Project Schedules and Time:

Activity Definition, Activity Sequencing, Activity Resource, Activity Duration Estimating, Schedule Development, Gantt Charts, Critical Path Method, Program Evaluation and Review Technique (PERT).

Unit-V:

Importance and Principles of Project Cost Management: Cost Estimating, Types of cost estimates,

Cost estimation tools and techniques, Typical problems and Cost Budgeting, Cost. Importance of Project Quality Management: What is Project Quality Management, Quality planning, Quality assurance, Quality control, Tools and Techniques for Quality, Pareto analysis, Testing, Modern Quality Management, Deming fourteen points for management, Cost of Quality.

Text Book:
1. "Managing Information Technology Projects" Kathy Schwalbe, Sixth Edition, Course Technology, 2011 (ISBN 81-315-1630-X).

Reference Book:
1. "Software Project Management" Bob Hughes and Mike Cotterell, Fourth Edition, Tata McGraw-Hill
2. http://www.niwotridge.com/PDFs/PM%20Chapter%20%28short%20no%20email%29%20Update%202.pdf

Course Outcomes:
At the end of the course students, would be able to
1. Identify the different project management software.
2. Ability to understand the five project management (PM) process groups.
3. Understand the process of monitoring and controlling project work
4. Understand the importance of scope verification and how it relates to scope definition and control
5. Identify the different types of cost estimates and methods for preparing them.

(R20A0586) Database Management Systems Lab

COURSE OBJECTIVES:
1. To familiarize database design concepts using ER modeling and Relational model.
2. To enable students to use SQL to query database and perform all types of operations and understanding normalization and effective database design principles
3. To enable students to use Non-Relational DBMS and understand the usage of Document oriented and distributed databases.
4. To enable the students to use TCL and DCL Commands and perform all states of Transaction operations.
5. To familiarize issues of concurrency control and transaction management
A. Practice on SQL Queries to acquire knowledge on RDBMS.
B. Case Study:
Objective: This lab enables the students to practice the concepts learnt in the subject DBMS by developing a database for an example company named "Roadway Travels" whose description is as follows. The student is expected to practice the designing, develop ing and querying a database in the context of example database -Roadway travels". Students are expected to use "Mysql" database.
Roadway Travels: "Roadway Travels" is in business since 1997 with several buses connecting different places in India. Its main office is located in Hyderabad.
The company wants to computerize its operations in the following areas:
▯ Reservations and Ticketing
● Cancellations
● Reservations & Cancellation:
Reservations are directly handled by booking office. Reservations can be made 30 days in advance and tickets issued to passenger. One Passenger/person can book many tickets (to his/her family).
Cancellations are also directly handed at the booking office.
In the process of computerization of Roadway Travels you have to design and develop a Database which consists the data of Buses, Passengers, Tickets, and Reservation and cancellation details. You should also develop query's using SQL to retrieve the data from the database.
The above Process involves many steps like 1. Analyzing the problem and identifying the Entitites and Relationships, 2. E-R Model, 3. Relational Model 4. Normalization 5. Creating the database 6. Querying. Students are supposed to work on these steps week wise and finally create a complete "Database System" to Roadway Travels. Examples are given at every experiment for guidance to students.
 WEEK 1: E-R Model
Analyze the problem carefully and come up with the entities in it. Identify what data has to be persisted in the database. This contains the entities, attributes etc.
Identify the primary keys for all the entities. Identify the other keys like candidate keys, partial keys, if any.
Example:
Entities:
1. BUS

2. Ticket
3. Passenger
Relationships:
1. Reservation
2. Cancellation
PRIMARY KEY ATTRIBUTES:
1. Ticket ID (Ticket Entity)
2. Passport ID (Passenger Entity)
3. Bus_No(Bus Entity)
Apart from the above mentioned entities you can identify more. The above
mentioned are few.
Ex: Bus Entity
Ex: Reservation relationship
Note: The student is required to submit a document by writing the Entities and Keys
to the lab teacher
WEEK 2: Concept design with E-R Model Note: -
Relate the entities appropriately. Apply cardinalities for each relationship. Identify strong
entities and weak entities (if any). Indicate the type of relationships (total/partial).Try to
incorporate Generalization, Aggregation,
Specialization etc wherever required.
Note: The student is required to submit a document by drawing the E-R diagram to the lab
teacher.
WEEK 3: Relational Model
Represent all the entities (Strong, Weak) in tabular fashion.
Represent relationships in a tabular fashion. There are different ways of representing
relationships as tables based on the cardinality. Represent attribute as columns in tables or
as tables based on the requirement. Different types of attributes (Composite, Multi-valued
and Derived) have different way of Representation.
Example: The Passenger table looks as like below...
Note: You can add more attributes based on your E-R-Model
This is not normalized table.
Passenger Name Age Gender Address Ticket_Id Passport_Id
Note: The student is required to submit a document by represent relationships in a
tabular fashion to the lab teacher.
WEEK 4: Normalization
Database normalization is a technique for designing relational database tables to minimize
duplication of information and, in so doing, to safeguard the database against certain
typesof logical or structural problems, namely data anomalies. For example, when multiple
instances of a given piece of information occur in a table, the possibility exists that these
instances will not be kept consistent when the data within the table is updated, leading to a
loss of data integrity. A table that is sufficiently normalized is less vulnerable to problems of
this kind, because its structure reflects the basic assumptions for when multiple instances of
the same information should be represented by a single instance only.
For the above table in the First normalization we can remove the multi valued
attribute Ticket_id and place it in another table along with the primary key of
passenger.
First Normal Form: The above table can be divided into two tables as shown below.
Passenger Name Age Gender Address Passport_Id
Note: Apply the second and third normal forms for the same example (if required you can

consider more attributes)

Passport_Id Ticket_id

WEEK 5: Installation of Mysql / MongoDB and practicing DDL, commands

Installation of MySql / MongoDB. In this week you will learn Creating databases, How to create tables, altering the database, dropping tables and databases if not required. You will also try truncate, rename commands etc.

5.a) Example for creation of a normalized "Passenger" table. CREATE TABLE Passenger (Passport_id INTEGER PRIMARY KEY, Name VARCHAR (50) Not NULL,Age Integer Not NULL,SexChar,Address VARCHAR (50) Not NULL);

Similarly create all other tables.

Note: Detailed creation of tables is given at the end.

5.b) Installation of MongoDB

Installation of MongoDB on Windows,MongoDB is a cross-platform, document oriented database that provides, high performance, high availability, and easy scalability. MongoDB works on concept of collection and document. In this week You will Learn with MongoDB. How to create Database, Collection, Document, Field, Embedded Documents. Relationships in MongoDB represent how various documents are logically related to each other. Relationships can be modeled via Embedded and Referenced approaches.

Example: MongoDB db.createCollection(name, options) is used to create collection.

Basic syntax of createCollection() method

>use test

switched to db test

>db.createCollection("mycollection")

{ "ok" : 1 }

>

 created collection by using the command show collections.

>show collections

mycollection

system.indexes

Experiment 6: Practicing DML commands

DML commands are used to for managing data within schema objects. Some examples:

●SELECT - retrieve data from the a database

●INSERT - insert data into a table

●UPDATE - updates existing data within a table

●DELETE - deletes all records from a table, the space for The records remain

Inserting values into "Bus" table:

Insert into Bus values(1234,'hyderabad', 'tirupathi');

Insert into Bus values (2345,'hyderabd' 'Banglore');

Insert into Bus values (23,'hyderabd','Kolkata');

Insert into Bus values (45,'Tirupathi,'Banglore');

Insert into Bus values (34,'hyderabd','Chennai');

Inserting values into "Passenger" table:

Insert into Passenger values (1, 45,'ramesh', 45,'M', 'abc123');

Insert into Passenger values (2, 78,'geetha', 36,'F','abc124');

Insert into Passenger values (45, 90,' ram', 30,'M','abc12');

Insert into Passenger values (67, 89,' ravi', 50,'M','abc14');

Insert into Passenger values (56, 22,'seetha', 32,'F','abc55');

Few more Examples of DML commands:

Select * from Bus; (selects all the attributes and display) UPDATE BUS SET Bus No = 1 WHERE

BUS NO=2;

WEEK 7: Querying

In this week you are going to practice queries (along with sub queries) using ANY, ALL, IN, Exists, NOT EXISTS, UNION, INTERSECT, Constraints etc.

Practice the following Queries:

Display unique PNR_no of all Passengers. Display all the names of male passengers. Display the ticket numbers and names of all the passengers.

Find the ticket numbers of the passengers whose name start with 'r' and ends with 'h'. Find the names of passengers whose age is between 30 and 45.

Display all the passengers names beginning with 'A' Display the sorted list of passengers names

WEEK 8 and WEEK 9:

1) You are going to practice queries using Aggregate functions (COUNT, SUM, AVG, and MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.

2) Write a Query to display the Information present in the Passenger and cancellation tables. Hint: Use UNION Operator.

3) Display the number of days in a week on which the 9W01 bus is available.

4) Find number of tickets booked for each PNR_no using GROUP BY CLAUSE. Hint: Use GROUP BY on PNR_No.

5) Find the distinct PNR numbers that are present.

6) Find the number of tickets booked by a passenger where the number of seats is greater than 1.Hint: Use GROUP BY, WHERE and HAVING CLAUSES.

7) Find the total number of cancelled seats.

WEEK 10: Triggers

In this week you are going to work on Triggers. Creation of insert trigger, delete trigger, update trigger. Practice triggers using the above database.

Eample: CREATE TRIGGER updcheck BEFORE UPDATE ON passenger FOR EACH ROW

BEGIN

IF NEW.Tickent N0 > 60 THEN

SET New.Tickent no = Ticket no;

ELSE

SET New.Ticket no = 0;

END IF;

END;

WEEK 11: STORED PROCEDURES

In this session you are going to learn Creation of stored procedure, Execution of procedure and modification of procedure. Practice procedures using the above database.

Eample: CREATE PROCEDURE myProc()

BEGIN

SELECT COUNT(Tickets) FROM Ticket WHERE age>=40; End;

WEEK 12: DCL Commands

DCL commands are used to for granting the permissions for security of data within the users.

REFERENCE BOOKS:

1. Introduction to SQL, RickF. VanderLans,Pearson education..

2. Oracle PL/SQL, B.Rosenzweig and E.Silvestrova,Pearson education.

3. SQL & PL/SQL for Oracle 10g,B lack Book, Dr.P.S.Deshpande, Dream Tech.

4. Ora cle D atab a se 11 g P L/S QL P rogramming, M .M c Laughlin,TMH.

5. SQL Fundamentals, J.J.Patrick,Pearson Education.

COURSE OUTCOMES:

The students will be able:

1 To design a database based on the requirements by applying ER and Relational model.

2 To use normal forms for Schema Refinement and Transaction Management and SQL to interact with database to perform all types of DB operations.

3 To analyze the business requirements and produce a viable model for the implementation of document oriented and distributed databases.

4 To apply TCL and DCL Commands and to visualize all states of transaction operations.

5 Analyze and Select storage and recovery techniques of database system

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(R20A7381) COMPUTER NETWORKS LAB

Course objectives:

1. The objective of this lab course is to get practical knowledge of working principles of various communication protocols.
2. Analyze structure and formats of TCP/IP layer protocols using network tools such as network simulators.
3. Implementing various network algorithms such as error control, error detection, routing, and security related algorithms.

