ANNA UNIVERSITY, CHENNAI
NON - AUTONOMOUS COLLEGES AFFILIATED ANNA UNIVERSITY
M.E. MOBILE AND PERVASIVE COMPUTING
REGULATIONS – 2021
CHOICE BASED CREDIT SYSTEM

1. PROGRAMME EDUCATIONAL OBJECTIVES (PEOs):

I. Have a successful professional career in industry, government, academia, military and start-ups as innovative engineers.
II. Effectively solve engineering problems associated with Cyber Physical Systems, Real Time mobility Applications, Smart systems, and Networking Applications.
III. Have the ability to think analytically and logically to understand technical problems in ubiquitous systems and provide solutions through research and lifelong learning.
IV. Adopt ethical practices to collaborate with team members and team leaders to build cutting-edge technical solutions in a connected world.
V. Strongly focus on transformative ideas and critical analysis, to innovate and be active members ready to serve the society, locally and internationally.

2. PROGRAM OUTCOMES (POs) :

1. An ability to independently carry out research/investigation and development work to solve practical problems
2. An ability to write and present a substantial technical report/document
3. Students should be able to demonstrate a degree of mastery over the area as per the specialization of the program. The mastery should be at a level higher than the requirements in the appropriate bachelor program
4. Adapt new technologies such as 5G and beyond for developing solutions to real world problems.
5. Exhibit proficiency in pervasive computing areas for providing solutions to real world problems in industry and research establishments in the application areas of IoT, autonomous vehicles, and smart homes/Cities.
6. Excel in hybrid mobile application development with a focus on security to address business needs.

PEO/PO Mapping:

PEO	POs					
	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**
I.	3	2	3	2	2	1
II.	2	1	1	3	3	3
III.	1	2	2	1	2	2
IV.	2	2	2	2	2	2
V.	1	2	2	2	2	2

(3-High, 2- Medium, 1- Low)

MAPPING OF COURSE OUTCOMES AND PROGRAMME OUTCOMES

		COURSE NAME	PO1	PO2	PO3	PO4	PO5	PO6
YEAR I	SEMESTER I	Applied Mathematics for Pervasive Computing	**2**	**-**	**1**	**1**	**-**	**1**
		Research Methodology and IPR	2	2	1	1	-	-
		Advanced Data Structures and Algorithms	2	-	2	1	-	2
		Embedded Systems and IIoT	1	-	3	2	2	1
		Network Technologies	2	-	1	1	1	2
		Wireless Communications	2	-	2	2	1	2
		Audit Course – I*						
		Advanced Data Structures and Algorithms Laboratory	2	-	1	-	2	2
	SEMESTER II	Cloud Computing Technologies	3	-	2	2	2	2
		Mobile Application Development	1	-	2	1	2	3
		Cyber Physical Systems	1	-	2	1	2	2
		Network Security	1	-	2	1	1	2
		Professional Elective I						
		Professional Elective II						
		Audit Course – II*						
		Term Paper Writing and seminar	-	3	-	-	-	-
		Network Security Laboratory	2	-	2	1	2	2
YEAR II	SEMESTER III	Smart Convergent Technologies	3	-	2	1	2	2
		Professional Elective III		-				
		Professional Elective IV		-				
		Open Elective		-				
		Project Work I	3	3	3	3	3	3
	SEMESTER IV	Project Work II	3	3	3	3	3	3

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M.E. MOBILE AND PERVASIVE COMPUTING
REGULATIONS – 2021
CHOICE BASED CREDIT SYSTEM
I TO IV SEMESTERS CURRICULA AND 1st SEMESTER SYLLABI
SEMESTER I

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	MA4105	Applied Mathematics for Pervasive Computing	FC	4	0	0	4	4
2.	RM4151	Research Methodology and IPR	RMC	2	0	0	2	2
3.	CP4151	Advanced Data Structures and Algorithms	PCC	3	0	0	3	3
4.	MP4151	Embedded Systems and IIoT	PCC	3	0	2	5	4
5.	CP4153	Network Technologies	PCC	3	0	0	3	3
6.	MP4152	Wireless Communications	PCC	3	0	0	3	3
7.		Audit Course – I*	AC	2	0	0	2	0
PRACTICALS								
8.	CP4161	Advanced Data Structures and Algorithms Laboratory	PCC	0	0	4	4	2
			TOTAL	**20**	**0**	**6**	**26**	**21**

*Audit course is optional

SEMESTER II

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	MP4251	Cloud Computing Technologies	PCC	3	0	0	3	3
2.	MP4292	Mobile Application Development	PCC	3	0	2	5	4
3.	MP4291	Cyber Physical Systems	PCC	3	0	2	5	4
4.	NE4251	Network Security	PCC	3	0	0	3	3
5.		Professional Elective I	PEC	3	0	0	3	3
6.		Professional Elective II	PEC	3	0	0	3	3
7.		Audit Course – II*	ACC	2	0	0	2	0
PRACTICALS								
8.	MP4211	Term Paper Writing and seminar	EEC	0	0	2	2	1
9.	NE4261	Network Security Laboratory	PCC	0	0	2	2	1
			TOTAL	**20**	**0**	**8**	**28**	**22**

*Audit course is optional

SEMESTER III

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	MP4391	Smart Convergent Technologies	PCC	3	0	0	3	3
2.		Professional Elective III	PEC	3	0	0	3	3
3.		Professional Elective IV	PEC	3	0	2	5	4
4.		Open Elective	OEC	3	0	0	3	3
PRACTICALS								
5.	MP4311	Project Work I	EEC	0	0	12	12	6
			TOTAL	**12**	**0**	**14**	**26**	**19**

SEMESTER IV

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
PRACTICALS								
1.	MP4411	Project Work II	EEC	0	0	24	24	12
			TOTAL	**0**	**0**	**24**	**24**	**12**

TOTAL NO. OF CREDITS: 74

PROFESSIONAL ELECTIVES

SEMESTER II, ELECTIVE I

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MP4094	Web Services and API Design	PEC	3	0	0	3	3
2.	BD4251	Big Data Mining and Analytics	PEC	3	0	0	3	3
3.	MP4092	Human Computer Interaction	PEC	3	0	0	3	3
4.	MP4001	Energy Aware Computing	PEC	3	0	0	3	3
5.	IF4095	Social Network Analysis	PEC	3	0	0	3	3
6.	MP4091	Cognitive Computing	PEC	3	0	0	3	3

SEMESTER II, ELECTIVE II

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MP4002	RFID and Sensor Technology	PEC	3	0	0	3	3
2.	MP4003	Body Area Networks	PEC	3	0	0	3	3
3.	CP4091	Autonomous Systems	PEC	3	0	0	3	3
4.	MP4093	Soft Computing Techniques	PEC	3	0	0	3	3

SEMESTER III, ELECTIVE III

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MP4004	Mobile Game Development	PEC	3	0	0	3	3
2.	MP4005	Full Stack Mobile Application Development	PEC	3	0	0	3	3
3.	MP4071	Healthcare Analytics	PEC	3	0	0	3	3
4.	NE4091	Haptic Technology	PEC	3	0	0	3	3

SEMESTER III, ELECTIVE IV

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CP4252	Machine Learning	PEC	3	0	2	5	4
2.	BC4151	Biometric Systems	PEC	3	0	2	5	4
3.	IF4071	Deep Learning	PEC	3	0	2	5	4
4.	CP4071	Bioinformatics	PEC	3	0	2	5	4
5.	CP4072	Blockchain Technologies	PEC	3	0	2	5	4
6.	MU4291	Mixed Reality	PEC	3	0	2	5	4

AUDIT COURSES (AC)

Registration for any of these courses is optional to students

SL. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS
			L	T	P	
1.	AX4091	English for Research Paper Writing	2	0	0	0
2.	AX4092	Disaster Management	2	0	0	0
3.	AX4093	Constitution of India	2	0	0	0
4.	AX4094	நற்றமிழ் இலக்கியம்	2	0	0	0

LIST OF OPEN ELECTIVES FOR PG PROGRAMMES

SL. NO.	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS
			L	T	P	
1.	OCE431	Integrated Water Resources Management	3	0	0	3
2.	OCE432	Water, Sanitation and Health	3	0	0	3
3.	OCE433	Principles of Sustainable Development	3	0	0	3
4.	OCE434	Environmental Impact Assessment	3	0	0	3
5.	OME431	Vibration and Noise Control Strategies	3	0	0	3
6.	OME432	Energy Conservation and Management in Domestic Sectors	3	0	0	3
7.	OME433	Additive Manufacturing	3	0	0	3
8.	OME434	Electric Vehicle Technology	3	0	0	3
9.	OME435	New Product Development	3	0	0	3
10.	OBA431	Sustainable Management	3	0	0	3
11.	OBA432	Micro and Small Business Management	3	0	0	3
12.	OBA433	Intellectual Property Rights	3	0	0	3
13.	OBA434	Ethical Management	3	0	0	3
14.	ET4251	IoT for Smart Systems	3	0	0	3
15.	ET4072	Machine Learning and Deep Learning	3	0	0	3
16.	PX4012	Renewable Energy Technology	3	0	0	3
17.	PS4093	Smart Grid	3	0	0	3
18.	DS4015	Big Data Analytics	3	0	0	3
19.	NC4201	Internet of Things and Cloud	3	0	0	3
20.	MX4073	Medical Robotics	3	0	0	3
21.	VE4202	Embedded Automation	3	0	0	3
22.	CX4016	Environmental Sustainability	3	0	0	3
23.	TX4092	Textile Reinforced Composites	3	0	0	3
24.	NT4002	Nanocomposite Materials	3	0	0	3
25.	BY4016	IPR, Biosafety and Entrepreneurship	3	0	0	3

FOUNDATION COURSES (FC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	MA4105	Applied Mathematics for Pervasive Computing	4	0	0	4	I

PROFESSIONAL CORE COURSES (PCC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	CP4151	Advanced Data Structures and Algorithms	3	0	0	3	I

2.	MP4151	Embedded Systems and IIoT	3	0	2	4	I
3.	CP4153	Network Technologies	3	0	0	3	I
4.	MP4152	Wireless Communications	3	0	0	3	I
5.	CP4161	Advanced Data Structures and Algorithms Laboratory	0	0	4	2	I
6.	MP4251	Cloud Computing Technologie	3	0	0	3	II
7.	MP4292	Mobile Application Development	3	0	2	4	II
8.	MP4291	Cyber Physical Systems	3	0	2	4	II
9.	NE4251	Network Security	3	0	0	3	II
10.	NE4261	Network Security Laboratory	0	0	2	1	II
11.	MP4391	Smart Convergent Technologies	3	0	0	3	II

RESEARCH METHODOLOGY AND IPR COURSES (RMC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	RM4151	Research Methodology and IPR	2	0	0	2	1

EMPLOYABILITY ENHANCEMENT COURSES (EEC)

S. NO	COURSE CODE	COURSE TITLE	PERIODS PER WEEK			CREDITS	SEMESTER
			Lecture	Tutorial	Practical		
1.	MP4211	Term Paper Writing and seminar	0	0	2	1	II
2.	MP4311	Project Work I	0	0	12	6	III
3.	MP4411	Project Work II	0	0	24	12	IV

SUMMARY

Sl. No.	NAME OF THE PROGRAMME: M.E. MOBILE AND PERVASIVE COMPUTING					
	SUBJECT AREA	CREDITS PER SEMESTER				CREDITS TOTAL
		I	II	III	IV	
1.	FC	04	00	00	00	04
2.	PCC	15	15	03	00	33
3.	PEC	00	06	07	00	13
4.	RMC	02	00	00	00	02
5.	OEC	00	00	03	00	03
6.	EEC	00	01	06	12	19
7.	Non Credit/Audit Course	✓	✓	00	00	
8.	**TOTAL CREDIT**	**21**	**22**	**19**	**12**	**74**

MA4105 APPLIED MATHEMATICS FOR PERVASIVE COMPUTING L T P C
4 0 0 4

COURSE OBJECTIVES:

This course will held the student to

- study the methods of solving a system of linear equations using matrix theory.
- learn the mathematical aspects of graph, colouring, various graph theoretic algorithms which are applicable to computer languages.
- study the linear programming models and Transportation models and various techniques to solve them.
- determination of probability and moments, distributions of discrete and continuous random variables and random processes.
- study the characteristics of queueing models and discrete Markov chains, applications of them.