List of Experiments:

WEEK 1
Implement the data link layer framing methods such as character count, character stuffing and bit stuffing
WEEK 2
Implement on a data set of characters the three CRC polynomials CRC 12, CRC 16 and CRC CCIP
WEEK 3
Implement Dijkstra's algorithm to compute the shortest path thru a graph
WEEK 4
Take an example subnet graph with weights indicating delay between nodes
WEEK 5
Now obtain Routing table art each node using distance vector routing algorithm
WEEK 6
Take an example subnet of hosts. Obtain broadcast tree for it
WEEK 7
Take a 64 bit playing text and encrypt the same using DES algorithm.
WEEK 8
Write a program to break the above DES coding
WEEK 9
Using RSA algorithm Encrypt a text data and Decrypt the same.

Course Outcomes:

1. Understand the practical approach to network communication protocols.
2. Understand network layers, structure/format and role of each network layer.
3. Able to design and implement various network application such as data transmission between client and server, file transfer, real-time multimedia transmission.
4. Understand the various Routing Protocols/Algorithms and Internetworking.

(R20A0006) TECHNICAL COMMUNICATION AND SOFT SKILLS

INTRODUCTION:

'Technical Communication and Soft skills'focus on enhancing students' communication skills. Various technical writing styles and skills are developed. Students' placementneeds met by giving them an exposure to group discussions and mock interviews. Soft skills such as building positive relationships and teamwork are also emphasized.

The trainee hones these skills under the guidance ofthe instructor whose constant evaluation helps in the professional development of students. This course fulfils the need of the aspirants in acquiring and refining the skills required for placements and professional success.

COURSE OBJECTIVES:

1. To make the students recognize the role of technical English in their academic and professional fields
2. To improve language proficiency and to develop the required professional ethics
3. To equipstudents, organize, comprehend, write, and present, short and long forms of any technical work within the broad framework of the Scientific Method
4. To facilitate communication about projects and ideas throughout the industry and also to the non-technical people
5. To display professional behaviors and body language

UNIT I – **Effective Presentations**
Just-a-Minute sessions, Formal versus informal communication, Non-verbal communication; Concord:Subject-verb agreement
UNIT 2 - **Professional Communication**
Role Plays, Persuasion techniques, Presentation aids, Body language, Importance of listening in effective communication; Email Writing, Business Letter Writing, Letters of complaint, enquiry, responses; Memo Writing; Transformation of Sentences
UNIT 3 – **Career Planning**
Oral Presentations, Techniques of Listening Skills, types of Group discussions; Etiquette, Protocol; Resume Writing, Cover letter, Writing a statement of purpose; Tenses
UNIT 4 - **Technical Writing**
Group Discussion, Principles of Effective Writing; Paragraph writing, Advanced Essay Writing, Expansion for or against the essay, Narrative essay, Descriptive essay; Technical Report Writing, Format &Style; Active & Passive Voice
UNIT 5 – **Academic Writing**
Mock Interview sessions, facing interviews; Correction of Sentences

REFERENCE BOOKS:
1. R.K. Narayan, The Guide, Viking Press, 1958
2. David F. Beer and David Mc Murrey, Guide to writing as an Engineer, John Willey. New York, 2004
3. Diane Hacker, Pocket Style Manual, Bedford Publication, New York, 2003. (ISBN 0312406843)
4. Shiv Khera, You Can Win, Macmillan Books, New York, 2003.
5. Raman Sharma, Technical Communications, Oxford Publication, London, 2004.

6. Meenakshi Raman, Prakash Singh, Business communication, Oxford Publication, New Delhi 2012.

7. Dale Jung k, Applied Writing for Technicians, McGraw Hill, New York, 2004. (ISBN: 07828357-4)

8. Sharma, R. and Mohan, K. Business Correspondence and Report Writing, TMH New Delhi 2002.

9. Xebec, Presentation Book, TMH New Delhi, 2000. (ISBN 0402213)

COURSE OUTCOMES:

After completion of the course, the Students will be able to

1. Understand information which assists in completion of the assigned job tasks more successfully.
2. Communicate his ideas by writing projects, reports, instructions, diagrams and many other forms of professional writing.
3. Adhere to ethical norms of scientific communication.
4. Strengthen their individual and collaborative work strategies.
5. Successfully market themselves and sell themselves to the employer of their choice.

(R20A1202) AUTOMATA AND COMPILER DESIGN

COURSE OBJECTIVES:
1. To provide an understanding of automata ,grammars and language translators.
2. To describe the various techniques used in compiler construction
3. To insight the process of semantic analysis
4. To analyze the code optimization techniques
5. To apprehend the code generation techniques

UNIT - I
Formal Language and Regular Expressions: Languages, Definition Languages regular expressions, Finite Automata - DFA, NFA. Conversion of regular expression to NFA, NFA to DFA. Context Free grammars and parsing, derivation, parse trees, Application of Finite Automata.

UNIT - II
Introduction To Compiler, Phases of Compilation, ambiguity LL(K) grammars and LL(1) parsing.
Bottom up parsing, Handle pruning, LR Grammar Parsing, LALR parsing, parsing ambiguous grammars, YACC programming specification.
Semantics: Syntax directed translation, S-attributed and L-attributed grammars.

UNIT - III
Intermediate code - abstract syntax tree, translation of simple statements and control flow statements.
Context Sensitive features -Chomsky hierarchy of languages and recognizers. Type checking, type conversions, equivalence of type expressions, overloading of functions and operations.

UNIT - IV
Run time storage: Storage organization, storage allocation strategies scope access to now local names.
Code optimization: Principal sources of optimization, optimization of basic blocks, peephole optimization.

UNIT - V
Code generation: Machine dependent code generation, object code forms, generic code generation algorithm, Register allocation and assignment. Using DAG representation of Block.

TEXT BOOKS:
1. Introduction to Theory of computation .Sipser, 2nd Edition, Thomson.
2. Compilers Principles, Techniques and Tools Aho, Ullman, Ravisethi, Pearson Education.

REFERENCE BOOKS:
1. Modern Compiler Implementation in C- Andrew N. Apple, Cambridge University

Press.

2. Lex &yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly

3. Modern Compiler Design- Dick Grune, Henry E. Bal, Cariel T. H. Jacobs,Wileydreamtech.

4. Engineering a Compiler-Cooper & Linda, Elsevier.

5. Compiler Construction, Louden, Thomson.

6. Introduction to Automat a Theory Languages and Computation". Hopcroft H.E. and Ullman J.D.Pearson Education.

COURSE OUTCOMES:

At the end of the course the students are able to:

⮚ Express the necessity and types of different language translators in use.

⮚ Apply the techniques and design different components (phases)of a compiler.

⮚ Implement practical aspects of automata theory.

⮚ Classify the different optimization techniques

⮚ Use the tools Lex, Yacc in compiler construction

(R20A0517) FULL STACK WEB DEVELOPMENT

COURSE OBJECTIVES:

1. To learn the core concepts of both the frontend and backend programming course.

2. To get familiar with the latest web development technologies.

3. To learn all about databases.

4. To learn complete web development process

5. To provide an in-depth study of the various web development tools

UNIT - I:
Web Development Basics: Web development Basics - HTML & Web servers Shell - UNIX CLI Version control - Git & Github HTML, CSS

UNIT - II:
Frontend Development: Javascript basics OOPS Aspects of JavaScript Memory usage and Functions in JS AJAX for data exchange with server jQuery Framework jQuery events, UI components etc. JSON data format.

UNIT - III:
REACT JS: Introduction to React Router and Single Page Applications React Forms, Flow Architecture and Introduction to Redux More Redux and Client-Server Communication

UNIT- IV:
Java Web Development:JAVA PROGRAMMING BASICS, Model View Controller (MVC) Pattern MVC Architecture using Spring RESTful API using Spring Framework Building an application using Maven

UNIT - V:
Databases & Deployment:Relational schemas and normalization Structured Query Language (SQL) Data persistence using Spring JDBC Agile development principles and deploying application in Cloud

TEXT BOOKS:

1. Web Design with HTML, CSS, JavaScript and JQuery Set Book by Jon Duckett Professional JavaScript forWeb Developers Book by Nicholas C. Zakas

2. Learning PHP, MySQL, JavaScript, CSS & HTML5: A Step-by-Step Guide to Creating Dynamic Websites byRobin Nixon

3. Full Stack JavaScript: Learn Backbone.js, Node.js and MongoDB. Copyright © 2015 BY AZAT MARDAN

REFERENCE BOOKS:

1. Full-Stack JavaScript Development by Eric Bush.

2. Mastering Full Stack React Web Development Paperback – April 28, 2017 by TomaszDyl , Kamil Przeorski

, Maciej Czarnecki

COURSE OUTCOMES:

1. Develop a fully functioning website and deploy on a web server.

2. Gain Knowledge about the front end and back end Tools

3. Find and use code packages based on their documentation to produce working results in a project.

4. Create webpages that function using external data.

5. Gain an understanding about the databases.

(R20A6608) REINFORCEMENT LEARNING
PROFESSIONAL ELECTIVE - III

COURSE OBJECTIVES:
1. Learn the concepts of reinforcement learning, Multi Armed bandits problem, Finite Markov Decision Process.
2. Provide approximate solutions methods for Reinforcement learning.
3. Introduce Dynamic programming, Monte Carlo methods and Temporal-Difference Learning.
4. Excel with Tabular Methods and Prediction with Approximation.
5. Familiarize with applications and case studies of reinforcement learning

UNIT – I:
Learn the concepts of reinforcement learning, Multi Armed bandits problem, Finite Markov Decision Process.
Introduction and Basics of RL, Defining RL Framework, Probability Basics: Probability Axioms, Random Variables, Probability Mass Function, Probability Density Function, Cumulative Distribution Function and Expectation. Introduction to Agents, Intelligent Agents – Problem
Solving – Searching, Logical Agents.

UNIT – II:
Finite Markov Decision Process:Basics, The Agent-Environment Interface, Goals and Rewards, Returns and Episodes, Unified Notation for Episodic and Continuing Tasks, Policies and Value Functions, Optimal Policies and optimal Value Functions, Optimality and Approximation.

UNIT – III:
Dynamic Programming:Definition, Policy Evaluation (Prediction), Policy Improvement, Policy Iteration, Value Iteration, Asynchronous dynamic programming, Generalized Policy Iteration, Efficiency of dynamic programming.
Monte Carlo Methods:Definition,Monte Carlo Prediction, Monte Carlo Estimation of Action values, Monte Carlo Control, Monte Carlo Control without Exploring Starts, Off-policy prediction via Importance Sampling, Incremental implementation.

UNIT – IV:
Temporal-Difference Learning: TD Prediction, Advantages of TD Prediction Methods, Optimality of TD(0), Sarsa: On-policy TD control, Q-learning Off-policy TD control.

UNIT – V:
Planning and Learning with Tabular Methods: Models and Planning, Dyna: Integrated Planning, acting and learning, Prioritized Sweeping, Expected vs Sample updates,

Trajectory sampling, Real-time dynamic programming, Planning at decision time,
Heuristic search, Rollout algorithms, Monte carlo tree search.

TEXT BOOKS:

1. Richard S. Sutton and Andrew G. Barto,"Reinforcement Learning: An Introduction",
    2nd Edition

REFERENCE BOOKS:

1. Daniel Jurafsky & James H Martin,Speech and Natural Language Processing -
Pearson Publications.
2. Alberto Leon-Garcia, "Probability, Statistics, and Random Processes for Electrical
Engineering", 3rd Edition,
3. Kevin P. Murphy, "Machine Learning: A Probabilistic Perspective".

COURSE OUTCOMES:

1. Understand the concepts of Reinforcement Learning to solve real world problems.
2. Solve problems using Finite Markov Decision process and dynamic program.
3. Apply Monte Carlo, Temporal Difference methods for policy evaluation and
prediction.
4. Analyze the Tabular Methods and On-policy Prediction with Approximation.
5. Solve problems using deep reinforcement learning.
6. Recognize current advanced techniques and applications using RL

(R20A0520) DISTRIBUTED SYSTEMS
PROFESSIONAL ELECTIVE - III

COURSE OBJECTIVES:
1. To learn the principles, architectures, algorithms and programming models used in distributedsystems.
2. To analyze the algorithms of mutual exclusion, election & multicast communication.
3. To evaluate the different mechanisms for Interprocess communication and remote invocations.
4. To design and implement sample distributed systems.
5. To apply transactions and concurrency control mechanisms in different distributed environments.

UNIT I
Characterization of Distributed Systems: Introduction, Examples of Distributed systems, Resource Sharing and Web, Challenges.
System Models: Introduction, Architectural models, Fundamental models.

UNIT II
Time and Global States: Introduction, Clocks, Events and Process states, Synchronizing Physical clocks, Logical time and Logical clocks, Global states.
Coordination and Agreement: Introduction, Distributed mutual exclusion, Elections, Multicast Communication, Consensus and Related problems.

UNIT III
Interprocess Communication: Introduction, Characteristics of Interprocess communication, External Data Representation and Marshalling, Client-Server Communication, Group Communication, Case Study: IPC in UNIX.
Distributed Objects and Remote Invocation: Introduction, Communication between Distributed Objects, Remote Procedure Call, Events and Notifications, Case study: Java RMI.

UNIT IV
Distributed File Systems: Introduction, File service Architecture, Case Study: 1: Sun Network File System , Case Study 2: The Andrew File System.
Distributed Shared Memory: Introduction, Design and Implementation issues, Consistency Models.

UNIT V
Transactions and Concurrency Control: Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering, Comparison of methods for concurrency control.

Distributed Transactions: Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery.

TEXT BOOKS:
1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg,Fourth Edition, Pearson Education. 2009.

REFERENCES:
1. Distributed Systems, Principles and paradigms, Andrew S.Tanenbaum, Maarten VanSteen, SecondEdition,PHI.
2. Distributed Systems, An Algorithm Approach, Sikumar Ghosh, Chapman & Hall/CRC, Taylor& Fransis Group,2007.

COURSE OUTCOMES:

1. Able to compare different types of distributed systems and different models.
2. Able to analyze the algorithms of mutual exclusion, election & multicast communication.
3. Able to evaluate the different mechanisms for Interprocess communication and remoteinvocations.
4. Able to design and develop new distributed applications.
5. Able to apply transactions and concurrency control mechanisms in different distributedenvironments.

(R20A6751) DATA VISUALIZATION
PROFESSIONAL ELECTIVE - III

COURSE OBJECTIVES:

☐ To learn different statistical methods for Data visualization.
☐ To understand the basics of R and Python.
☐ To learn usage of Watson studio.
☐ To understand the usage of the packages likeNumpy, pandas and matplotlib.
☐ To know the functionalities and usages of Seaborn.

UNIT I

Introduction to Statistics : Introduction to Statistics, Difference between inferential statistics and descriptivestatistics, Inferential Statistics- Drawing Inferences fromData, RandomVariables, Normal ProbabilityDistribution, Sampling, Sample Statistics and SamplingDistributions.
R overview and Installation- Overview and About R, R and R studio Installation, Descriptive Data analysis using R, Description of basic functions used to describe data in R.

UNIT II

Data manipulation withR: Data manipulation packages-dplyr,data.table, reshape2, tidyr, Lubridate, Data visualization withR.
Data visualization in Watson Studio: Adding data to datarefinery, Visualization of Data on WatsonStudio.

UNIT III

Python: Introduction toPython, How toInstall, Introduction to JupyterNotebook, Python scriptingbasics, NumpyandPandas-Creating and Accessing Numpy Arrays, Introduction to pandas, read and write csv, Descriptive statistics using pandas, Working with text data and datetime columns, Indexing and selecting data, groupby, Merge / Join datasets

UNIT IV

Data Visualization Tools inPython- Introduction to Matplotlib, Basic plots usingmatplotlib, Specialized Visualization Tools usingMatplotlib, Advanced Visualization Tools usingMatplotlib- WaffleCharts, WordClouds.

UNIT V

Introduction to Seaborn: Seaborn functionalities and usage, Spatial Visualizations and Analysis in Python with Folium, Case Study.

TEXT BOOKS:
1. Core Python Programming - Second Edition,R. Nageswara Rao, Dreamtech Press.
2. Hands on programming with R by Garrett Grolemund,Shroff/O'Reilly; First edition
3. Fundamentals of Mathematical Statistics by S.C. Gupta, Sultan Chand & Sons

REFERENCE BOOKS:
1. Learn R for Applied Statistics: With Data Visualizations, Regressions, and Statistics by Eric Goh Ming Hui, Apress
2. Python for Data Analysis by William McKinney, Second Edition, O'Reilly Media Inc. \
3. The Comprehensive R Archive Network- https://cran.r-project.org
4. https://seaborn.pydata.org/
5. https://dataplatform.cloud.ibm.com/

Course Outcomes:
At Completion of this course, students would be able to -
☐ Apply statistical methods for Data visualization.
☐ Gain knowledge on R and Python
☐ Understand usage of various packages in R and Python.
☐ Demonstrate knowledge of Watson studio.
☐ Apply data visualization tools on various data sets.

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III Year B.Tech. AI&ML- II Sem

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(R20A6601) IMAGE PROCESSING
(PROFESSIONAL ELECTIVE-III)

OBJECTIVES:

1. Provide a theoretical and mathematical foundation of fundamental Digital
   Image Processingconcepts.
2. Provides the knowledge of imageacquisition;samplingandquantization.
3. Preprocessing and enhancement.
4. Image restoration, and segmentation.
5. Knowledge of different image compression techniques.

UNIT - I

Digital ImageFundamentals: Digital Image through Scanner, Digital Camera. Concept of Gray Levels, Gray Level to Binary Image Conversion, Sampling and Quantization, Relationship between Pixels. Imaging Geometry. 2D Transformations-DFT, DCT, KLT andSVD.

UNIT - II

Image Enhancement in Spatial Domain Point Processing, Histogram Processing, Spatial Filtering, Enhancement inFrequency Domain, Image Smoothing, Image Sharpening.

UNIT - III

Image Restoration Degradation Model, Algebraic Approach to Restoration, Inverse Filtering, Least Mean SquareFilters, Constrained Least Squares Restoration, Interactive Restoration.

UNIT - IV

Image Segmentation Detection of Discontinuities, Edge Linking and Boundary Detection, Thresholding, RegionOriented Segmentation.

UNIT - V

Image Compression Redundancies and their Removal Methods, Fidelity Criteria, Image Compression Models, Source Encoder and Decoder, Error Free Compression, Lossy Compression.

TEXT BOOKS:

1. Digital Image Processing: **R.C. Gonzalez & R. E. Woods**, Addison Wesley/ Pearson Education, 2 Ed,2004.

REFERENCES:

1. Fundamentals of Digital Image Processing: **A. K. Jain** ,PHI.
2. Digital Image Processing using MAT LAB: Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins:Pearson Education India,2004.
3. Digital Image Processing: William K. Pratt, John Wilely, 3rd Edition,2004.

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4. Image Processing, Analysis and Machine Vision, Second Edition, Milan Sonka, aclav Hlavac andRoger Boyle, Cengage learning.
5. Digital Image Processing, W.K.Pratt, 4theditionJohnwiley&sons.
6. Digital ImageProcessing, S.Jayaraman, S.Esakkirajan, T.Veerakumar,TMH.
7. Digital Image Processing, S.Sridhar, Oxford UniversityPress

COURSE OUTCOMES:
1. Understand the theoretical and mathematical foundations of Digital Image Processing.
2. Explain different imageacquisition,samplingandquantization methods;
3. Perform Preprocessing and image enhancement operations on given images
4. Apply different Image restoration, and segmentation techniques.
5. Perform different image compression techniques.

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(R20A7304) ROBOTIC PROCESS AUTOMATION
PROFESSIONAL ELECTIVE - IV

COURSE OBJECTIVES:

1) To understand basic concepts of RPA.

2) To study in detail about different types of sequencing, Control Flow.

3) To Identify and understand Image, Text and Data Tables Automation.

4) To describe how to handle the User Events and its relation to bot.

5) To describe various types of Exceptions and strategies.

UNIT-I

INTRODUCTION TO ROBOTIC PROCESS AUTOMATION:

What is RPA, Flavors of RPA, history of RPA, The Benefits of RPA, RPA vs Automation - Processes & Flowcharts, Programming Constructs in RPA, What Processes can be Automated - Types of Bots, Risks & Challenges with RPA - RPA and emerging ecosystem.

UNIT-II

SEQUENCE, FLOWCHART AND CONTROL FLOW:

Sequence, Flowchart, and Control Flow: Sequencing the workflow - Sequence - Activities - Flowcharts - Control flow - various types of loops, and decision making: Assign, Delay, Break, While, Do-While, For each, If, and Switch activities -Examples using Sequence and Flowchart

UNIT-III

AUTOMATION CONCEPTS & TECHNIQUES:

Introduction to Image & Text Automation - Image based automation - Keyboard based automation - Information Retrieval - Advanced Citrix Automation challenges, Best Practices

- Using tab for Images - Starting Apps - Excel Data Tables & PDF - Data Tables in RPA - Excel and Data Table basics - Data Manipulation in excel - Extracting Data from PDF - Extracting a single piece of data - Anchors - Using anchors in PDF..

UNIT-IV

HANDLING USER EVENTS AND ASSISTANT BOTS:

What are assistant bots? - Monitoring system event triggers - Hotkey trigger - Mouse trigger - System trigger - Monitoring image and element triggers - An example of monitoring email - Example of monitoring a copying event and blocking it - Launching an assistant bot on a keyboard event.

UNIT-V

EXCEPTION HANDLING:

Debugging and Exception Handling - Debugging Tools - Strategies for solving issues - Catching errors.

Text Books:

1. Tom I'aulli, The Robotic Process Automation llandbook:A Guide to Implementing RPA Systems,2020,lSBN-13 (electronic):978-7-4842-5729-6, Publisher : A press

2. Alok Mani Tripathi, "Learning Robotic Process Automation", Packt Publishing, 2018.

References Books:

1.Frank Casale, Rebecca Dilla, Iieidi Jaynes,Lauren Livingston,"lntroduction to Robotic Process Automation: a Primer", Institute of Robotic Process Automation.

2. Richard Murdoch, I¦obotic Process Automation: Guide'Io Building Software llobots, Automate Repetitive Tasks & Become An RPA Consultant

3. Srikanth Merianda, Robotic Process Automation Tools, Process Automation and their benefits: Understanding RPA and Intelligent Automation

COURSE OUTCOMES:

The students should be able to:

1) Understand Robotic Process Automation technology.

2) Model the sequences and the nesting of activities

3) Understand Image, Text and Data Tables Automation.

4) Understand to handle the exceptions and will troubleshoot towards the solution

5) Make use of exception handling techniques to handle the log errors

(R20A6202) CYBER SECURITY
PROFESSIONAL ELECTIVE - IV

COURSE OBJECTIVES:

1.   To familiarize various types of cyber-attacks and cyber-crimes
2.   To give an overview of the cyber laws
3.   To study the defensive techniques against these attacks
4.   To study cyber security challenges and implications.
5.   To know about Cyber Security.