UNIT I MATRIX METHODS 12

Introduction to vector spaces - Basic vector analysis methods - Matrix norms – Jordan canonical form – Generalized eigenvectors – Singular value decomposition – Pseudo inverse – Least square approximations – QR decomposition method.

UNIT II GRAPH THEORY 12

Introduction to paths, trees, vector spaces - Matrix coloring and directed graphs - Some basic algorithms – Shortest path algorithms – Depth - First search on a graph – Isomorphism – Other Graph - Theoretic algorithms – Performance of graph theoretic algorithms – Graph theoretic computer languages.

UNIT III OPTIMIZATION TECHNIQUES 12

Linear programming - Basic concepts – Graphical and simplex methods – Big M method - Two phase simplex method - Revised simplex method - Transportation problems – Assignment problems.

UNIT IV PROBABILITY AND RANDOM VARIABLES 12

Probability – Axioms of probability – Conditional probability – Bayes theorem - Random variables - Probability function – Moments – Moment generating functions and their properties – Binomial, Poisson, Exponential, Normal distributions – Two dimensional random variables - Poisson process.

UNIT V QUEUEING THEORY 12

Single and multiple servers - Markovian queuing models - Finite and infinite capacity queues – Finite source model – Queuing applications.

TOTAL: 60 PERIODS

COURSE OUTCOMES :

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

- apply various methods in matrix theory to solve system of linear equations.
- mathematical concepts on graph theory and various graph related algorithms.
- could develop a fundamental understanding of linear programming models, able to develop a linear programming model from problem description, apply the simplex method for solving linear programming problems.
- computation of probability and moments, standard distributions of discrete and continuous random variables and functions of a random variable.

- exposing the basic characteristic features of a queuing system and acquire skills in analyzing queuing models, using discrete time Markov chains to model computer systems.

REFERENCES :

1. Bronson, R. “Matrix Operations”, Schaum’s outline series, 2nd Edition, McGraw Hill, 2011.
2. Lewis, D.W. “Matrix Theory”, Allied Publishers, Chennai, 1995.
3. Narasingh Deo, "Graph Theory with Applications to Engineering and Computer Science", Prentice Hall India, 1997.
4. Rao, S. S. "Engineering Optimization, Theory and Practice", 4th Edition, John Wiley and Sons, 2009.
5. Taha H .A. "Operations Research: An Introduction", 10th Edition, Pearson Education Asia, New Delhi, 2017.
6. Walpole R.E., Myer R.H., Myer S.L., and Ye, K., "Probability and Statistics for Engineers and Scientists ", 9th Edition, Pearson Education, Delhi, 2012.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	1	-	2	1
2	-	-	1	-	2	1
3	3	-	1	-	2	1
4	3	-	1	-	2	1
5	3	-	1	-	2	1
Avg	3	-	1	-	2	1

RM4151 RESEARCH METHODOLOGY AND IPR L T P C
2 0 0 2

UNIT I RESEARCH DESIGN 6

Overview of research process and design, Use of Secondary and exploratory data to answer the research question, Qualitative research, Observation studies, Experiments and Surveys.

UNIT II DATA COLLECTION AND SOURCES 6

Measurements, Measurement Scales, Questionnaires and Instruments, Sampling and methods. Data - Preparing, Exploring, examining and displaying.

UNIT III DATA ANALYSIS AND REPORTING 6

Overview of Multivariate analysis, Hypotheses testing and Measures of Association. Presenting Insights and findings using written reports and oral presentation.

UNIT IV INTELLECTUAL PROPERTY RIGHTS 6

Intellectual Property – The concept of IPR, Evolution and development of concept of IPR, IPR development process, Trade secrets, utility Models, IPR & Biodiversity, Role of WIPO and WTO in IPR establishments, Right of Property, Common rules of IPR practices, Types and Features of IPR Agreement, Trademark, Functions of UNESCO in IPR maintenance.

UNIT V PATENTS 6

Patents – objectives and benefits of patent, Concept, features of patent, Inventive step, Specification, Types of patent application, process E-filing, Examination of patent, Grant of patent, Revocation, Equitable Assignments, Licences, Licensing of related patents, patent agents, Registration of patent agents.

TOTAL: 30 PERIODS

REFERENCES:

1. Cooper Donald R, Schindler Pamela S and Sharma JK, "Business Research Methods", Tata McGraw Hill Education, 11e (2012).
2. Catherine J. Holland, "Intellectual property: Patents, Trademarks, Copyrights, Trade Secrets", Entrepreneur Press, 2007.
3. David Hunt, Long Nguyen, Matthew Rodgers, "Patent searching: tools & techniques", Wiley, 2007.
4. The Institute of Company Secretaries of India, Statutory body under an Act of parliament, "Professional Programme Intellectual Property Rights, Law and practice", September 2013.

CP4151 ADVANCED DATA STRUCTURES AND ALGORITHMS L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the usage of algorithms in computing
- To learn and use hierarchical data structures and its operations
- To learn the usage of graphs and its applications
- To select and design data structures and algorithms that is appropriate for problems
- To study about NP Completeness of problems.

UNIT I ROLE OF ALGORITHMS IN COMPUTING & COMPLEXITY ANALYSIS 9

Algorithms – Algorithms as a Technology -Time and Space complexity of algorithms- Asymptotic analysis-Average and worst-case analysis-Asymptotic notation-Importance of efficient algorithms- Program performance measurement - Recurrences: The Substitution Method – The Recursion-Tree Method- Data structures and algorithms.

UNIT II HIERARCHICAL DATA STRUCTURES 9

Binary Search Trees: Basics – Querying a Binary search tree – Insertion and Deletion- Red Black trees: Properties of Red-Black Trees – Rotations – Insertion – Deletion -B-Trees: Definition of B -trees – Basic operations on B-Trees – Deleting a key from a B-Tree- Heap – Heap Implementation – Disjoint Sets - Fibonacci Heaps: structure – Mergeable-heap operations-Decreasing a key and deleting a node-Bounding the maximum degree.

UNIT III GRAPHS 9

Elementary Graph Algorithms: Representations of Graphs – Breadth-First Search – Depth-First Search – Topological Sort – Strongly Connected Components- Minimum Spanning Trees: Growing a Minimum Spanning Tree – Kruskal and Prim- Single-Source Shortest Paths: The Bellman-Ford algorithm – Single-Source Shortest paths in Directed Acyclic Graphs – Dijkstra's Algorithm; Dynamic Programming - All-Pairs Shortest Paths: Shortest Paths and Matrix Multiplication – The Floyd-Warshall Algorithm

UNIT IV ALGORITHM DESIGN TECHNIQUES 9

Dynamic Programming: Matrix-Chain Multiplication – Elements of Dynamic Programming – Longest Common Subsequence- Greedy Algorithms: – Elements of the Greedy Strategy- An Activity-Selection Problem - Huffman Coding.

UNIT V NP COMPLETE AND NP HARD 9

NP-Completeness: Polynomial Time – Polynomial-Time Verification – NP- Completeness and Reducibility – NP-Completeness Proofs – NP-Complete Problems.

TOTAL: 45 PERIODS

SUGGESTED ACTIVITIES:

1. Write an algorithm for Towers of Hanoi problem using recursion and analyze the complexity (No of disc-4)
2. Write any one real time application of hierarchical data structure
3. Write a program to implement Make_Set, Find_Set and Union functions for Disjoint Set Data Structure for a given undirected graph G(V,E) using the linked list representation with simple implementation of Union operation
4. Find the minimum cost to reach last cell of the matrix from its first cell
5. Discuss about any NP completeness problem

COURSE OUTCOMES:

CO1: Design data structures and algorithms to solve computing problems.
CO2: Choose and implement efficient data structures and apply them to solve problems.
CO3: Design algorithms using graph structure and various string-matching algorithms to solve real-life problems.
CO4: Design one's own algorithm for an unknown problem.
CO5: Apply suitable design strategy for problem solving.

REFERENCES:

1. S.Sridhar," Design and Analysis of Algorithms", Oxford University Press, 1st Edition, 2014.
2. Adam Drozdex, "Data Structures and algorithms in C++", Cengage Learning, 4th Edition, 2013.
3. T.H. Cormen, C.E.Leiserson, R.L. Rivest and C.Stein, "Introduction to Algorithms", Prentice Hall of India, 3rd Edition, 2012.
4. Mark Allen Weiss, "Data Structures and Algorithms in C++", Pearson Education, 3rd Edition, 2009.
5. E. Horowitz, S. Sahni and S. Rajasekaran, "Fundamentals of Computer Algorithms", University Press, 2nd Edition, 2008.
6. Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	2	2	-	3
2	-	-	-	-	-	-

3	3	-	1	1	-	2
4	2	-	1	1	-	2
5	2	-	2	1	-	3
Avg	2	-	1	1	-	2

MP4151 EMBEDDED SYSTEMS AND IIOT L T P C
3 0 2 4

COURSE OBJECTIVES:

- To learn the internal architecture of an embedded processor including timers and interrupts.
- To learn and use embedded C programming.
- To provide exposure on architecture and components of IIOT.
- To introduce the communication protocols of IIOT.
- To study about visualization and data processing of IIOT.

UNIT I EMBEDDED PROCESSOR 9

Embedded processors –8051 Microcontroller – Architecture, Instruction set and programming. Programming parallel ports, Timers and serial port – Memory and I/O devices interfacing – Interrupt handling.