UNIT - I:
Introduction to Cyber Security: Basic Cyber Security Concepts, layers of security, Vulnerability, threat, Harmful acts, Internet Governance – Challenges and Constraints, Computer Criminals, CIA Triad, Assets and Threat, motive of attackers, active attacks, passive attacks, Software attacks, hardware attacks, Spectrum of attacks, Taxonomy of various attacks, IP spoofing, Methods of defense, Security Models, risk management, Cyber Threats-Cyber Warfare, Cyber Crime, Cyber terrorism, Cyber Espionage, etc., Comprehensive Cyber Security Policy.

UNIT - II:
Cyberspace and the Law & Cyber Forensics: Introduction, Cyber Security Regulations, Roles of International Law. The INDIAN Cyberspace, National Cyber Security Policy. Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber Forensics and Digital evidence, Forensics Analysis of Email, Digital Forensics Lifecycle, Forensics Investigation, Challenges in Computer Forensics, Special Techniques for Forensics Auditing.

UNIT - III: Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies and Measures in Mobile Computing Era, Laptops.

UNIT - IV:
Cyber Security: Organizational Implications: Introduction cost of cybercrimes and IPR issues, web threats for organizations, security and privacy implications, social media marketing: security risks and perils for organizations, social computing and the associated challenges for organizations.
Cybercrime and Cyber terrorism: Introduction, intellectual property in the cyberspace, the ethical dimension of cybercrimes the psychology, mindset and skills of hackers and other cyber criminals.

UNIT - V:

Privacy Issues: Basic Data Privacy Concepts: Fundamental Concepts, Data Privacy Attacks, Data linking and profiling, privacy policies and their specifications, privacy policy languages, privacy in different domains- medical, financial, etc.

Cybercrime: Examples and Mini-Cases

Examples: Official Website of Maharashtra Government Hacked, Indian Banks Lose Millions of Rupees, Parliament Attack, Pune City Police Bust Nigerian Racket, e-mail spoofing instances. Mini- Cases: The Indian Case of online Gambling, An Indian Case of Intellectual Property Crime, Financial Frauds in Cyber Domain

TEXT BOOKS*:*

1. Nina Godbole and Sunit Belpure, Cyber Security Understanding Cyber Crimes, ComputerForensics and Legal Perspectives, Wiley
2. B. B. Gupta, D. P. Agrawal, Haoxiang Wang, Computer and Cyber Security: Principles,Algorithm,
Applications, and Perspectives, CRC Press, ISBN 9780815371335, 2018.

REFERENCE BOOKS:
1. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRCPress.
2. Introduction to Cyber Security , Chwan-Hwa(john) Wu,J.David Irwin.CRC Press T&F Group

COURSE OUTCOMES:

Student will be able to
1. Understand basic concepts ofCyber Crimes.
2. Ability to identify the attacks in CyberCrimes
3. Able to specify the suitable methods used in CyberCrime
4. Ability to face cyber securitychallenges
5. Understand Cyber laws

(R20A6901) INTERNET OF THINGS (IoT)
PROFESSIONAL ELECTIVE - IV

COURSE OBJECTIVES:

This course will enable students to1. To understand the fundamentals of Internet of Things.
2. Differentiate between IoT and M2M.
3. To learn about the basics of IOT protocols.
4. Understand IoT architecture and IoT design constraints.
5. To build a small low cost embedded system using Raspberry Pi.

UNIT- I
INTRODUCTION TO IoT: Sensing, Actuation, Networking basics, Communication Protocols, Sensor
Networks, Machine-to-Machine Communications, IoT Definition, Characteristics. IoT Functional
Blocks, Physical design of IoT, Logical design of IoT, Communication models & APIs.

UNIT -II
M2M to IoT: The Vision-Introduction, From M2M to IoT, M2M towards IoT-the global context, a
use
case example, Differing Characteristics. Definitions, M2M Value Chains, IoT Value Chains, An
emerging industrial structure for IoT.

UNIT -III
M2M vs IoT An Architectural Overview: Building architecture, Main design principles and needed
capabilities, An IoT architecture outline, standards considerations. Reference Architecture and
Reference Model of IoT.

UNIT- IV
IoT Reference Architecture: Getting Familiar with IoT Architecture, Various architectural views of
IoT such as Functional, Information, Operational and Deployment. Constraints affecting design in
IoT world- Introduction, Technical design Constraints.

UNIT- V
Developing IoT solutions: Introduction to Python, Introduction to different IoT tools, Introduction
to Arduino and Raspberry Pi Implementation of IoT with Arduino and Raspberry, Cloud Computing,
Fog Computing, Connected Vehicles, Data Aggregation for the IoT in Smart Cities, Privacy and
SecurityissuesinIoT.

TEXT BOOK:
1.Jan Holler, Vlasios Tsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David
Boyle,
"From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence",
1st
Edition, Academic Press,2014.

REFERENCES:

1. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on- Approach)", 1st Edition, VPT, 2014
2. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013
3. Cuno Pfister, Getting Started with the Internet of Things, O"Reilly Media, 2011, ISBN: 978-1-4493- 9357-1

COURSE OUTCOMES:

 After successful completion of this course, student will be able to1. Understand general concepts of Internet of Things (IoT) also recognize various devices,
sensors and applications.
2. Apply design concept to IoT solutions.
3. Analyze various M2M and IoT architectures.
4. Evaluate design issues in IoT applications.
5. Create IoT solutions using sensors, actuators and Devices.

(R20A0522) SOFTWARE TESTING METHODOLOGIES
PROFESSIONAL ELECTIVE - IV

COURSE OBJECTIVES:
 1. To learn and understand the tools and techniques of software testing and its practice in the industry.
 2. To be aware of the differences between the various testing strategies.
3. To know the taxonomy and purpose of software testing tools.
4. Ability to learn path testing, domain testing
 5. To know the data flow testing

UNIT I
Introduction: Purpose of testing, Dichotomies, model for testing, consequences of bugs, taxonomy of bugs.

UNIT II Flow graphs and Path testing: Basics concepts of path testing, predicates, path predicates and achievable paths, path sensitizing, path instrumentation, application of path testing. Transaction Flow Testing: Transaction flows, transaction flow testing techniques

UNIT III: Dataflow testing: Basics of dataflow testing, strategies in dataflow testing, application of dataflow testing. Domain Testing:-domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

UNIT IV: Paths, Path products and Regular expressions: Path products & path expression, reduction procedure, applications, regular expressions & flow anomaly detection. Logic Based Testing: Overview, decision tables, path expressions, kv charts, specifications.

UNIT V: State, State Graphs and Transition testing : State graphs, good & bad state graphs, state testing, Testability tips. Graph Matrices and Applications: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools.

TEXT BOOKS:
1. Software Testing techniques - Boris Beizer, Dreamtech, secondedition.
2. Software Testing Tools – Dr.K.V.K.K.Prasad,Dreamtech.

(R20A0587) COMPILER DESIGN AND CASE TOOLS LAB

COURSE OBJECTIVES:

1. To provide an understanding of the language translation peculiarities

2. Writing C Programs for the implementation of FSMs

3. Designing the components of a translator (compiler) for the given (mini)language.

4. Provides knowledge of LEX tools.

5. Knowledge of Yacc tools in compiler component constructions and to draw the UML diagrams.

Source Language (A Case Study) :

Consider the following mini language, a simple procedural High Level Language, operating on integer data with a syntax looking vaguely like a simple C crossed with Pascal. The syntax of the language is defined by the following BNF grammar:

<program> ::= <block>

<block> ::= { <variable definition><slist> }

| { <slist> }

<variable definition> ::= int <vardeflist> ;

<vardeflist> ::= <vardec> | <vardec>, <vardeflist>

<vardec> ::= <identifier> | <identifier> [<constant>]

<slist> ::= <statement> |<statement> ; <slist>

<statement> ::= <assignment> | <ifstatement> | <whilestatement> | <block>

| <printstatement> | <empty>

<assignment> ::= < identifier> = <expression>

| <identifier> [<expression>] = [<expression>

<ifstatement> ::= if <bexpression> then <slist> else <slist> endif

| if <bexpression> then <slist> endif

<whilestatement> ::= while <bexpression> do <slist>enddo

<printstatement> ::= print{ <expression> }

<expression> ::= <expression><addingop><term> | <term> | <addingop><term>

<bexpression> ::= <expression><relop><expression>

<relop> ::= < | <= | = = | >= | > |!=

<addingop> ::= + | -

<term> ::= <term><multop><factor> | <factor>

<multop> ::= * | /

<factor> ::= <constant> | <identifier> |<identifier> [<expression>

| (<expression>)

<constant> ::= <digit> | <digit><constant>

<identifier> ::= <identifier><letterordigit> | <letter>

<letterordigit> ::= a|b|c|….|y|z

<digit> ::= 0|1|2|3|…|8|9

<empty> ::= has the obvious meaning

Comments : zero or more characters enclosed between the standard C/Java style comment brockets /*…*/. The language has the rudimentary support for 1-Dimensional arrays. Ex: int a[3] declares a as anarray of 3elements, referenced as a[0],a[1],a[2].

Sample Program written in this language is :

{ int [3],t1,t2; t1=2;

a[0]=1; a[1]=2; a[t1]=3;

t2= -(a[2]+t1*6) / a[2]-t1);

if t2>5 then

```
    print(t2);else
    {
    int
    t3;
    t3=9
    9;
    t2=2
    5;}
    print(11+t2*t3); /* this is not a comment
    on twolines */
    }
    endif
    }    //    End        of  theprogram (block)
```

WEEK1. Write a C Program to Scan and Count the number of characters, words, and lines in afile.**WEEK2.** Write a C Program to implement NFAs that recognize identifiers, constants, and operators of the Mini language.

WEEK3. Write a C Program to implement DFAs that recognize identifiers, constants, and operators of the mini language.

WEEK4. Design a Lexical analyzer for the above language. {Note-The lexical analyzer should ignore redundant spaces, tabs and newlines. It should also ignore comments. Although the syntax specification states that identifiers can be arbitrarily long, you may restrict the length to some reasonable value.}

WEEK5. Implement the lexical analyzer using JLex, flex, flex or lex or other lexical analyzer generation tools.

WEEK6. Design Predictive parser for the given language.

WEEK7. Design LALR bottom up parser for the above language using tools or C

WEEK8. Convert the BNF rules into Yacc form and write code to generate abstract syntax tree. **WEEK9.** Write program to generate machine code from the abstract syntax tree generated bythe parser.

Following instruction set may be considered as targetcode.

The following is a simple register-based machine, supporting a total of 17 instructions. It has threedistinct internal storage areas. The first is the set of 8 registers, used by the individual instructions as detailed below, the second is an area used for the storage of variables and the third is an area used forthe storage of program. The instructions can be preceded by a label. This consists of an integer in the range 1 to 9999 and the label is followed by a colon to separate it from the rest of the instruction. The numerical label can be used as the argument to a jump instruction, as detailed below.

In the description of the individual instructions below, instruction argument types are specified as follows:

R specifies a register in the form R0, R1, R2, R3, R4, R5, R6 or R7 (or r0, r1, etc). L specifies a numerical label(in the range 1 to 9999).
V specifies a "variable location" (a variable number, or a variable location pointed to by a register - see

below).

A specifies a constant value, a variable location, a register or a variable location pointed to by a register (an indirect address). Constant values are specified as an integer value, optionally preceded by a minus sign, preceded by a # symbol. An indirect address is specified by an @ followed by a register.

So, for example an A-type argument could have the form 4 (variable number 4), #4 (the constant value 4), r4 (register4) or @r4 (the contents of register 4 identifies the variable location to be accessed).