UNIT II EMBEDDED C PROGRAMMING 9

Programming Embedded Systems in C - Memory And I/O Devices Interfacing - Implementing Timers, Interrupts and Serial communication in embedded C- Need For RTOS - Multiple Tasks and Processes – Context Switching - Priority Based Scheduling Policies.

UNIT III INTRODUCTION & ARCHITECTURE OF IIOT 9

Introduction to IOT, IIOT, IOT Vs. IIOT, Architecture of IIoT, IOT node- Components of IIOT - Fundamentals of Control System, introductions, components, closed loop & open loop system, IIOT System components: Sensors, Gateways, Routers, Modem, Cloud brokers, servers and its integration, Introduction to sensors, Types of sensors, working principle of basic Sensors - Ultrasonic Sensor, IR sensor, MQ2, Temperature and Humidity Sensors (DHT-11). Digital switch, Electro Mechanical switches, Roles of sensors and actuators in IIOT, Special requirements for IIOT sensors.

UNIT IV COMMUNICATION TECHNOLOGIES OF IIOT 9

Hardwire the sensors with different protocols such as HART, MODBUS-Serial & Parallel, Ethernet, BACNet , Current, M2M etc. Need of protocols; Communication Protocols: Wi-Fi, Wi-Fi direct, IEEE 802.15.4, Zigbee, Z wave, BLE, SPI, RFID, Industry standards communication technology (COAP, LoRAWAN, OPC UA, MQTT AMQP IIOT), connecting into existing Modbus and Profibus technology, wireless network communication.

UNIT V VISUALIZATION OF IIOT 9

Cloud platforms: Overview of cots cloud platforms, predix, thingworx, azure etc. Front-end EDGE devices, Enterprise data for IIoT, Emerging descriptive data standards for IIoT, Cloud database, Cloud computing, Fog or Edge computing. Connecting an Arduino/Raspberry pi to the Web: Introduction, setting up the Arduino/Raspberry pi development environment, Options for Internet connectivity with Arduino, Configuring your Arduino/Raspberry pi board for the IoT.

TOTAL: 45 PERIODS

SUGGESTED ACTIVITIES:

1. A Study on the various embedded processors like virtual watches, PDAS, digital cameras, mp3 players
2. Develop an application using embedded C programming in arduino
3. Build a project using IIOT components
4. Study of communication protocols and technology in IIOT
5. Presentation on most prominent IIOT visualization tools

PRACTICAL EXERCISES:

1. Experiments on Arduino, ESp8266, raspberry Pi
2. Measurement of temperature & pressure values of the process using raspberry pi/node mcu.
3. Modules and Sensors Interfacing (IR sensor, Ultrasonic sensors, Soil moisture sensor) using Raspberry pi/node mcu.
4. Modules and Actuators Interfacing (Relay, Motor, Buzzer) using Raspberry pi/node mcu.
5. Demonstration of MQTT communication
6. Demonstration of LoRa communication.

TOTAL: 30 PERIODS

HARDWARE/SOFTWARE REQUIREMENTS

1. Arduino
2. ESp8266
3. Raspberry Pi

COURSE OUTCOMES:

CO1: Describe the internal architecture of an embedded processor including timers and interrupts.
CO2: Write the embedded C programming.
CO3: Use the components of IIOT for building applications.
CO4: Demonstrate and perform the communication by using the protocols.
CO5: Explain about visualization and data processing of IIOT.

TOTAL: 75 PERIODS

REFERENCES:

1. Michael J. Pont, "Embedded C", Pearson Education, 2007.
2. Muhammed Ali Mazidi, Janice Gillispie Mazidi, Rolin D. McKinlay, "The 8051 Microcontroller and Embedded Systems", Pearson Education, Second Edition, 2014.
3. Mahmood, Zaigham(Ed), “The Internet of Things in the Industrial Sector”, Springer Publication, 2019.
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5. Hakima Chaouchi, “The Internet of Things Connecting Objects to the Web” ISBN: 978-1-84821-140-7, Willy Publications, 2010.
6. Robert Barton, Patrick Grossetete, David Hanes, Jerome Henry, Gonzalo Salgueiro, "loT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet of Things", CISCO Press, 2017.
7. Ismail Butun, “Industrial IoT Challenges, Design Principles, Applications, and Security”,

Springer Publications, 2020.
8. Wayne Wolf, "Computers as Components: Principles of Embedded Computer System Design", Elsevier, 2006.
9. David Etter, “IOT (Internet of Things) Programming: A Simple and Fast Way of Learning, IOT”, 2016.
10. Olivier Hersent, David Boswarthick, Omar Elloumi, The Internet of Things: Key Applications and Protocols, ISBN: 978-1-119-99435-0, 2 nd Edition, Willy Publications.
11. Daniel Minoli, “Building the Internet of Things with IPv6 and MIPv6: The Evolving World of M2M Communications”, ISBN: 978-1-118-47347-4, Willy Publications.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	3	1	3	2
2	1	-	-	-	-	-
3	1	-	3	1	2	1
4	1	-	3	1	2	1
5	1	-	3	2	2	1
Avg	1	-	3	2	2	1

CP4153 NETWORK TECHNOLOGIES L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the basic concepts of networks
- To explore various technologies in the wireless domain
- To study about 4G and 5G cellular networks
- To learn about Network Function Virtualization
- To understand the paradigm of Software defined networks

UNIT I NETWORKING CONCEPTS 9

Peer To Peer Vs Client-Server Networks. Network Devices. Network Terminology. Network Speeds. Network throughput, delay. Osi Model. Packets, Frames, And Headers. Collision And Broadcast Domains. LAN Vs WAN. Network Adapter. Hub. Switch. Router. Firewall, IP addressing.

UNIT II WIRELESS NETWORKS 9

Wireless access techniques- IEEE 802.11a, 802.11g, 802.11e, 802.11n/ac/ax/ay/ba/be, QoS – Bluetooth – Protocol Stack – Security – Profiles – zigbee

UNIT III MOBILE DATA NETWORKS 9

4G Networks and Composite Radio Environment – Protocol Boosters – Hybrid 4G Wireless Networks Protocols – Green Wireless Networks – Physical Layer and Multiple Access – Channel Modelling for 4G – Concepts of 5G – channel access –air interface -Cognitive Radio-spectrum management – C-RAN architecture - Vehicular communications-protocol – Network slicing – MIMO, mmWave, Introduction to 6G.

UNIT IV SOFTWARE DEFINED NETWORKS 9

SDN Architecture. Characteristics of Software-Defined Networking. SDN- and NFV-Related Standards. SDN Data Plane. Data Plane Functions. Data Plane Protocols. OpenFlow Logical Network Device. Flow Table Structure. Flow Table Pipeline. The Use of Multiple Tables. Group Table. OpenFlow Protocol. SDN Control Plane Architecture. Control Plane Functions. Southbound Interface. Northbound Interface. Routing. ITU-T Model. OpenDaylight. OpenDaylight Architecture. OpenDaylight Helium. SDN Application Plane Architecture. Northbound Interface. Network Services Abstraction Layer. Network Applications. User Interface.

UNIT V NETWORK FUNCTIONS VIRTUALIZATION 9

Motivation-Virtual Machines –NFV benefits-requirements – architecture- NFV Infrastructure - Virtualized Network Functions - NFV Management and Orchestration- NFV Use Cases- NFV and SDN –Network virtualization – VLAN and VPN

TOTAL: 45 PERIODS

COURSE OUTCOMES:

CO1: Explain basic networking concepts
CO2: Compare different wireless networking protocols
CO3: Describe the developments in each generation of mobile data networks
CO4: Explain and develop SDN based applications
CO5: Explain the concepts of network function virtualization

SUGGESTED ACTIVITIES:

1. Execute various network utilities such as tracert, pathping, ipconfig
2. Implement the Software Defined Networking using Mininet
3. Implement routing in Mininet
4. Install a virtual machine and study network virtualization
5. Simulate various network topologies in Network Simulator

REFERENCES:

1. James Bernstein, “Networking made Easy”, 2018. (UNIT I)
2. HoudaLabiod, Costantino de Santis, HossamAfifi, “Wi-Fi, Bluetooth, Zigbee and WiMax”, Springer 2007 (UNIT 2)
3. Erik Dahlman, Stefan Parkvall, Johan Skold, “4G: LTE/LTE-Advanced for Mobile Broadband, Academic Press, 2013 (UNIT 3)
4. Saad Z. Asif, “5G Mobile Communications Concepts and Technologies” CRC press – 2019 (UNIT 3)
5. William Stallings, “Foundations of Modern Networking: SDN, NFV, QoE, IoT, and Cloud” 1st Edition, Pearson Education, 2016.(Unit 4 and 5)
6. Thomas D.Nadeau and Ken Gray, “SDN – Software Defined Networks, O"Reilly Publishers, 2013.
7. Guy Pujolle, “Software Networks”, Second Edition, Wiley-ISTE, 2020

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	1	1	2	2

2	-	-	-	-	-	-
3	2	-	1	2	1	2
4	2	-	2	2	1	1
5	2	-	1	1	1	2
Avg	2	-	1	1	1	2

MP4152 WIRELESS COMMUNICATIONS L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the basic concepts in cellular communication.
- To learn the characteristics of wireless channels.
- To understand the impact of digital modulation techniques in fading.
- To get exposed to diversity techniques in wireless communication.
- To acquire knowledge in multicarrier systems.

UNIT I CELLULAR CONCEPTS 9

Frequency Reuse – Channel Assignment Strategies – Handoff Strategies – Interference and system capacity- Co-Channel Interference- Adjacent Channel Interference – Trunking and Grade of service – Improving coverage & capacity in cellular systems-Cell Splitting- Sectoring-Repeaters for Range Extension-Microcell Zone Concept.

UNIT II THE WIRELESS CHANNEL 9

Overview of wireless systems – Physical modeling for wireless channels – Time and Frequency coherence – Statistical channel models – Capacity of wireless Channel- Capacity of Flat Fading Channel – Channel Side Information at Receiver – Channel Side Information at Transmitter and Receiver –Capacity comparisons – Capacity of Frequency Selective Fading channels.

UNIT III PERFORMANCE OF DIGITAL MODULATION OVER WIRELESS CHANNELS 9

Performance of flat fading and frequency selective fading – Impact on digital modulation techniques –- Outage Probability– Average Probability of Error –– Combined Outage and Average Error Probability – Doppler Spread – Inter symbol Interference.

UNIT IV DIVERSITY TECHNIQUES 9

Realization of Independent Fading Paths – Receiver Diversity – Selection Combining – Threshold Combing – Maximal-Ratio Combining – Equal - Gain Combining – Capacity with Receiver diversity – Transmitter Diversity – Channel known at Transmitter – Channel unknown at Transmitter – The Alamouti Scheme– Transmit & Receive Diversity-MIMO Systems.

UNIT V MULTICARRIER MODULATION 9

Data Transmission using Multiple Carriers – Multicarrier Modulation with Overlapping Sub channels – Mitigation of Subcarrier Fading – Discrete Implementation of Multicarrier Modulation – Peak to average Power Ratio- Frequency and Timing offset.