The instruction set is defined as follows:
LOADA, R
loads the integer value specified by A into
register R.STORER, V
stores the value in register R to
variable V.OUTR

outputs the value inregister R.NEG R
negates the value inregister R.ADD A, R
adds the value specified by A to register R, leaving the result in register R. SUB A, R subtracts the value specified by A from register R, leaving the result in register R. MUL A, Rmultiplies the value specified by A byregister R, leaving the result in register R. DIV A, R divides register R by the value specified by A, leaving the result in register R. JMP L
causes an unconditional jump to the instruction with the label L. JEQ R, L
jumps to the instruction with the label L if the value in register R is zero. JNE R, L jumps to the instruction with the label L if the value in register R is notzero. JGE R, L jumps to the instruction with the label L if the value in register R is greater than or equal tozero. JGT R, L jumps to the instruction with the label L if the value in register R is greater thanzero. JLE R,L
jumps to the instruction with the label L if the value in register R is less than or equal tozero. JLT R,Ljumps tothe instruction with the label L if the value in register R is less than zero. NOP is an instruction with no effect. It can be tagged by a label. STOPstops execution of the machine.
All programs should terminate by executing a STOP instruction.

WEEK 10:
UML Diagram for ATM Transaction System

WEEK 11:
UML Diagram for Library Management System

WEEK 12:
UML Diagram for College Administration System

COURSE OUTCOMES:
By the end of the semester, students will be able to
1.   Understand the practical aspects, and approaches of how a compiler works and UML diagrams.
2. Implement Finite state machines in C to recognize various tokens of C language
3. Apply the techniques used in Compiler Construction
4. Construct few phases of the compiler for the mini language using Lex and Yacc tools
5. Optimize the functionality of a compiler
RECOMMENDED SYSTEM / SOFTWARE REQUIREMENTS:
1.   Intel based desktop PC with minimum of 166MHz or faster processor with at least 64 MB RAMand 100 MB free diskspace.
2. C ++ Compiler and JDK kit, Lex or Flex and YACC tools (Unix/Linux utilities)

USEFUL TEXT BOOKS / REFERECES / WEBSITES:

1.	Modern compiler implementation in C, Andrew w.Appel, Revised Edn, Cambridge UniversityPress
2. Principles of Compiler Design. – A.V Aho, J.D Ullman ; PearsonEducation.
3. lex&yacc , -John R Levine, Tony Mason, Doug Brown;O'reilly.
4. Compiler Construction,- LOUDEN, Thomson.
5. Engineering a compiler – Cooper& Linda,Elsevier
6. Modern Compiler Design – Dick Grune,Henry E.Bal, Cariel TH Jacobs, WileyDreamtech

(R20A0589) FULL STACK DEVELOPMENT LAB

COURSE OBJECTIVES:
1. Systematic Introduction to Web Designing
2. Getting familiar with the front and back end tools
3. Creating applications using HTML,CSS,Javascript
4. Implementing various applications using JQuery
5. Creating Websites

Week-1. Write a program to create a simple webpage using HTML.

Week-2. Write a program to create a website using HTML CSS and

JavaScript?

Week-3. Write a program to build a Chat module using HTML CSS and

JavaScript?

Week-4. Write a program to create a simple calculator Application

using React JS

Week-5. Write a program to create a voting application using React

JS

Week-6. Write a program to create and Build a Password Strength Check using Jquery.

Week-7. Write a program to create and Build a star rating system using Jquery.

W**eek-8.**Create a project on **Project Management application**

This is going to be the toughest of all with a lot of features. They should have a framework of a basic social media site with users being able to communicate with each other. Users should be able to create projects and tasks within projects.

Users must be able to assign tasks to other users and must be able to comment on it just like on a social media post. To start with, each user can have a calendar view and a kanban style board. Users must be able to close and archive tasks as well as projects when completed.

Week-9.Create a project on Content Management System for a blog
Using the CMS users must be able to design a web page using the drag and drop method. Users should be able to add textual or media content into placeholders that are attached to locations on the web page using drag and drop method.
Week-10. Create a project on **Grocery delivery application**

Assume this project is for a huge online departmental store. Assume that they have a myriad of grocery items at their godown. All items must be listed on the website, along with their quantities and prices.

Users must be able to sign up and purchase groceries. The system should present him with delivery slot options, and the user must be able to choose his preferred slot. Users must then be taken to the payment page where he makes the payment with his favourite method.

Week-11.*Create a project* **e-commerce portal for used furniture sales**

Assume this project is for a startup that is acquiring used furniture from users at a price, refurbishing them and selling them off at a margin. The website must display second-hand furniture that is currently being sold.

Users must be able to sign up on the site and set up their profile. Users must be able to search for their required products and checkout to the payment page. Once payment is successful, the expected time of product arrival must be communicated to the user via email as well as displayed on the order page.

Users must also be able to sell used furniture to the company. Users must be able to upload pictures of the items they intend to sell. Based on the images, company admins must be able to decide whether to buy or not.

COURSE OUTCOMES:
Students will be able to understand
1.   Usage of various front and back end Tools

2.   They can understand and create applications on their own

3.   Demonstrate and Designing of Websites can be carried out.

4.   Hands on experience on Databases.

5.   Capable of working on both front and back end Tools

(R20A0007) CONSTITUTION OF INDIA

INTRODUCTION

The Indian judiciary and particularly the Supreme Court of India has played an historic role as the guardian of people. It has been protecting not only basic ideals of the Constitutionbut also strengthened the same through progressive interpretations of the text of the Constitution. The judicial activism of the Supreme Court of India and its historic contributions has been recognized throughout the world and it gradually made it "as one of the strongest court in the world".

This course "Indian Constitution" has been designed to develop understanding of the IndianConstitution among the students.

COURSE OBJECTIVES:

1.   To enrich the students' understanding of the constitution's origin and its power
2.   To facilitatestudents to analyze the political principles
3.   To assist the students to be aware of their fundamental rights and duties
4.   To enable learning about the federal structure Parliamentary form of government
5.   To be acquainted with the historical perspectives of the constitutional amendments

The following course content is prescribed for this course.

UNIT –I
Meaning of constitution law and constitutionalismHistorical perspective of the constitution of India
Salient features and characteristics of the constitution of India

UNIT –II
Scheme of fundamental rights
The scheme of the fundamental duties and its legal status
The Directive Principles of State Policy-its importance and implementation

UNIT–III
Federal structure and distribution of legislative and financial powers between the Union and theStates, Parliamentary Form of Government in India-the constitution powers and status of the
president of India, Amendment of the Constitutional Powers and Procedure

UNIT –IV
The historical perspectives of the constitutional amendments in India., Emergency provisions: National Emergency, President Rule, Financial Emergency, Local self government-Constitutional scheme in India

UNIT –V

Scheme of fundamental Right to quality Scheme of fundamental Right to certain Freedom under Article19Scope of the Right to Life and Personal Liberty under Article 21

COURSE OUTCOMES:

After completion of the course, Students will be able to:

1. Improve their knowledge about Indian constitution
2. Value their identity and exercise their fundamental rights
3. Comprehend how differently government bodies function
4. Define their rights as voters of the country
5. Analyze the constitution and become responsible citizens

(R20A0524) CLOUD COMPUTING

OBJECTIVES:

1. To understand the various distributed system models and evolving computing paradigms
2. To gain knowledge in virtualization of computer resources
3. To realize the reasons for migrating into cloud
4. To introduce the various levels of services that can be achieved by a cloud.
5. To describe the security aspects in cloud and the services offered by a cloud.

UNIT- I

Systems Modeling: Distributed System Models and Enabling Technologies-Scalable Computing over the Internet- System Models for Distributed and Cloud Computing- Software Environments for Distributed Systems and Clouds--Performance, Security, and Energy Efficiency

Computer Clusters for Scalable Parallel Computing: Clustering- Clustering for Massive Parallelism- Computer Clusters and MPP Architectures-Design Principles of Computer Clusters-Cluster Job and Resource Management.

UNIT- II

Virtualization: Virtual Machines and Virtualization of Clusters and Data Centers-Implementation Levels of Virtualization -Virtualization Structures/Tools and Mechanisms- Virtualization of CPU, Memory, and I/O Devices-Virtual Clusters and Resource Management- Virtualization for Data-Center Automation

UNIT- III

Foundations: Introduction to Cloud Computing- Migrating into a Cloud-The Enterprise Cloud Computing Paradigm.

UNIT- IV

Infrastructure as a Service (IAAS)& Platform (PAAS):Virtual machines provisioning and Migration services-On the Management of Virtual machines for Cloud Infrastructures- Aneka—Integration of Private and Public Clouds

UNIT- V

Software as a Service (SAAS)&Data Security in the Cloud:

Google App Engine – Centralizing Email Communications- Collaborating via Web-Based Communication Tools-An Introduction to the idea of Data Security- The Current State of Data Security in the Cloud- Cloud Computing and Data Security Risk- Cloud Computing andIdentity.

TEXT BOOKS:

1. DistributedandCloudComputing,KaittwangGeoffreyC.FoxandJackJDongrr a,Elsevier India 2012.

2. MasteringCloudComputing- RajKumarBuyya,ChristianVecchiolaandS.TanuraiSelvi,TMH,2012.

3. Michael Miller, Cloud Computing: Web-Based Applications That Change the WayYouWork and Collaborate Online, Que Publishing, August2008.

REFERENCE BOOKS:

1. Cloud Computing : A Practical Approach, Anthony T.Velte, Toby J.Velte, Robert Elsenpeter, Tata McGraw Hill,rp2011.

2. Enterprise Cloud Computing, Gautam Shroff, Cambridge University Press,2010.

3. 3.Cloud Computing: Implementation, Management and Security, JohnW.Rittinghouse, James F.Ransome, CRC Press,rp2012.

4. Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, GeorgeReese, O'reilly, SPD,rp2011.

5. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, TimMather,Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD,rp2011.

COURSE OUTCOMES:

1. To distinguish the different models and computing paradigms.
2. To explain the levels of virtualization and resources virtualization
3. To analyze the reasons for migrating into cloud
4. To effectively use the cloud services in terms of infrastructure and operating platforms.
5. To apply the services in the cloud for real world scenarios

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(R20A6610) DEEP LEARNING

OBJECTIVES:

1. To acquire the knowledge of Deep Learning Concepts
2. To gain knowledge to apply Optimization strategies.
3. To be capable of performing experiments in deep learning using real world data
4. To improve the performance of the deep learning.
5. To learn supervised and unsupervised models.

UNIT-I:

INTRODUCTION TO DEEP LEARNING: Historical Trends in Deep Learning, Why DL is Growing, Artificial Neural Network, Non-linear classification example using Neural Networks: XOR/XNOR, Single/Multiple Layer Perceptron, Feed Forward Network, Deep Feed-forward networks, Stochastic Gradient –Based learning, Hidden Units, Architecture Design, Back- Propagation.

UNIT-II:

CONVOLUTION NEURAL NETWORK (CNN): Introduction to CNNs and their applications in computer vision, CNN basic architecture, Activation functions- sigmoid, tanh, ReLU, Softmax layer, Types of pooling layers, Training of CNN in TensorFlow, various popular CNN architectures: VGG, Google Net, ResNet etc, Dropout, Normalization, Data augmentation

UNIT-III

RECURRENT NEURAL NETWORK (RNN): Introduction to RNNs and their applications in sequential data analysis, Back propagation through time (BPTT), Vanishing Gradient Problem, gradient clipping Long Short Term Memory (LSTM) Networks, Gated Recurrent Units, Bidirectional LSTMs, Bidirectional RNNs.

UNIT- IV

GENERATIVE ADVERSARIAL NETWORKS (GANS): Generative models,

Concept and principles of GANs, Architecture of GANs (generator and discriminator networks), Comparison between discriminative and generative models, Generative Adversarial Networks (GANs), Applications of GANs.

UNIT- V

AUTO-ENCODERS: Auto-encoders, Architecture and components of auto-encoders (encoder and decoder), Training an auto-encoder for data

compression andreconstruction, Relationship between Auto-encoders and GANs, Hybrid Models:Encoder-Decoder GANs.

TEXT BOOKS:

1. Deep Learning: An MIT Press Book by Ian Goodfellow and Yoshua Bengio AaronCourville.

2. Michael Nielson, Neural Networks and Deep Learning, Determination Press, 2015.

3. Satish Kumar, Neural networks: A classroom Approach, Tata McGraw-Hill Education, 2004.

REFERENCES:

1. Deep Learning with Python, Francois Chollet, Manning publications, 2018

2. Advanced Deep Learning with Keras, Rowel Atienza, PACKT Publications,2018

COURSE OUTCOMES:

CO1: Understand the basic concepts and techniques of Deep Learning and the need ofDeep Learning techniques in real-world problems.

CO2: Understand CNN algorithms and the way to evaluate performance of theCNN architectures.

CO3: Apply RNN and LSTM to learn, predict and classify the real-world problems in the paradigms of Deep Learning.

CO4: Understand, learn and design GANs for the selected problems.

CO5: Understand the concept of Auto-encoders and enhancing GANs using auto-encoders.

(R20A6609) NATURAL LANGUAGE PROCESSING

COURSE OBJECTIVES:

1.   Introduce to some of the problems and solutions of NLP and their relation to linguistics and statistics.

2.   To understand linguistic phenomena and learn to model them with formal grammars.

3.   To understand and carry out proper experimental methodology for training and evaluating empirical NLP systems.

4.   To learn how to manipulate probabilities, construct statistical models over string sand trees

5.   To estimate parameters using supervised and unsupervised training methods.

6.   To design, implement, and analyze NLP algorithms. Able to design different language modeling Techniques.

UNIT –I:
Natural Language processing (NLP) : Introduction, Applications or Use cases of NLP, Components of NLP, Steps in NLP, Finding the Structure of Words: Words and Their Components, Lexemes, Morphemes, Morphology, Problems in morphological processing, Typology, Morphological Typology, **Natural Language Processing with python NLTK package (Text Preprocessing Tasks):** Word Tokenization, Sentence Tokenization, Filtering Stop words, Stemming, Tagging Parts of Speech, Lemmatization, Chunking, Chinking, Named Entity Recognition, Term Frequency and Inverse Document Frequency (TF-IDF).

UNIT–II:
Syntax Analysis: Parsing Natural Language, Tree banks: A Data-Driven Approach to Syntax, **Representation of Syntactic Structure:** Syntax Analysis using Dependency Graph, Syntax Analysis using Phrase Structure Trees, **Parsing Algorithms:** Shift Reduce Parsing, Hyper Graphs and Chart Parsing (CYK Parsing), **Models for ambiguity Resolution in Parsing**: Probabilistic Context Free Grammar, Generative Models, Discriminative models for Parsing.

UNIT-III:
Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Parameter Estimation, Language Model Adaptation, Types of Language Models, Language-Specific Modeling Problems.

UNIT–IV:
Semantic Parsing: Introduction, Semantic Interpretation, System Paradigms, Word Sense Systems, Software.

UNIT–V:
Predicate-Argument Structure, Meaning Representation Systems, Software.
Discourse Processing: Cohesion, Reference Resolution, Discourse Cohesion and Structure.

TEXT BOOKS:

1. Multilingual natural Language Processing Applications: From Theory to Practice–Daniel M.Bikel and Imed Zitouni, Pearson Publication.
2. Speech and Natural Language Processing-Daniel Jurafsky & James H Martin, Pearson Publications.

REFERENCE BOOKS:
1. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S.Tiwary.

COURSEOUTCOMES:
1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems.
3. Able to manipulate probabilities, construct statistical models over strings and trees
4. Will be able to estimate parameters using supervised and unsupervised training methods.
5. Able to design, implement, and analyze NLP algorithms. Able to design different language modeling Techniques.

(R20A7306) COGNITIVE COMPUTING
PROFESSIONAL ELECTIVE - V

COURSE OBJECTIVES:

1. Appealing new model or paradigm for application development using cognitive computing

2. To identify and evaluate patterns and complex relationships in large and unstructured datasets

3. Evaluate data in context and presenting relevant findings along with the evidence that justifies the answers

4. To evaluate IBM's Watson question-answering technology.

5. To know how solve the case studies of cognitive computing.

UNIT-I   Foundations of Cognitive Computing

Cognitive computing as new generation, uses of cognitive systems, what makes system cognitive, Gaining insights from data, Artificial intelligence-the foundation,Understandingcognition,Understandingcomplexrelationships,theelementsofcognitivesystems

UNIT-II   Design Principles of Cognitive Systems

Components of cognitive systems, Building the Corpus, Bringing data into the cognitive system, Machine learning, Hypothesis generation and scoring, Presentation and visualization services

UNIT-III   Natural Language Processing-Support of Cognitive System

The role of NLP in a cognitive system, Understanding linguistics, Phonology, morphology, lexical analysis, syntax and syntactic analysis, importance of Hidden Markov models,

Semantic Web, Applying natural language technologies to business problems, enhancing shopping experience, fraud detection

UNIT-IV   Watson as a Cognitive System

Watsondefined,Advancingresearchwitha"GrandChallenge",PreparingWatsonforjeopardy,commercialapplications,componentsofdeepQAarchitecture,Questionanalysis,hypothesisgeneration,scoringandconfidencegeneration

UNIT-V   CASESTUDIES: Cognitive Systems in health care–Cognitive Assistant for visually impaired–AI for cancer detection, Predictive Analytics - Text Analytics - Image Analytics -Speech   Analytics   –IBMWatson-IntroductiontoIBM'sPowerAIPlatform-IntroductiontoGoogle'sTensorflowDevelopmentEnvironment

TextBooks:

1. Hurwitz, Kaufman, and Bowles, "Cognitive Computing and Big Data Analytics", Wiley,Indianapolis,2005.

2. Jerome R.Busemeyer, PeterD.Bruza,"Quantum ModelsofCognitionandDecision",CambridgeUniversityPress,2014.

3. Emmanuel M.Pothos, AndyJ.Wills,"FormalApproachesinCategorization",CambridgeUniversityPress,2011.

4. NilsJ.Nilsson,"TheQuestforArtificialIntelligence",CambridgeUniversityPress,2009.

5.NeilStillings, Steven E.Weisler, Christopher H.ChaseandMarkH.Feinstein,"CognitiveScience:AnIntroduction",MITPress,1995.

Reference Books:

1. Judith Hurwitz, Marcia Kaufman, Adrian Bowles, Cognitive Computing and Big Data Analytics, 1stEdition, Wiley Publisher, 2015, ISBN: 978-1-118-89662-4

2.Hurwitz,Kaufman,andBowles,Cognitive Computing and Big Data Analytics,Wiley,Indianapolis,IN,2005,ISBN:978-1-118-89662-4

3. Peter Finger, Cognitive Computing: A Brief Guide for Game Changers, Meghan Kiffler Press, 1stEdition, 2015, ISBN: 973-0-92965251-1

4. Kai Hwang, Cloud Computing for Machine Learning and Cognitive Applications, MIT Press Publishers, June 2017|ISBN:9780262341110

COURSEOUTCOMES:

On completion of course, students should be able to

1. Understand and discuss what cognitive computing is, and how it differs from traditional Approaches
2. Analyze the business implications of cognitive computing
3. Apply natural language technologies to business problems
4. Develop applications for Watson.
5. Solve the case studies of cognitive computing.

(R20A6611) COMPUTER VISION
PROFESSIONAL ELECTIVE - V

COURSE OBJECTIVES

1. To introduce various components of image processing techniques for computer vision.
2. To understand filters and computing Image Gradient.
3. To understand segmentation, model fitting and tracking
4. To impart knowledge about object registration and object matching
5. To implement various techniques available for object recognition.

UNIT-I
IMAGE FORMATION: Geometric Camera Models, Intrinsic and Extrinsic Parameters, Geometric Camera Calibration – Linear and Non – linear approach, Light and Shading - Inference from, Modeling Inter reflection, Human Color Perception.

UNIT-II
EARLY VISION: Linear Filters - Convolution, Fourier Transforms, Sampling and Aliasing, Filters as Templates, Correlation, Local Image Features - Computing the Image Gradient, Gradient-Based Edge Detectors, Orientations, Texture - Local Texture Representations Using Filters, Shape from Texture.

UNIT-III
MID-LEVEL VISION: Segmentation by Clustering - Basic Clustering Methods, The Watershed Algorithm, Segmentation Using K-means, Grouping and Model Fitting - Fitting Lines with the Hough Transform, Fitting Curved Structures, Tracking - Tracking by Detection, Tracking Translations by Matching, Tracking Linear Dynamical Models with Kalman Filters.

UNIT-IV
HIGH-LEVEL VISION: Registration, Registering Rigid and Deformable Objects, Smooth Surfaces and Their Outlines - Contour Geometry, Koenderink's Theorem, The Bitangent Ray Manifold, Object Matching using Interpretation Trees and Spin Images, Classification, Error, and Loss.

UNIT-V
OBJECT DETECTION AND RECOGNITION: Detecting Objects in Images - The Sliding Window Method, Face Detection, Detecting Humans, Boundaries and Deformable Objects, Object Recognition – Categorization, Selection, Applications – Tracking People, Activity Recognition.

TEXT BOOKS:
1. Forsyth, Jean Ponce David A. "Computer Vision: A Modern Approach", Second Edition,PearsonEducation Limited 2015.
2. Szeliski, Richard, "Computer vision: algorithms and applications", Springer Science &BusinessMedia, 2010.

REFERENCE BOOKS:

1. Hau, Chen Chi, "Handbook of pattern recognition and computer vision", World Scientific, FifthEdition, 2015.
2. Muhammad Sarfraz, "Computer Vision and Image Processing in Intelligent Systems andMultimediaTechnologies", IGI Global, 2014.
3. Theo Gevers, ArjanGijsenij, Joost van de Weijer, Jan-Mark Geusebroek "Color in Computer Vision:Fundamentals and Applications", Wiley, 2012.
4. Kale, K. V, Mehrotra S.C, Manza. R.R., "Advances in Computer Vision and Information Technology",IK International Pvt Ltd, 2013.

COURSE OUTCOMES:

1. Understand various image formation models.

2. Extract shape, texture and edge based features.

3. Detect region of interest using image segmentation and object localization techniques.

4. Identify and recognize objects using image registration and classification.

5. Explore various case studies on vision based applications.

(R20A0531) MOBILE COMPUTING
PROFESSIONAL ELECTIVE - V

Course Objectives:
• To make the student understand the concept of mobile computing paradigm, its novel applications and limitations.
• To understand the typical mobile networking infrastructure through a popular GSM protocol.
• To understand the issues and solutions of various layers of mobile networks, namely MAC layer, Network Layer & Transport Layer
• To understand the database issues in mobile environments & data delivery models.
• To understand the ad hoc networks and related concepts.
• To understand the platforms and protocols used in mobile environment.