SUGGESTED ACTIVITIES:

1: Survey on various features of cellular networks
2: Study the nature of cellular networks
3: A comparative study on the performance of different digital modulation techniques
4: Perform a review of various diversity techniques in wireless communication
5: Presentation on design of multicarrier systems for 5G

COURSE OUTCOMES:

CO1: Design solutions for cellular communication
CO2: Determine the capacity of wireless channels
CO3: Analyze the performance of the digital modulation techniques in fading channels
CO4: Apply various diversity techniques in wireless communication
CO5: Design multicarrier systems in wireless communication

TOTAL: 45 PERIODS

REFERENCES:

1. Theodore.S. Rappaport, "Wireless Communications: Principles and Practice", 2nd Edition, Pearson Education, India, 2010.
2. Andrea Goldsmith, "Wireless Communications", Cambridge University Press, 2005.
3. David Tse and Pramod Viswanath, "Fundamentals of Wireless Communication", Wiley Series in Telecommunications, Cambridge University Press, 2005.
4. Saad Z. Asif, "5G Mobile Communications Concepts and Technologies" CRC press – 2019.
5. Keith Q. T. Zhang, "Wireless Communications: Principles, Theory and Methodology" 1st edition, John Wiley & Sons, 2016.
6. Ramjee Prasad, "OFDM for Wireless Communication Systems", Artech House, 2004.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	1	2
2	2	-	1	-	-	-
3	2	-	1	2	1	2
4	2	-	2	2	1	2
5	2	-	2	2	2	2
Avg	2	-	2	2	1	2

CP4161 ADVANCED DATA STRUCTURES AND ALGORITHMS LABORATORY **L T P C 0 0 4 2**

COURSE OBJECTIVES:

- To acquire the knowledge of using advanced tree structures
- To learn the usage of heap structures
- To understand the usage of graph structures and spanning trees
- To understand the problems such as matrix chain multiplication, activity selection and Huffman coding
- To understand the necessary mathematical abstraction to solve problems.

LIST OF EXPERIMENTS:

1: Implementation of recursive function for tree traversal and Fibonacci
2: Implementation of iteration function for tree traversal and Fibonacci
3: Implementation of Merge Sort and Quick Sort
4: Implementation of a Binary Search Tree
5: Red-Black Tree Implementation
6: Heap Implementation
7: Fibonacci Heap Implementation
8: Graph Traversals
9: Spanning Tree Implementation
10: Shortest Path Algorithms (Dijkstra's algorithm, Bellman Ford Algorithm)
11: Implementation of Matrix Chain Multiplication
12: Activity Selection and Huffman Coding Implementation

HARDWARE/SOFTWARE REQUIREMENTS

1: 64-bit Open source Linux or its derivative
2: Open Source C++ Programming tool like G++/GCC

COURSE OUTCOMES:

CO1: Design and implement basic and advanced data structures extensively
CO2: Design algorithms using graph structures
CO3: Design and develop efficient algorithms with minimum complexity using design techniques
CO4: Develop programs using various algorithms.
CO5: Choose appropriate data structures and algorithms, understand the ADT/libraries, and use it to design algorithms for a specific problem.

TOTAL: 60 PERIODS

REFERENCES:

1. Lipschutz Seymour, “Data Structures Schaum's Outlines Series”, Tata McGraw Hill, 3rd Edition, 2014.
2. Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman, “Data Structures and Algorithms”, Pearson Education, Reprint 2006.
3. http://www.coursera.org/specializations/data-structures-algorithms
4. http://www.tutorialspoint.com/data_structures_algorithms
5. http://www.geeksforgeeks.org/data-structures/

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	1	-	2	2
2	2	1	1	-	1	1
3	2	1	1	-	2	2
4	2	1	1	-	1	1
5	2	1	1	-	2	2

Avg	2	1	1	-	2	2

MP4251 CLOUD COMPUTING TECHNOLOGIES L T P C
3 0 0 3

COURSE OBJECTIVES:

- To gain expertise in Virtualization, Virtual Machines and deploy practical virtualization solution
- To understand the architecture, infrastructure and delivery models of cloud computing.
- To explore the roster of AWS services and illustrate the way to make applications in AWS
- To gain knowledge in the working of Windows Azure and Storage services offered by Windows Azure
- To develop the cloud application using various programming model of Hadoop and Aneka

UNIT I VIRTUALIZATION AND VIRTUALIZATION INFRASTRUCTURE 6

Basics of Virtual Machines - Process Virtual Machines – System Virtual Machines –Emulation – Interpretation – Binary Translation - Taxonomy of Virtual Machines. Virtualization –Management Virtualization –– Hardware Maximization – Architectures – Virtualization Management – Storage Virtualization – Network Virtualization- Implementation levels of virtualization – virtualization structure – virtualization of CPU, Memory and I/O devices – virtual clusters and Resource Management – Virtualization for data center automation

UNIT II CLOUD PLATFORM ARCHITECTURE 12

Cloud Computing: Definition, Characteristics - Cloud deployment models: public, private, hybrid, community – Categories of cloud computing: Everything as a service: Infrastructure, platform, software- A Generic Cloud Architecture Design – Layered cloud Architectural Development – Architectural Design Challenges

UNIT III AWS CLOUD PLATFORM - IAAS 9

Amazon Web Services: AWS Infrastructure- AWS API- AWS Management Console - Setting up AWS Storage - Stretching out with Elastic Compute Cloud - Elastic Container Service for Kubernetes- AWS Developer Tools: AWS Code Commit, AWS Code Build, AWS Code Deploy, AWS Code Pipeline, AWS code Star - AWS Management Tools: Cloud Watch, AWS Auto Scaling, AWS control Tower, Cloud Formation, Cloud Trail, AWS License Manager

UNIT IV PAAS CLOUD PLATFORM 9

Windows Azure: Origin of Windows Azure, Features, The Fabric Controller – First Cloud APP in Windows Azure- Service Model and Managing Services: Definition and Configuration, Service runtime API- Windows Azure Developer Portal- Service Management API- Windows Azure Storage Characteristics-Storage Services- REST API- Blops

UNIT V PROGRAMMING MODEL 9

Introduction to Hadoop Framework - Mapreduce, Input splitting, map and reduce functions, specifying input and output parameters, configuring and running a job –Developing Map Reduce Applications - Design of Hadoop file system –Setting up Hadoop Cluster- Aneka: Cloud Application Platform, Thread Programming, Task Programming and Map-Reduce Programming in Aneka

COURSE OUTCOMES:

CO1: Employ the concepts of virtualization in the cloud computing

CO2: Identify the architecture, infrastructure and delivery models of cloud computing
CO3: Develop the Cloud Application in AWS platform
CO4: Apply the concepts of Windows Azure to design Cloud Application
CO5: Develop services using various Cloud computing programming models.

TOTAL: 45 PERIODS

REFERENCES

1. Bernard Golden, Amazon Web Service for Dummies, John Wiley & Sons, 2013.
2. Raoul Alongi, AWS: The Most Complete Guide to Amazon Web Service from Beginner to Advanced Level, Amazon Asia- Pacific Holdings Private Limited, 2019.
3. Sriram Krishnan, Programming: Windows Azure, O'Reilly,2010.
4. Rajkumar Buyya, Christian Vacchiola, S.Thamarai Selvi, Mastering Cloud Computing , MCGraw Hill Education (India) Pvt. Ltd., 2013.
5. Danielle Ruest, Nelson Ruest, —Virtualization: A Beginner"s Guide‖, McGraw-Hill Osborne Media, 2009.
6. Jim Smith, Ravi Nair , "Virtual Machines: Versatile Platforms for Systems and Processes", Elsevier/Morgan Kaufmann, 2005.
7. John W.Rittinghouse and James F.Ransome, "Cloud Computing: Implementation, Management, and Security", CRC Press, 2010.
8. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing, A Practical Approach", McGraw-Hill Osborne Media, 2009.
9. Tom White, "Hadoop: The Definitive Guide", Yahoo Press, 2012.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	2	2	1	2
2	3	1	2	1	1	-
3	3	-	2	2	2	2
4	3	-	2	2	2	2
5	3	-	2	1	2	2
Avg	3	-	2	2	2	2

MP4292 MOBILE APPLICATION DEVELOPMENT L T P C
3 0 2 4

COURSE OBJECTIVES:

- To facilitate students to understand android SDK
- To help students to gain basic understanding of Android application development
- To understand how to work with various mobile application development frameworks
- To inculcate working knowledge of Android Studio development tool
- To learn the basic and important design concepts and issues of development of mobile applications

UNIT I MOBILE PLATFORM AND APPLICATIONS 9

Mobile Device Operating Systems — Special Constraints & Requirements — Commercial Mobile Operating Systems — Software Development Kit: iOS, Android, BlackBerry, Windows Phone — MCommerce — Structure — Pros & Cons — Mobile Payment System — Security Issues

UNIT II INTRODUCTION TO ANDROID 9

Introduction to Android: The Android Platform, Android SDK, Eclipse Installation, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest file.

UNIT III ANDROID APPLICATION DESIGN ESSENTIALS 9

Anatomy of Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions.

UNIT IV ANDROID USER INTERFACE DESIGN & MULTIMEDIA 9

User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation. Playing Audio and Video, Recording Audio and Video, Using the Camera to Take and Process Pictures

UNIT V ANDROID APIs 9

Using Android Data and Storage APIs, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, Using Android Telephony APIs, Deploying Android Application to the World.

TOTAL:45 PERIODS

LIST OF EXPERIMENTS: (30)

1. Develop an application that uses GUI components, Font, Layout Managers and event listeners.
2. Develop an application that makes use of databases
3. Develop a native application that uses GPS location information
4. Implement an application that creates an alert upon receiving a message
5. Develop an application that makes use of RSS Feed.
6. Create an application using Sensor Manager
7. Create an android application that converts the user input text to voice.
8. Develop a Mobile application for simple and day to day needs (Mini Project)

COURSE OUTCOMES:

CO1: Identify various concepts of mobile programming that make it unique from programming for other platforms

CO2: Create, test and debug Android application by setting up Android development

CO3: Demonstrate methods in storing, sharing and retrieving data in Android applications

CO4: Utilize rapid prototyping techniques to design and develop sophisticated mobile interfaces

CO5: Create interactive applications in android using databases with multiple activities including audio, video and notifications and deploy them in marketplace

TOTAL: 45+30=75 PERIODS

REFERENCES

1. Lauren Darcey and Shane Conder, “Android Wireless Application Development”, Pearson Education, 2nd ed. (2011)
2. Google Developer Training, "Android Developer Fundamentals Course – Concept Reference”, Google Developer Training Team, 2017.
3. Prasanth Kumar Pattnaik,Rajib Mall,”Fundamentals of Mobile Computing”,PHI Learning Pvt.Ltd,New Delhi-2012
4. Reto Meier, “Professional Android 2 Application Development”, Wiley India Pvt Ltd, 2010
5. Mark L Murphy, “Beginning Android”, Wiley India Pvt Ltd, 2009
6. Dawn Griffiths and David Griffiths, “Head First Android Development”, 1st Edition, O‟Reilly SPD Publishers, 2015. ISBN-13: 978-9352131341
7. Erik Hellman, “Android Programming – Pushing the Limits”, 1st Edition, Wiley India Pvt Ltd, 2014. ISBN-13: 978-8126547197.
8. Bill Phillips, Chris Stewart and Kristin Marsicano, “Android Programming: The Big Nerd Ranch Guide”, 4th Edition, Big Nerd Ranch Guides, 2019. ISBN-13: 978-0134706054

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	1	2	3
2	1	-	2	1	2	3
3	1	-	2	1	2	3
4	1	-	2	1	2	3
5	1	-	2	1	2	3
Avg	1	-	2	1	2	3

MP4291 CYBER PHYSICAL SYSTEMS L T P C
3 0 2 4

COURSE OBJECTIVES:

- To learn about the principles of cyber-physical systems
- To familiarize with the basic requirements of CPS.
- To know about CPS models
- To facilitate the students to understand the CPS foundations
- To make the students explore the applications and platforms.
- To provide introduction to practical aspects of cyber physical systems.
- To equip students with essential tools to implement CPS.