UNIT – I
Introduction: Mobile Communications, Mobile Computing – Paradigm, Promises/Novel Applications and Impediments and Architecture; Mobile and Handheld Devices, Limitations of Mobile and Handheld Devices. GSM – Services, System Architecture, Radio Interfaces, Protocols, Localization, Calling, Handover, Security, New Data Services, GPRS, CSHSD, DECT.
UNIT – II (Wireless) Medium Access Control (MAC): Motivation for a specialized MAC (Hidden and exposed terminals, Near and far terminals), SDMA, FDMA, TDMA, CDMA, Wireless LAN/(IEEE 802.11) Mobile Network Layer: IP and Mobile IP Network Layers, Packet Delivery and Handover Management, Location Management, Registration, Tunneling and Encapsulation, Route Optimization, DHCP.
UNIT – III Mobile Transport Layer: Conventional TCP/IP Protocols, Indirect TCP, Snooping TCP, Mobile TCP, Other Transport Layer Protocols for Mobile Networks.
Database Issues: Database Hoarding & Caching Techniques, Client-Server Computing & Adaptation, Transactional Models, Query processing, Data Recovery Process & QoS Issues.
UNIT – IV Data Dissemination and Synchronization: Communications Asymmetry, Classification of Data Delivery Mechanisms, Data Dissemination, Broadcast Models, Selective Tuning and Indexing Methods, Data Synchronization – Introduction, Software, and Protocols
UNIT – V Mobile Adhoc Networks (MANETs): Introduction, Applications & Challenges of a MANET, Routing, Classification of Routing Algorithms, Algorithms such as DSR, AODV, DSDV, etc. , Mobile Agents, Service Discovery. Protocols and Platforms for Mobile Computing: WAP, Bluetooth, XML, J2ME, Java Card, Palm OS, Windows CE, Symbian OS, Linux for Mobile Devices, Android.
TEXT BOOKS:
 1.Jochen Schiller, —Mobile Communications‖, Addison-Wesley, Second Edition, 2009.
 2.Raj Kamal, —Mobile Computing‖, Oxford University Press, 2007, ISBN: 0195686772.
REFERENCE BOOKS:
1.Jochen Schiller, —Mobile Communications‖, Addison-Wesley, Second Edition, 2004.
 2.Stojmenovic and Cacute, —Handbook of Wireless Networks and Mobile Computing‖, Wiley, 2002, ISBN 0471419028.
3.Reza Behravanfar, —Mobile Computing Principles: Designing and Developing Mobile Applications with UML and XML‖, ISBN: 0521817331, Cambridge University Press, Oct 2004.

Course Outcomes:

Able to think and develop new mobile application.

1. Able to take any new technical issue related to this new paradigm and come up with a solution(s).
2. Able to develop new ad hoc network applications and/or algorithms/protocols.
3. Able to understand & develop any existing or new protocol related to mobile environment

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(R20A07302) INFORMATION RETRIEVAL SYSTEMS
PROFESSIONAL ELECTIVE - V

Objectives:

· To provide the knowledge on information retrieval system capabilities.

· To introduce different computational search problems and evaluate search engines.

· To introduce different applications of informational retrieval techniques in the internet or Web environment.

· To discuss about information visualization and system evaluation.

Unit-1   Introduction to Information Retrieval Systems

Introduction: Definition of Information Retrieval System, Objectives of Information Retrieval Systems, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses

Information Retrieval System Capabilities: Search Capabilities, Browse Capabilities, Miscellaneous Capabilities

Unit-2   Cataloging and Indexing

Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction

Data Structure: Introduction to Data Structure, Stemming Algorithms, Inverted File Structure, N-Gram Data Structures, PAT Data Structure, Signature File Structure, Hypertext and XML Data Structures, Hidden Markov Models

Unit-3   Automatic Indexing

Automatic Indexing: Classes of Automatic Indexing, Statistical Indexing, Natural Language, Concept Indexing, Hypertext Linkages

Document and Term Clustering: Introduction to Clustering, Thesaurus Generation, Item Clustering, Hierarchy of Clusters

Unit-4   User Search Techniques

User Search Techniques: Search Statements and Binding, Similarity Measures and Ranking, Relevance Feedback, Selective Dissemination of Information Search, Weighted Searches of Boolean Systems, Searching the INTERNET and Hypertext

Information Visualization: Introduction to Information Visualization, Cognition and Perception, Information Visualization Technologies

Unit-5   Text Search Algorithms

Text Search Algorithms: Introduction to Text Search Techniques, Software Text Search Algorithms, Hardware Text Search Systems

Multimedia Information Retrieval: Spoken Language Audio Retrieval, Non-Speech Audio Retrieval, Graph Retrieval, Imagery Retrieval, Video Retrieval

TEXT BOOK

1. Information Storage and Retrieval Systems – Theory and Implementation, Second Edition, Gerald J. Kowalski, Mark T. Maybury, Springer

REFERENCES

1. Frakes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.

2. Information Storage & Retrieval By Robert Korfhage – John Wiley & Sons.

3. Modern Information Retrieval By Yates and Neto Pearson Education.

Outcomes:

Students will be able to

· Understand various functionalities and capabilities of Information Retrieval System.

· Gain knowledge on cataloging and data structure methodology for IRS.

· Differentiate various clustering algorithms and indexing.

· Differentiate various user search techniques and system search techniques.

· Understand the concepts of information visualization and text search.

(R20A6604) SOFT COMPUTING
PROFESSIONAL ELECTIVE - VI

Course Objectives:
1. Familiarize with soft computing concepts
2. Introduce and use the idea of fuzzy logic and use of heuristics based on human experience
3. Familiarize the Neuro-Fuzzy modeling using Classification and Clustering techniques
4. Learn the concepts of Genetic algorithm and its applications
5. Acquire the knowledge of Rough Sets.

UNIT - I
Introduction to Soft Computing: Evolutionary Computing, "Soft" computing versus "Hard" computing, Soft Computing Methods, Recent Trends in Soft Computing, Characteristics of Soft computing, Applications of Soft Computing Techniques.

UNIT-II
Fuzzy Systems: Fuzzy Sets, Fuzzy Relations, Fuzzy Logic, Fuzzy Rule-Based Systems

UNIT-III
Fuzzy Decision Making, Particle Swarm Optimization

UNIT-IV
Genetic Algorithms: Basic Concepts, Basic Operators for Genetic Algorithms, Crossover and Mutation Properties, Genetic Algorithm Cycle, Fitness Function, Applications of Genetic Algorithm.

UNIT-V
Rough Sets, Rough Sets, Rule Induction, and Discernibility Matrix, Integration of Soft Computing Techniques.

TEXT BOOK:
1. Soft Computing – Advances and Applications - Jan 2015 by B.K. Tripathy and J. Anuradha – Cengage Learning

REFERENCE BOOKS:
1. S. N. Sivanandam & S. N. Deepa, "Principles of Soft Computing", 2nd edition, Wiley India, 2008.
2. David E. Goldberg, "Genetic Algorithms-In Search, optimization and Machine learning", Pearson Education.
3. J. S. R. Jang, C.T. Sun and E.Mizutani, "Neuro-Fuzzy and Soft Computing", Pearson Education, 2004.
4. G.J. Klir & B. Yuan, "Fuzzy Sets & Fuzzy Logic", PHI, 1995.
5. Melanie Mitchell, "An Introduction to Genetic Algorithm", PHI, 1998.
6. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", McGraw- Hill International editions, 1995

Course Outcomes:

On completion of this course, the students will be able to:
1. Identify the difference between Conventional Artificial Intelligence to Computational Intelligence.
2. Understand fuzzy logic and reasoning to handle and solve engineering problems
3. Apply the Classification and clustering techniques on various applications.
4. Understand the advanced neural networks and its applications
5. Perform various operations of genetic algorithms, Rough Sets.
6. Comprehend various techniques to build model for various applications

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(R20A7307) RECOMMENDER SYSTEMS
PROFESSIONAL ELECTIVE - VI

COURSE OBJECTIVES:
This course will enable students to:
- Describe the purpose of recommendation systems.
- Understand the different Recommendation Techniques
- Understand the Applications ofRecommendation System
- Understand theKnowledge-based recommendation system
- Develop a deeper technical understanding of common techniques used in Recommendation System

UNIT-I
Introduction-Recommender Systems Function, Data and Knowledge Sources, Recommendation Techniques, Application and Evaluation, **Collaborative Recommendation**-User-based nearest neighbor recommendation, Better similarity and weighting metrics, Neighborhood selection, Item-based nearest neighbor recommendation, About rating.

UNIT-II
Content-based recommendation- Content representation and content similarity, Similarity-based retrieval, Other text classification methods, **Knowledge-based recommendation-** Knowledge representation and reasoning, Interacting with constraint-based recommenders, Interacting with case-based recommenders, Example applications

UNIT-III
Hybrid recommendation approaches- Opportunities for hybridization, Monolithic hybridization design, Parallelized hybridization design, Pipelined hybridization design, Discussion and summary.

UNIT-IV
Applications
Data Mining Methods for Recommender Systems- Introduction, Data Preprocessing, Classification, Cluster Analysis,**Evaluating Recommendation Systems** – Introduction, Experimental Settings, Recommendation System Properties

UNIT-V
Matching Recommendation Technologies and Domains- Introduction, Related Work, Knowledge Sources, Domain, Knowledge Sources, Mapping Domains to Technologies, Recommender Systems in Technology Enhanced Learning .

TEXTBOOKS:
1. Recommender Systems: An Introduction BY Dietmar Jannach (Author), Markus Zanker (Author), Alexander Felferni
2. Recommender Systems Handbook BY Francesco Ricci · Lior Rokach · Bracha Shapira · Paul B. Kantor

REFERENCES :
- Recommender Systems HandbooK by**Charu_C._Aggarwal**

COURSE OUTCOMES:

- An ability to understand basic concepts of recommendation systems.
- An ability to understand different types of Recommendation Techniques
- An ability to understand the Applications ofRecommendation System
- An ability to understand theKnowledge-based recommendation system
- An ability to understand the common techniques used in Recommendation System

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(R20A0525) BLOCKCHAIN TECHNOLOGIES
PROFESSIONAL ELECTIVE - VI

COURSE OBJECTIVES

By the end of the course, students will be able to

1. Understand how blockchain systems (mainly Bitcoin and Ethereum)work,

2. To securely interact with them,

3. Design, build, and deploy smart contracts and distributedapplications,

4. Integrate ideas from blockchain technology into their ownprojects.

Unit I: Basics:

Distributed Database, Two General Problem, Byzantine General problem and Fault Tolerance, Hadoop Distributed File System, Distributed Hash Table, ASIC resistance.Cryptography: Hash function, Digital Signature - ECDSA, Memory Hard Algorithm, Zero Knowledge Proof.

Unit II: Blockchain:

Introduction, Advantage over conventional distributed database, Blockchain Network, Mining Mechanism, Distributed Consensus, Merkle Patricia Tree, Gas Limit, Transactions and Fee, Anonymity, Reward, Chain Policy, Life of Blockchain application, Soft & Hard Fork, Private and Publicblockchain.

Unit III: Distributed Consensus:

Nakamoto consensus, Proof of Work, Proof of Stake, Proof of Burn, Difficulty Level, Sybil Attack, Energy utilization and alternate.

Unit IV: Cryptocurrency:

History, Distributed Ledger, Bitcoin protocols - Mining strategy and rewards, Ethereum - Construction, DAO,Solidity- Smart Contract,Truffle, GHOST, Vulnerability, Attacks, Sidechain, Namecoin comparing Bitcoin scripting vs. Ethereum Smart Contracts

Unit V: Cryptocurrency Regulation:

Stakeholders, Roots of Bit coin, Legal Aspects- Currency, Token,

Tokenizing,Crypto currency Exchange, Black Market and Global Economy.

Text Book

1. Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller and Steven Goldfeder, Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction, Princeton University Press (July 19, 2016).

2. Draft version of "S. Shukla, M. Dhawan, S. Sharma, S. Venkatesan, 'Blockchain Technology: Cryptocurrency and Applications', Oxford University Press, 2019.