UNIT I INTRODUCTION TO CYBER-PHYSICAL SYSTEMS 6

Cyber-Physical Systems(CPS)-Emergence of CPS, Key Features of Cyber-Physical Systems,, CPS Drivers-Synchronous Model : Reactive Components, Properties of Components, Composing Components, Designs- Asynchronous Model of CPS: Processes, Design Primitives, Coordination Protocols

UNIT II CPS - REQUIREMENTS 12

Safety Specifications: Specifications, Verifying Invariants, Enumerative Search, Symbolic Search- Liveness Requirements: Temporal Logic, Model Checking, Proving Liveness

UNIT III CPS MODELS 9

Dynamical Systems: Continuous, Linear Systems-Time Models, Linear Systems, Designing Controllers, Analysis Techniques- Timed Model: Processes, Protocols, Automata- Hybrid Dynamical Models

UNIT IV CPS FOUNDATIONS 9

Symbolic Synthesis for CPS- Security in CPS-Synchronization of CPS-Real-Time Scheduling for CPS

UNIT V APPLICATIONS AND PLATFORMS 9

Medical CPS- CPS Built on Wireless Sensor Networks- CyberSim User Interface- iClebo Kobuki - iRobot Create- myRIO- Cybersim- Matlab toolboxes - Simulink.

LIST OF EXPERIMENTS (30)

1. Installation of Xilinx SDK, LABVIEW, MatLab and Cybersim
2. Installation of, myRIO iRobot Create Wiring, Kobuki Wiring
3. CPS DEsign with the iRobot Create
4. CPS Design with the Kobuki.
5. Write a program in MATLAB to implement open loop system stability.
6. Write a program in MATLAB to implement timed automation.

COURSE OUTCOMES:

CO1: Explain the core principles behind CPS
CO2: Discuss the requirements of CPS.
CO3: Explain the various models of CPS.
CO4: Describe the foundations of CPS.
CO5: Use the various platforms to implement the CPS.

TOTAL: 45+30=75 PERIODS

REFERENCES

1. Raj Rajkumar, Dionisio De Niz , and Mark Klein, Cyber-Physical Systems, Addison-Wesley Professional, 2016
2. Rajeev Alur, Principles of Cyber-Physical Systems, MIT Press, 2015.
3. Lee, Edward Ashford, and Sanjit Arunkumar Seshia. Introduction to embedded systems: A cyber physical systems approach. 2nd Edition, 2017
4. André Platzer, Logical Analysis of Hybrid Systems: Proving Theorems for Complex Dynamics., Springer, 2010. 426 pages,ISBN 978-3-642-14508-7.
5. Jean J. Labrosse, Embedded Systems Building Blocks: Complete and Ready-To-Use Modules in C, The publisher, Paul Temme, 2011.
6. Jensen, Jeff, Lee, Edward, A Seshia, Sanjit, An Introductory Lab in Embedded and Cyber-Physical Systems, http://leeseshia.org/lab, 2014.
7. documentation | KOBUKI (yujinrobot.com)

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	1	1	1
2	1	-	2	1	1	1
3	1	-	2	1	2	2
4	1	-	2	1	1	1
5	2	-	2	1	2	2
Avg	1	-	2	1	1	1

NE4251 NETWORK SECURITY L T P C
3 0 0 3

COURSE OBJECTIVES:

- To learn the fundamentals of cryptography and its application to network security.
- To understand the mathematics behind cryptography.
- To learn about the security issues in internet protocol.
- To understand the security issues in other layers
- To study about intrusion detection and prevention system and wireless hacking.

UNIT I INTRODUCTION TO NETWORK SECURITY 9

Security Services and Mechanisms – Vulnerabilities in wireless communications –security basics – Attack and its types Security essentials on layers - Electronic signatures – PKI and electronic certificate

UNIT II SYMMETRIC AND ASYMMETRIC CIPHERS 9

Classical Techniques – Substitution Ciphers - Transposition Ciphers. Modern symmetric ciphers : Stream cipher - RC4, Block cipher - DES – AES – Uses of Modes of operation. Modern Asymmetric block ciphers - RSA, ElGamal., MAC – Cryptographic Hash Functions- Key management system- Key Distribution & Key Agreements.

UNIT III SECURITY ISSUES IN INTERNET PROTOCOL 9

Reconnaissance-Wireshark- TCPDump - Netdiscover - Shodan ,NESSUS,Hping3 NSE Scripts: Introduction - How to write and read NSE script - TCP session Hijacking - UDP session Hijacking -HTTP Session – Hijacking - Spoofing basics - IP, DNS and ARP Spoofing

UNIT IV SECURITY IN OTHER LAYERS 9

EMail Security and its services – PGP - S/MIME – DNS Security - VPN Concept and its configuration - AAA Concept, RADIUS, TACACS+ technologies, SSL architecture and protocol.

UNIT V INTRUSION DETECTION AND PREVENTION SYSTEM(IDPS) AND WIRELESS HACKING 9

IDPS introduction - Uses of IDPS Technologies - Key functions of IDPS Technologies , Signature Based Detection , Anomaly Based Detection - Wireless networks - WPA

Handshaking - Wireless hacking tools.

COURSE OUTCOMES:

CO1: To design cryptographic algorithms and carry out their implementation.
CO2: To carry out cryptanalysis on cipher.
CO3: To be able to design and implement security based internet protocols.
CO4: To carry out system security for other layers.
CO5: To understand the importance of intrusion detection and prevention system and wireless hacking.

TOTAL: 45 PERIODS

REFERENCES

1. Behrouz A. Ferouzan, Debdeep Mukhopadhyay —Cryptography & Network Security, 3rd edition, Tata McGraw Hill, 2015.
2. William Stallings “Network Security Essentials Applications and Standards", Pearson Education., 5th Edition, 2014.
3. Ryan Russell, " Hack Proofing your network ", Wiley,2nd Edition,2002.
4. David M. Durton, “Elementary Number Theory”, Tata Mcgraw Hill, Sixth Edition, 2009.
5. Jonathan Katz, Yehuda Lindell, "Introduction to Modern Cryptography: Principles and Protocols (Chapman & Hall/CRC Cryptography and Network Security Series)", 1st Edition , CRC Press Taylor and Francis Group, 2008.
6. Douglas R. Stinson," Cryptography: Theory and Practice, Third Edition (Discrete Mathematics and Its Applications), Chapman & Hall/CRC, 2005.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	2	1	1	2
2	3	-	2	1	1	2
3	3	-	2	1	2	2
4	3	-	2	1	1	2
5	3	-	2	1	2	2
Avg	1	-	2	1	1	1

MP4211 TERM PAPER WRITING AND SEMINAR L T P C
0 0 2 1

In this course, students will develop their scientific and technical reading and writing skills that they need to understand and construct research articles. A term paper requires a student to obtain information from a variety of sources (i.e., Journals, dictionaries, reference books) and then place it in logically developed ideas. The work involves the following steps:

1. Selecting a subject, narrowing the subject into a topic

2. Stating an objective.
3. Collecting the relevant bibliography (atleast 15 journal papers)
4. Preparing a working outline.
5. Studying the papers and understanding the authors contributions and critically analysing each paper.
6. Preparing a working outline
7. Linking the papers and preparing a draft of the paper.
8. Preparing conclusions based on the reading of all the papers.
9. Writing the Final Paper and giving final Presentation

Please keep a file where the work carried out by you is maintained.

Activities to be carried out

Activity	Instructions	Submission week	Evaluation
Selection of area of interest and Topic Stating an Objective	You are requested to select an area of interest, topic and state an objective	2nd week	**3 %** Based on clarity of thought, current relevance and clarity in writing
Collecting Information about your area & topic	1. List 1 Special Interest Groups or professional society 2. List 2 journals 3. List 2 conferences, symposia or workshops 4. List 1 thesis title 5. List 3 web presences (mailing lists, forums, news sites) 6. List 3 authors who publish regularly in your area 7. Attach a call for papers (CFP) from your area.	3rd week	**3%** (the selected information must be area specific and of international and national standard)
Collection of Journal papers in the topic in the context of the objective – collect 20 & then filter	• You have to provide a complete list of references you will be using- Based on your objective -Search various digital libraries and Google Scholar • When picking papers to read - try to: • Pick papers that are related to each other in some ways and/or that are in the same field so that you can write a meaningful survey out of them, • Favour papers from well-known journals and conferences, • Favour "first" or "foundational" papers in the field (as indicated in other people's survey paper),	4th week	**6%** (the list of standard papers and reason for selection)

	• Favour more recent papers, • Pick a recent survey of the field so you can quickly gain an overview, • Find relationships with respect to each other and to your topic area (classification scheme/categorization) • Mark in the hard copy of papers whether complete work or section/sections of the paper are being considered		
Reading and notes for first 5 papers	Reading Paper Process • For each paper form a Table answering the following questions: • What is the main topic of the article? • What was/were the main issue(s) the author said they want to discuss? • Why did the author claim it was important? • How does the work build on other's work, in the author's opinion? • What simplifying assumptions does the author claim to be making? • What did the author do? • How did the author claim they were going to evaluate their work and compare it to others? • What did the author say were the limitations of their research? • What did the author say were the important directions for future research? Conclude with limitations/issues not addressed by the paper (from the perspective of your survey)	5th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Reading and notes for next5 papers	Repeat Reading Paper Process	6th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)

Reading and notes for final 5 papers	Repeat Reading Paper Process	7th week	**8%** (the table given should indicate your understanding of the paper and the evaluation is based on your conclusions about each paper)
Draft outline 1 and Linking papers	Prepare a draft Outline, your survey goals, along with a classification / categorization diagram	8th week	**8%** (this component will be evaluated based on the linking and classification among the papers)
Abstract	Prepare a draft abstract and give a presentation	9th week	**6%** (Clarity, purpose and conclusion) **6%** Presentation & Viva Voce
Introduction Background	Write an introduction and background sections	10th week	**5%** (clarity)
Sections of the paper	Write the sections of your paper based on the classification / categorization diagram in keeping with the goals of your survey	11thweek	**10%** (this component will be evaluated based on the linking and classification among the papers)
Your conclusions	Write your conclusions and future work	12th week	**5%** (conclusions – clarity and your ideas)
Final Draft	Complete the final draft of your paper	13th week	**10%** (formatting, English, Clarity and linking) **4%** Plagiarism Check Report
Seminar	A brief 15 slides on your paper	14th & 15th week	**10%** (based on presentation and Viva-voce)

TOTAL: 30 PERIODS

NE4261 **NETWORK SECURITY LABORATORY** **L T P C**
0 0 2 1

COURSE OBJECTIVES:

- To explore the digital signature standard.
- Learn to implement security algorithms using Wireshark
- To analyze the effectiveness of intrusion detection system
- To learn the security issues in Virtual Private Network
- To identify mechanism for secured Email communication

SUGGESTED ACTIVITIES:

1. Implement the SIGNATURE SCHEME - Digital Signature Standard
2. Implement how to capture and analyze packets using Wireshark
3. To Analysis Network using Wireshark for
   (a)Traffic Monitoring (TCP slow down and HTTP slow down)
   (b) Packet Sniffing
4. To perform man in middle attack using DNS spoofing
5. To Perform HTTP Session Hijacking through Cookie stealing
6. To Configure AAA (TACACS+) on Packet Tracer for User Authentication
7. Demonstrate intrusion detection system (ids) using any tool(snort or any other software)
8. Create a Virtual Private Network and evaluate application response time in the presence and absence of a firewall.
9. Implementation of Email incoming and outgoing authenticity controls and malware filtration and attachment security

TOTAL: 30 PERIODS

COURSE OUTCOMES:

CO1: Implement the digital signature scheme

CO2: Develop the various security algorithms using wireshark

CO3: Use different open source tools for network security and analysis

CO4: Develop an Virtual Private Network with security.

CO5: Addressing the Email secured communication

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	1	1	1	2
2	2	-	2	1	1	2
3	2	-	3	1	2	2
4	2	-	2	1	2	2
5	2	-	2	1	2	2
Avg	2	-	-	1		2

MP4391 **SMART CONVERGENT TECHNOLOGIES** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To learn about Fundamentals of IoT and Security
- To know about IoT applications in Industry
- To learn about RFID Pervasive networks
- To gain fundamental concepts in 5G and Next Gen networks
- To know about IoT implementation

UNIT I TOWARDS THE IOT UNIVERSE **9**

Internet of Things Vision - IoT Strategic Research and Innovation Directions - IoT Applications - Internet of Things and Related Future Internet Technologies -Infrastructure - Networks and Communication - Processes - Data Management, Security, Privacy & Trust - Device Level Energy Issues.

UNIT II IOT APPLICATIONS — VALUE CREATION FOR INDUSTRY **9**

Introduction - IoT Applications for Industry — Value Creation and Challenges - Future Factory Concepts - Brownfield IoT: Technologies for Retrofitting - Smart Objects, Smart Applications - Four Aspects in your Business to Master IoT - Value Creation from Big Data and Serialization in the Pharmaceutical Industry - IoT for Retailing Industry- IoT for Oil and Gas Industry - Opinions on IoT Application and Value for Industry- Data Aggregation for the IoT in Smart Cities.

UNIT III RFID PERVASIVE NETWORKS **9**

RFID Tags- RFID Automatic Identification and Data Capture RFID Data Warehousing and analysis,- RFID Data Management Issues, Solutions, and Directions- RFID Security: Threats and Solutions- RFIG Geometric Context of Wireless Tags- RFID Application in Animal Monitoring- RFID Enabled Logistics Services - Location Tracking in an Office Environment: The Nationwide Case Study- Pervasive Computing Security: Bluetooth's Example- Internet of Things: A Context-Awareness Perspective - Index.

UNIT IV INTRODUCTION TO INDUSTRIAL INTERNET OF THINGS **9**

Industrial Internet- Key IIoT Technologies- Innovation and the IIoT - Key Opportunities and Benefits - The Digital and Human Workforce - Logistics and the Industrial Internet- IOT Innovations in Retail - Cyber Physical Systems (CPS) – IP Mobility – Network Virtualization - SDN (Software Defined Networks)- The Cloud and Fog

UNIT V IIOT ARCHITECTURE AND DESIGNING INDUSTRIAL INTERNET SYSTEMS **9**

Industrial Internet Architecture Framework (IIAF) -Industrial Internet Viewpoints -. Architectural Topology: The Three-Tier Topology - Wireless Communication Technologies- Proximity Network Communication Protocols-Gateways: industrial gateways - CoAP (Constrained Application Protocol) – NFC

COURSE OUTCOMES:

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

CO1: Describe the core principles of IoT Network Management

CO2: Identify the applications of IoT in Industry

CO3: Explain the basic concepts in RFID and Pervasive Networks

CO4: Discuss the fundamental concepts in IIoT, CPS and Network Virtualization.
CO5: Design Industrial Internet Systems

TOTAL: 45 PERIODS

REFERENCES:

1. Ovidiu Vermesan, Peter Friess, "Internet of Things – From Research and Innovation to Market Deployment"', River Publishers, 2014(unit I)
2. Ovidiu Vermesan, Peter Friess, "The Internet of Things: From RFID to the Next-Generation Pervasive Networked Systems", River Publications, 2013.(Unit II)
3. Lu Yan, Yan Zhang, Laurence T. Yang and Huansheng Ning "The Internet of Things: From RFID to the Next-Generation Pervasive Networked Systems",. Auerbach Publications, 2019.(Unit III)
4. Gilchrist, Alasdair, "Industry 4.0 The Industrial Internet of Things", Apress, 2017. (Unit IV and Unit V)

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	2	1
2	2	-	-	-	-	-
3	2	-	2	1	2	1
4	3	-	2	2	2	2
5	3	-	2	2	2	2
Avg	2	-	2	1	2	1

MP4094 WEB SERVICES AND API DESIGN L T P C
3 0 0 3

COURSE OBJECTIVES:

- To learn the basics of Web service.
- To become familiar with the Web Services building blocks
- To learn to work with RESTful web services.
- To implement the RESTful web services using Spring MVC framework.
- To understand resource oriented Architecture.

UNIT I INTRODUCTION TO WEB SERVICE 9

Overview – Web service-Architecture – Service-Oriented Architecture (SOA), Architecting Web Services: Web Services Technology Stack, Logical Architectural View, Deployment Architectural View, and Process Architectural View.

UNIT II WEB SERVICE BUILDING BLOCKS 9

Introduction to SOAP: SOAP Syntax- Sending SOAP Messages - SOAP Implementations - Introduction to WSDL: WSDL Syntax - SOAP Binding - WSDL Implementations - Introduction to

UDDI: The UDDI API - Implementations - The Future of UDDI

UNIT III RESTFUL WEB SERVICES 9

Programmable Web - HTTP: Documents in Envelopes - Method Information - Scoping Information - The Competing Architectures - Technologies on the Programmable Web -Leftover Terminology - Writing Web Service Clients: The Sample Application - Making the Request: HTTP Libraries - Processing the Response: XML Parsers - JSON Parsers: Handling Serialized Data - Clients Made Easy with WADL.

UNIT IV IMPLEMENTATION OF RESTFUL WEB SERVICES 9

Introducing the Simple Storage Service - Object-Oriented Design of S3 - Resources - HTTP Response Codes Resource- URIs - Addressability - Statelessness - Representations - Links and Connectedness - The Uniform Interface – Spring Web Services – Spring MVC Components - Spring Web Flow - A Service Implementation using Spring Data REST.

UNIT V RESOURCE ORIENTED ARCHITECTURE 9

Resource- URIs - Addressability - Statelessness - Representations - Links and Connectedness - The Uniform Interface- Designing Read-Only Resource-Oriented Services : Resource Design - Turning Requirements Into Read-Only Resources - Figure Out the Data Set- Split the Data Set into Resources- Name the Resources - Design Representation- Link the Resources to Each Other- The HTTP Response

COURSE OUTCOMES:

CO1: Explain how to write XML documents.
CO2: Apply the web service building blocks such as SOAP, WSDL and UDDI
CO3: Describe the RESTful web services.
CO4: Implement the RESTful web service with Spring Boot MVC
CO5: Discuss Resource-oriented Architecture.

TOTAL: 45 PERIODS

REFERENCES

1. Leonard Richardson and Sam Ruby, RESTful Web Services, O'Reilly Media, 2007
2. McGovern, et al., "Java Web Services Architecture", Morgan Kaufmann Publishers,2005.
3. Lindsay Bassett, Introduction to JavaScript Object Notation, O'Reilly Media, 2015
4. Craig Walls, "Spring in Action, Fifth Edition", Manning Publications, 2018
5. Raja CSP Raman, Ludovic Dewailly, "Building A RESTful Web Service with Spring 5", Packt Publishing, 2018 .
6. Bogunuva Mohanram Balachandar, "Restful Java Web Services, Third Edition: A pragmatic guide to designing and building RESTful APIs using Java", Ingram short title, 3rd Edition, 2017.
7. Mario-Leander Reimer, "Building RESTful Web Services with Java EE 8: Create modern RESTful web services with the Java EE 8 API", Packt publishing, 2018.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	1	1	2	1
2	1	-	-	1	2	1
3	2	-	1	1	2	1
4	2	-	1	1	2	1
5	2	-	1	1	2	1
Avg	2	-	1	1	2	1

BD4251 BIG DATA MINING AND ANALYTICS L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the computational approaches to Modeling, Feature Extraction
- To understand the need and application of Map Reduce
- To understand the various search algorithms applicable to Big Data
- To analyse and interpret streaming data
- To learn how to handle large data sets in main memory and learn the various clustering techniques applicable to Big Data

UNIT I DATA MINING AND LARGE SCALE FILES 9

Introduction to Statistical modeling – Machine Learning – Computational approaches to modeling – Summarization – Feature Extraction – Statistical Limits on Data Mining - Distributed File Systems – Map-reduce – Algorithms using Map Reduce – Efficiency of Cluster Computing Techniques.

UNIT II SIMILAR ITEMS 9

Nearest Neighbor Search – Shingling of Documents – Similarity preserving summaries – Locality sensitive hashing for documents – Distance Measures – Theory of Locality Sensitive Functions – LSH Families – Methods for High Degree of Similarities.

UNIT III MINING DATA STREAMS 9

Stream Data Model – Sampling Data in the Stream – Filtering Streams – Counting Distance Elements in a Stream – Estimating Moments – Counting Ones in Window – Decaying Windows.