Reference Books

1. Antonopoulos, Mastering Bitcoin: Unlocking DigitalCryptocurrencies

2. Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic CashSystem

3. DR. Gavin Wood, "ETHEREUM: A Secure Decentralized Transaction Ledger,"Yellow paper.2014.

4. Nicola Atzei, Massimo Bartoletti, and Tiziana Cimoli, A survey of attacks on Ethereum smartcontracts

COURSE OUTCOMES

1. Explain design principles of Bitcoin and Ethereum.

2. Explain Nakamoto consensus.

3. Explain the Simplified Payment Verification protocol.

4. List and describe differences between proof-of-work and proof-of-stake consensus.

5. Evaluate security, privacy, and efficiency of a given blockchain system.

(R20A7308) AGENT BASED INTELLIGENT SYSTEMS
PROFESSIONAL ELECTIVE - VI

Course Objectives:
1. To study the fundamentals of intelligent system.
2. To learn the machine inference using predicate logic
3. To study the use of agents in planning.
4. To study about how agents work in certainity and uncertainity of models
5. To study the machine learning concepts and it applicability using artificial intelligence.

UNIT I INTRODUCTION
Definitions - Foundations - History - Intelligent Agents-Problem Solving-Searching - Heuristics -Constraint Satisfaction Problems - Game playing.

UNIT II KNOWLEDGE REPRESENTATION AND REASONING
Logical Agents-First order logic-First Order Inference-Unification-Chaining- Resolution Strategies-Knowledge Representation-Objects-Actions-Events

UNIT III PLANNING AGENTS: Planning Problem-State Space Search-Partial Order Planning-Graphs-Nondeterministic Domains-Conditional Planning-Continuous Planning-MultiAgent Planning.

UNIT IV AGENTS AND UNCERTAINITY: Acting under uncertainty – Probability Notation-Bayes Rule and use - Bayesian Networks-Other Approaches-Time and Uncertainty-Temporal Models- Utility Theory - Decision Network – Complex Decisions.

UNIT V HIGHER LEVEL AGENTS :Knowledge in Learning-Relevance Information-Statistical Learning Methods Reinforcement Learning-Communication-Formal Grammar-Augmented Grammars Future of AI.

TEXT BOOK:
1. Stuart Russell and Peter Norvig, "Artificial Intelligence - A Modern Approach", 2nd Edition, Prentice Hall, 2002

REFERENCES:
1. Michael Wooldridge, "An Introduction to Multi Agent System", John Wiley, 2002.
2. Patrick Henry Winston, Artificial Intelligence, III Edition, AW, 1999. 3. Nils.J.Nilsson, Principles of Artificial Intelligence, Narosa Publishing House, 1992.

Course Outcome:
After completion of the course study, students will be able to
1. Explain and develop agent based intelligent system.
2. Apply machine inference using predicate logic.
3. Use agents in planning system.
4. Use agents to differentiate certainity and uncertainty models
5. Apply machine learning concept while developing artificial intelligent system.

(R20A6683) DEEP LEARNING LAB

Course Objectives:

Course Objectives:

1. To learn the principles and practices of supervised learning and deep learning

2. To learn how to use neural networks

3. To learn how to use keras and TensorBoard

4. Will be able to gain knowledge about learning systems TensorFlow which will be introduced with working examples

5. To learn mathematics and programming for deep learning.

WEEK-1:
a) Design a single unit perceptron for classification of a linearly separable binary dataset without using pre-defined models. Use the Perceptron () from sklearn.
b) Identify the problem with single unit Perceptron. Classify using Or-, And- and Xor-ed data and analyze the result.

WEEK-2: Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets. Vary the activation functions used and compare the results.

WEEK-3: Build a Deep Feed Forward ANN by implementing the Backpropagation algorithm and test the same using appropriate data sets. Use the number of hidden layers >=4.

WEEK-4: Design and implement an Image classification model to classify a dataset of images using Deep Feed Forward NN. Record the accuracy corresponding to the number of epochs. Use the MNIST, CIFAR-10 datasets.

WEEK-5: Design and implement a CNN model (with 2 layers of convolutions) to classify multi category image datasets. Record the accuracy corresponding to the number of epochs. Use the MNIST, CIFAR-10 datasets.

WEEK-6: Design and implement a CNN model (with 4+ layers of convolutions) to classify multi category image datasets. Use the MNIST, Fashion MNIST, CIFAR-10 datasets. Set the No. of Epoch as 5, 10 and 20. Make the necessary changes whenever required. Record the accuracy corresponding to the number of epochs. Record the time required to run the program, using CPU as well as using GPU in Colab.

WEEK-7: Design and implement a CNN model (with 2+ layers of convolutions) to classify multi category image datasets. Use the concept of

padding and Batch Normalization while designing the CNN model. Record the accuracy corresponding to the number of epochs. Use the Fashion MNIST/MNIST/CIFAR10 datasets.

WEEK-8: Design and implement a CNN model (with 4+ layers of convolutions) to classify multi category image datasets. Use the concept of regularization and dropout while designing the CNN model. Use the Fashion MNIST datasets. Record the Training accuracy and Test accuracy corresponding to the following architectures:
a. Base Model
b. Model with L1 Regularization
c. Model with L2 Regularization
d. Model with Dropout
e. Model with both L2 (or L1) and Dropout

WEEK-9:

Use the concept of Data Augmentation to increase the data size from a single image.

WEEK-10:

Design and implement a CNN model to classify CIFAR10 image dataset. Use the concept of Data Augmentation while designing the CNN model. Record the accuracy corresponding to the number of epochs.

WEEK-11:
Implement the standard LeNet-5 CNN architecture model to classify multi - category image dataset (MNIST, Fashion MNIST) and check the accuracy.

WEEK-12

Implement the standard VGG-16 & 19 CNN architecture model to classify multi category image dataset and check the accuracy.

WEEK-13
Implement RNN for sentiment analysis on movie reviews.

WEEK-14
Implement Bidirectional LSTM for sentiment analysis on movie reviews.

WEEK-15
Implement Generative Adversarial Networks to generate realistic Images. Use MNIST, Fashion MNIST or any human face datasets.

WEEK-16
Implement Auto encoders for image denoising on MNIST, Fashion MNIST or any suitable dataset.

COURSE OUTCOMES:
• Students will be exposed to various Technologies using Tensorflow & Keras

• Students will be exposed to Data wrangling and processing

- Implementing various Neural Network architectures such as CNN, RNN.

- Student will able to implement digit classification and recognition.

- Student will able to implement Image & Video Processing and Text Translation.

(R20A6684) NATURAL LANGUAGE PROCESSING LAB

Course Objectives:

- Be able to discuss the current and likely future performance of several NLP applications.
- Be able to describe briefly a fundamental technique for processing language for several subtasks, such as morphological processing.
- Implement parsing, words sense disambiguation.
- Understand how these techniques draw on and relate to other areas of computer science.
- Understand the basic principles of designing and running an NLP experiment.

LIST OF EXPERIMENTS:

WEEK-1
a.Write a python program to perform tokenization by word and sentence using nltk.
b.Write a python program to eliminate stopwords using nltk.
c.Write a python program to perform stemming using nltk.

WEEK-2
a.Write a python program to perform parts of speech tagging using nltk.
b.Write a python program to perform lemmatization using nltk.

WEEK-3
a.Write a python program for chunking using nltk.
b.Write a python program to perform Named Entity Recognition using nltk.

WEEK-4
a.Write a python program to find Term Frequency and Inverse Document Frequency (TF-IDF).
b.Write a python program for CYK parsing (Cocke-Younger-Kasami Parsing) or Chart Parsing.

WEEK-5
a.Write a python program to find all unigrams, bigrams and trigrams present in the given corpus.
b.Write a python program to find the probability of the given statement "This is my cat" by taking the an example corpus into consideration.

WEEK-6
Use the Stanford named Entity recognizer to extract entities from the documents. Use it programmatically and output for each document which named entities it contains and of which type.

WEEK-7
Choose any corpus available on the internet freely. For the corpus, for each document, count how many times each stop word occurs and find out which are the most frequently occurring stop words. Further, calculate the term frequency and inverse document frequency as The motivation

behind this is basically to find out how important a document is to a given query. For e.g.: If the query is say: "The brown crow". "The" is less important. "Brown" and "crow" are relatively more important. Since "the" is a more common word, its tf will be high. Hence we multiply it by idf, by knowing how common it is to reduce its weight.

WEEK-8
Write the python code to perform sentiment analysis using NLP.

WEEK-9
Write the python code to develop Spam Filter using NLP.

WEEK-10
Write the python code to detect Fake News using NLP.

COURSE OUTCOMES
Student will be able to implement POS, NER etc.
Student will be able to implement TD-IDF method and N-gram models.
Develop a Parts of speech tagger.
Student can be able classify the text based on parts of speech tagger.
Student can be able to implement several NLP applications.

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(R20A0337) INNOVATION, STARTUPS AND ENTERPRENEURSHIP

COURSE OBJECTIVES:

1. To understand the concept of innovation, new product development

2. To know the startup opportunities and startup equation

3. To understand new venture creation opportunities, its resources, and Requirements

4. To understand the Entrepreneurial Mindset and new trends in entrepreneurship

5. To understand the strategic perspectives in entrepreneurship

UNIT-I

Innovation Management: Concept of Innovation- Levels of Innovation- Incremental Vs Radical Innovation-Inbound and Outbound Ideation- Open and Other Innovative Ideation Methods-Theories of outsourcing New Product Development: Transaction Cost, Resource Based, Resource Dependence, Knowledge Based Theories.

UNIT-II

Startup opportunities: The New Industrial Revolution – The Big Idea- Generate Ideas with Brainstorming Business Startup - Ideation- Venture Choices - The Rise of The startup Economy -The Six Forces of Change- The Startup Equation

UNIT-III

Startup Capital Requirements and Legal Environment: Identifying Startup capital Resource Requirements - estimating Startup cash requirements - Develop financial assumptions- Constructing a Process Map - Positioning the venture in the value chain - Launch strategy to reduce risks- Startup financing metrics – Business plan-The Legal Environment- Approval for New Ventures- Taxes or duties payable for new ventures.

UNIT-IV

Understanding Entrepreneurial Mindset- The revolution impact of entrepreneurship- The evolution of entrepreneurship - Functions of Entrepreneurs – types of entrepreneurs -Approaches to entrepreneurship- Process approach- Role of entrepreneurship in economic development- Twenty first century trends in entrepreneurship.

UNIT-V

Strategic perspectives in entrepreneurship - Strategic planning - Strategic actions strategic positioning- Business stabilization - Building the adaptive firms - Understanding the growth stage – Internal growth strategies and external growth strategies, Unique managerial concern of growing ventures. Initiatives by the Government of India to promote entrepreneurship, Social and women entrepreneurship.

TEXT BOOKS:

REFERENCE BOOKS

1. Kathleen R Allen, Launching New Ventures, An Entrepreneurial Approach, Cengage Learning, 2016 Anjan Raichaudhuri, Managing New Ventures Concepts and Cases, Prentice Hall International, 2010.

2. Innovation Management, C.S.G. Krishnamacharyulu, R. Lalitha, Himalaya Publishing House, 2010.

3. S. R. Bhowmik & M. Bhowmik, Entrepreneurship, New Age International, 2007.

4. Stuart Read, Effectual Entrepreneurship, Routledge, 2013

5. Rajeev Roy, Entrepreneurship, 2e, Oxford publications, 2012.

6. Nandan .H, Fundamentals of Entrepreneurship, PHI, 2013

COURSE OUTCOMES:

Students will be able to understand the concept of innovation and new product development;
startup opportunities and startup equation; new venture creation opportunities, its resources, and Requirements; the Entrepreneurial Mindset and new trends in entrepreneurship; strategic perspectives in entrepreneurship.