UNIT IV LINK ANALYSIS AND FREQUENT ITEMSETS 9

Page Rank –Efficient Computation - Topic Sensitive Page Rank – Link Spam – Market Basket Model – A-priori algorithm – Handling Larger Datasets in Main Memory – Limited Pass Algorithm – Counting Frequent Item sets.

UNIT V CLUSTERING 9

Introduction to Clustering Techniques – Hierarchical Clustering –Algorithms – K-Means – CURE – Clustering in Non -– Euclidean Spaces – Streams and Parallelism – Case Study: Advertising on the Web – Recommendation Systems.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Design algorithms by employing Map Reduce technique for solving Big Data problems.
CO2: Design algorithms for Big Data by deciding on the apt Features set .
CO3: Design algorithms for handling petabytes of datasets
CO4: Design algorithms and propose solutions for Big Data by optimizing main memory consumption
CO5: Design solutions for problems in Big Data by suggesting appropriate clustering techniques.

REFERENCES:

1. Jure Leskovec, AnandRajaraman, Jeffrey David Ullman, “Mining of Massive Datasets”, Cambridge University Press, 3rd Edition, 2020.
2. Jiawei Han, MichelineKamber, Jian Pei, “Data Mining Concepts and Techniques”, Morgan Kaufman Publications, Third Edition, 2012.
3. Ian H.Witten, Eibe Frank “Data Mining – Practical Machine Learning Tools and Techniques”, Morgan Kaufman Publications, Third Edition, 2011.
4. David Hand, HeikkiMannila and Padhraic Smyth, “Principles of Data Mining”, MIT PRESS, 2001

WEB REFERENCES:

1. *https://swayam.gov.in/nd2_arp19_ap60/preview*
2. *https://nptel.ac.in/content/storage2/nptel_data3/html/mhrd/ict/text/106104189/lec1.pdf*

ONLINE RESOURCES:

1. *https://examupdates.in/big-data-analytics/*
2. *https://www.tutorialspoint.com/big_data_analytics/index.htm*
3. *https://www.tutorialspoint.com/data_mining/index.htm*

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	3	-	2	1	1	1
2	3	-	2	1	1	1
3	3	-	2	1	1	1
4	3	-	2	1	1	1
5	3	-	2	1	1	1
Avg	3	-	2	1	1	1

MP4092 HUMAN COMPUTER INTERACTION L T P C
3 0 0 3

COURSE OBJECTIVES:

- To learn the foundations of Human Computer Interaction.
- Understanding Interaction Styles and to become familiar with the design technologies for individuals and persons with disabilities.
- To understand the process of Evaluation of Interaction Design.
- To clarify the significance of task analysis for ubiquitous computing
- To get insight on web and mobile interaction.

UNIT I FOUNDATIONS OF HCI 9

Context of Interaction –Ergonomics - Designing Interactive systems – Understanding Users-cognition and cognitive frameworks, User Centred approaches Usability, Universal Usability, Understanding and conceptualizing interaction, Guidelines, Principles and Theories Importance of User Interface: Definition-Importance of good design-Benefits of good design-Human-centered development and Evaluation-Human Performance models-A Brief history of screen design.

UNIT II INTERACTION STYLES 9

GUI: Popularity of graphics - The concept of direct manipulation - Graphical system - Characteristics - Web user - Interface Popularity - Characteristics and Principles of User Interface. Understanding interaction styles, Direct Navigation and Immersive environments, Fluid navigation, Expressive Human and Command Languages, Communication and Collaboration Advancing the user experience, Timely user Experience, Information search, Data Visualization Design process: Human Interaction with computers - Importance of Human Characteristics - Human Consideration - Human Interaction Speeds and Understanding Business Junctions.

UNIT III EVALUATION OF INTERACTION 9

Evaluation Techniques- assessing user experience- usability testing – Heuristic evaluation and walkthroughs, analytics predictive models. Cognitive models, Socio-organizational issues and stakeholder requirements, Communication and collaboration models

UNIT IV MODELS AND THEORIES 9

Task analysis, dialog notations and design, Models of the system, Modeling rich interaction, Ubiquitous computing

UNIT V WEB AND MOBILE INTERACTION 9

Hypertext, Multimedia and WWW, Designing for the web Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow. Use Transitions-Lookup patterns-Feedback patterns Mobile apps, Mobile navigation, content and control idioms, Multi-touch gestures, Inter-app integration, Mobile web

COURSE OUTCOMES:

CO1: Understand the basics of human computer interactions via usability engineering and cognitive modeling.
CO2: Understand the basic design paradigms, complex interaction styles.
CO3. Understand the models and theories for user interaction
CO4: Examine the evaluation of interaction designs and implementations.
CO5: Elaborate the above issues for web and mobile applications.

TOTAL: 45 PERIODS

REFERENCES

1. Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven Jacobs, NiklasElmqvist,“Designing the User Interface: Strategies for Effective Human-Computer Interaction”,Sixth Edition, Pearson Education, 2016.
2. Alan Dix, Janet Finlay, G D Abowd and Russel Beale, "Human Computer Interaction", Pearson Education, Third Edition, 2004.
3. Helen Sharp Jennifer Preece Yvonne Rogers, “Interaction Design: Beyond Human-Computer Interaction”, Wiley, 5th Edition, 2019.
4. Alan Cooper,RobertReimann, David Cronin, Christopher Noessel,“About Face: The Essentials of Interaction Design”, 4th Edition, Wiley, 2014.
5. Donald A. Norman, “Design of Everyday Things”, MIT Press, 2013.
6. Wilbert O Galitz, "The Essential Guide to User Interface Design", Third Edition, Wiley India Pvt., Ltd., 2007.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	1	1
2	2	-	2	1	1	1
3	2	-	2	1	1	1
4	2	-	2	1	1	1
5	2	-	2	1	1	1
Avg	2	-	2	1	1	1

MP 4001 ENERGY AWARE COMPUTING L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the fundamentals of Energy Efficient Computing.
- To become familiar with the concept of Energy Efficient Storage Systems
- To introduce the various types of scheduling algorithms in energy efficient computing.
- To introduce the concept of Green Networking.
- To study Energy Aware Computing Applications.

UNIT I INTRODUCTION 9

Subreshold Computing – Energy Efficient Network-on-Chip Architectures for Multi-Core Systems-Energy-Efficient MIPS CPU Core with Fine-Grained Run-Time Power Gating – Case Study : Geyser

UNIT II ENERGY EFFICIENT STORAGE 9

Power-Efficient Strategies for Storage Systems-Energy-Saving Techniques for Disk Storage Systems -Thermal and Power-Aware Task Scheduling and Data Placement for Storage Centric Data centres - Energy-Saving Techniques for Disk Storage Systems

UNIT III ENERGY EFFICIENT SCHEDULING ALGORITHMS 9

Algorithms and Analysis of Energy-Efficient Scheduling of Parallel Tasks- Dynamic Voltage Scaling- Speed Scaling - Memetic Algorithms for Energy-Aware Computation and Communications Optimization in Computing Clusters- Online job scheduling Algorithms

UNIT IV INTRODUCTION TO GREEN NETWORKING 9

Power-Aware Middleware for Mobile Applications -Energy Efficiency of Voice-over-IP Systems - Intelligent Energy-Aware Networks - Green TCAM-Based Internet Routers

UNIT V ENERGY AWARE COMPUTING APPLICATIONS 9

Energy Awareness in Video Codec Design-Overview of H.264/AVC Video Codec Design- Energy Aware Surveillance Camera -Low Power Design Challenge in Biomedical Implant Electronics

COURSE OUTCOMES:

CO1: Explain the power efficient storage architecture.
CO2: Analyze the different types of Energy Efficient Storage systems.
CO3: Design the schedule algorithms for Energy Efficient Systems
CO4: Identify the different types of Green Networking schemes in the energy efficient computing
CO5: Explore the applications of Energy Aware Computing

TOTAL: 45 PERIODS

REFERENCES

1. Bob steiger wald ,Chris:Luero, Energy Aware computing, Intel Press,2012
2. Chong -Min Kyung, Sungioo yoo, Energy Aware system design Algorithms and Architecture, Springer, 2011.
3. Ishfaq Ahmad, Sanjay Ranka, Handbook of Energy Aware and Green Computing, Chapman and Hall/CRC, 2012.
4. Luigi Brochard, Vinod Kamath, Julita Corbalán, Scott Holland, Walter Mittelbach, Michael Ott, Energy-Efficient Computing and Data Centers, Wiley 2019
5. Shafiullah Khan (Editor), Jaime Lloret Mauri Editor), Green Networking and Communications: ICT for Sustainability 1st Edition, CRC Press,2014.

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	1	1
2	2	-	2	1	1	1
3	2	-	2	1	1	1
4	2	-	2	1	1	1
5	2	-	2	1	1	1
Avg	2	-	2	1	1	1

IF4095 SOCIAL NETWORK ANALYSIS L T P C
3 0 0 3

COURSE OBJECTIVES:

- Formalise different types of entities and relationships as nodes and edges and represent this information as relational data.
- Understand the fundamental concepts in analyzing the large-scale data that are derived from social networks
- Understand the basic concepts and principles of different theoretical models of social networks analysis.
- Transform data for analysis using graph-based and statistics-based social network measures
- Choose among social network designs based on research goals

UNIT I GRAPH THEORY AND STRUCTURE 10

Breadth First Search (BFS) Algorithm. Strongly Connected Components (SCC) Algorithm. Weakly Connected Components (WCC) Algorithm. First Set of Experiments—Degree Distributions. Second Set of Experiments—Connected Components. Third Set of Experiments—Number of Breadth First Searches. Rank Exponent R. Out-Degree Exponent O. Hop Plot Exponent H. Eigen Exponent E. Permutation Model. Random Graphs with Prescribed Degree Sequences. Switching Algorithms. Matching Algorithm. “Go with the Winners” Algorithm. HyperANF Algorithm. Iterative Fringe Upper Bound (iFUB) Algorithm. Spid. Degree Distribution. Path Length. Component Size. Clustering Coefficient and Degeneracy. Friends-of-Friends. Degree Assortativity. Login Correlation.

UNIT II SOCIAL NETWORK GRAPH ANALYSIS 9

Social network exploration/ processing and properties: Finding overlapping communities, similarity between graph nodes, counting triangles in graphs, neighborhood properties of graphs. Pregel paradigm and Apache Giraph graph processing system.

UNIT III INFORMATION DIFFUSION IN SOCIAL NETWORKS 9

Strategic network formation: game theoretic models for network creation/ user behavior in social networks. Information diffusion in graphs: Cascading behavior, spreading, epidemics, heterogeneous social network mining, influence maximization, outbreak detection. Opinion analysis on social networks: Contagion, opinion formation, coordination and cooperation.

UNIT IV CASCADING IN SOCIAL NETWORKS 8

Cascading in Social Networks. Decision Based Models of Cascade. Collective Action. Cascade Capacity. Co-existence of Behaviours. Cascade Capacity with Bilinguality. Probabilistic Models of Cascade. Branching Process. Basic Reproductive Number. SIR Epidemic Model. SIS Epidemic Model. SIRS Epidemic Model. Transient Contact Network. Cascading in Twitter.

UNIT V LINK ANALYSIS & COMMUNITY DETECTION 9

Search Engine. Crawling. Storage. Indexing. Ranking. Google. Data Structures. Crawling. Searching. Web Spam Pages Strength of Weak Ties. Triadic Closure. Detecting Communities in a Network. Girvan-Newman Algorithm. Modularity. Minimum Cut Trees. Tie Strengths in Mobile Communication Network. Exact Betweenness Centrality. Approximate Betweenness Centrality.

SUGGESTED ACTIVITIES:

1: Twitter Intelligence project performs tracking and analysis of the Twitter
2: Large-Scale Network Embedding as Sparse Matrix Factorization

3: Implement how Information Propagation on Twitter
4: Social Network Analysis and Visualization software application.
5: Implement the Structure of Links in Networks

COURSE OUTCOMES:

CO1: Plan and execute network analytical computations.
CO2: Implement mining algorithms for social networks
CO3: Analyze and evaluate social communities.
CO4: Use social network analysis in behavior analytics
CO5: Perform mining on large social networks and illustrate the results.
TOTAL : 45 PERIODS

REFERENCES

1. Practical Social Network Analysis with Python, Krishna Raj P. M. Ankith Mohan and K. G. Srinivasa. Springer, 2018
2. SOCIAL NETWORK ANALYSIS: METHODS AND APPLICATIONS, STANLEY WASSERMAN, and KATHERINE F' AUST. CAMBRIDGE UNIVERSITY PRESS, 2012
3. Social Network Analysis: History, Theory and Methodology by Christina Prell, SAGE Publications, 1st edition, 2011
4. Sentiment Analysis in Social Networks, Federico Alberto Pozzi, Elisabetta Fersini, Enza Messina, and Bing. LiuElsevier Inc, 1st edition, 2016
5. Social Network Analysis, John Scott. SAGE Publications, 2012

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	2	1
2	2	-	2	1	2	1
3	2	-	2	1	2	1
4	2	-	2	1	2	1
5	2	-	2	1	2	1
Avg	2	-	2	1	2	1

MP4091 COGNITIVE COMPUTING L T P C
3 0 0 3

COURSE OBJECTIVES:

- To familiarize Use the Innovation Canvas to justify potentially successful products.
- To learn various ways in which to develop a product idea.
- To understand about how Big Data can play vital role in Cognitive Computing
- To know about the business applications of Cognitive Computing
- To get into all applications of Cognitive Computing

UNIT I FOUNDATION OF COGNITIVE COMPUTING 9

Foundation of Cognitive Computing: cognitive computing as a new generation, the uses of cognitive systems, system cognitive, gaining insights from data, Artificial Intelligence as the foundation of cognitive computing, understanding cognition Design Principles for Cognitive Systems: Components of a cognitive system, building the corpus, bringing data into cognitive system, machine learning, hypotheses generation and scoring, presentation, and visualization services

UNIT II NATURAL LANGUAGE PROCESSING IN COGNITIVE SYSTEMS 9

Natural Language Processing in support of a Cognitive System: Role of NLP in a cognitive system, semantic web, Applying Natural language technologies to Business problems Representing knowledge in Taxonomies and Ontologies: Representing knowledge, Defining Taxonomies and Ontologies, knowledge representation, models for knowledge representation, implementation considerations

UNIT III BIG DATA AND COGNITIVE COMPUTING 9

Relationship between Big Data and Cognitive Computing: Dealing with human-generated data, defining big data, architectural foundation, analytical data warehouses, Hadoop, data in motion and streaming data, integration of big data with traditional data Applying Advanced Analytics to cognitive computing: Advanced analytics is on a path to cognitive computing, Key capabilities in advanced analytics, using advanced analytics to create value, Impact of open source tools on advanced analytics

UNIT IV BUSINESS IMPLICATIONS OF COGNITIVE COMPUTING 9

Preparing for change ,advantages of new disruptive models , knowledge meaning to business, difference with a cognitive systems approach , meshing data together differently, using business knowledge to plan for the future , answering business questions in new ways , building business specific solutions , making cognitive computing a reality , cognitive application changing the market The process of building a cognitive application: Emerging cognitive platform, defining the objective, defining the domain, understanding the intended users and their attributes, questions and exploring insights, training and testing

UNIT V APPLICATION OF COGNITIVE COMPUTING 9

Building a cognitive health care application: Foundations of cognitive computing for healthcare, constituents in healthcare ecosystem, learning from patterns in healthcare Data, Building on a foundation of big data analytics, cognitive applications across the health care eco system, starting with a cognitive application for healthcare, using cognitive applications to improve health and wellness, using a cognitive application to enhance the electronic medical record Using cognitive application to improve clinical teaching

COURSE OUTCOMES:

CO1: Explain applications in Cognitive Computing.
CO2: Describe Natural language processor role in Cognitive computing.
CO3: Explain future directions of Cognitive Computing
CO4: Evaluate the process of taking a product to market
CO5: Comprehend the applications involved in this domain.

TOTAL:45 PERIODS

REFERENCES

1. Judith H Hurwitz, Marcia Kaufman, Adrian Bowles, “Cognitive computing and Big Data Analytics”, Wiley, 2015
2. Robert A. Wilson, Frank C. Keil, “The MIT Encyclopedia of the Cognitive Sciences”, The MIT Press, 1999.
3. Noah D. Goodman, Joshua B. Tenenbaum, The ProbMods Contributors, “Probabilistic Models of Cognition”, Second Edition, 2016, https://probmods.org/.

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	2	1
2	2	-	2	1	2	1
3	2	-	2	1	2	1
4	2	-	2	1	2	1
5	2	-	2	1	2	1
Avg	2	-	2	1	2	1

MP4002 RFID AND SENSOR TECHNOLOGY L T P C

3 0 0 3

COURSE OBJECTIVES:

- Know the fundamentals of identification systems and RFID
- Understand the principles of RFID
- Learn sensor technologies and design RFID enabled sensors

UNIT I FUNDAMENTALS OF RFID 9

Automatic Identification Systems - Barcode Systems – Magnetic Stripe Cards - Optical Character Recognition - Biometric Procedures - Smart Cards - RFID Systems – Comparison of different ID systems – RFID Tag Components – RFID Tag Types - RFID Readers and Middleware Component - Communication Fundamentals in RFID Systems - Differentiation Features of RFID Systems - Transponder Construction Formats - 1-Bit Transponder - Full- and Half-Duplex Procedure - Sequential Procedures - Near-Field Communication (NFC) - Frequency, Range and Coupling - Active and Passive Transponders - Information Processing in the Transponder

UNIT II PRINCIPLES OF RFID 9

Physical Principles of RFID Systems - Magnetic Field - Electromagnetic Waves - Surface Waves - Frequency Ranges Used - Licenses and Standards for Global Operation - European Licensing Regulations - National Licensing Regulations in Germany and USA – Comparison - Coding in the Baseband - Digital Modulation Procedures - Data Integrity - Security of RFID Systems - Selection Criteria for RFID Systems - Tag, Reader, and Sensor Communication

UNIT III DESIGN OF RFID 9

Architecture of Electronic Data Carriers – Transponder with Memory Function - Microprocessors - Dual Interface Card - Memory Technology - Measuring Physical Variables - Readers - The

Manufacture of Transponders and Contactless Smart Cards – Standardization - Animal Identification - Contactless Smart Cards - Container Identification – Anti-theft Systems for Goods - Item Management

UNIT IV SENSOR TECHNOLOGIES 9

Use of Sensors - Types of Sensors – Basic Considerations of Sensor Design - Chipless RFID Sensors - Passive Microwave Design - Smart Materials for Chipless RFID Sensors - Characterization of Smart Materials - Chipless RFID Sensor for Real-Time Environment Monitoring - Chipless RFID Temperature Memory and Multiparameter Sensor - Chipless RFID Reader Architecture

UNIT V DESIGN OF RFID ENABLED SENSORS 9

RFID Antenna Design Challenges – Integrated Circuit Design - Characterization and Development of Printed Circuit Boards or Substrates - Integration and Packaging: Integration of Sensors and RFID: Design Examples - Inkjet-Printed Technology - Maintenance-Free RFID-Enabled Sensors - Power Scavenging: Wearable Battery-Free Active RFID Tag with Energy Scavenger Flexible Low-Cost Substrate - Worldwide Applications - Example RFID Applications – Public Transport – Contactless Payment System - NFC Applications

COURSE OUTCOMES:

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

CO1: Demonstrate the fundamentals of identification systems.

CO2: Illustrate the basic principles of RFID.

CO3: Design and customize RFID based applications.

CO4: Understand the basic sensor technologies.

CO5: Develop interactive applications using RFID enabled sensors.

TOTAL:45 PERIODS

REFERENCES

1. Nemai Chandra Karmakar, Emran Md Amin, Jhantu Kumar Saha, Chipless RFID Sensors, Wiley Publications, 2016 (UNIT-IV, V)
2. Klaus Finkenzeller, RFID HANDBOOK, Wiley Publications, Third Edition, 2010 (UNIT-II, III)
3. Amin Rida, Li Yang, Manos Tentzeris, RFID-Enabled Sensor Design and Applications, Artech House, First Edition, 2010
4. Stephen Miles, Sanjay Sarma, John R. Williams, RFID Technology and Applications, Cambridge University Press, 2009

5. Rajkishore Nayak - Radio Frequency Identification (RFID) Technology and Application in Fashion and Textile Supply Chain, CRC Press, 2019

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	1	2	1
2	1	-	2	1	2	1
3	1	-	2	1	2	1
4	1	-	2	1	2	1
5	1	-	2	1	2	1

Avg	1	-	2	1	2	1

MP4003 **BODY AREA NETWORKS** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To give the knowledge of Body area Networks.
- To know the hardware requirement of BAN.
- To understand the communication and security aspects in the BAN.
- To introduce the coexistence issues with BAN.
- To know the applications of BAN in the field of medicine.

UNIT I INTRODUCTION **9**

Definition, BAN and Healthcare, Technical Challenges- Sensor design, biocompatibility, Energy Supply, optimal node placement, number of nodes, System security and reliability, BAN Architecture – Introduction

UNIT II HARDWARE FOR BAN **9**

Processor-Low Power MCUs, Mobile Computing MCUS, Integrated processor with radio transceiver, Memory , Antenna-PCB antenna, Wire antenna, Ceramic antenna, External antenna, Sensor Interface, Power sources- Batteries and fuel cells for sensor nodes.

UNIT III COMMUNICATIONS AND NETWORKS **9**

Wireless Communication and Network RF communication in Body, Antenna design and testing, Propagation, Base Station-Network topology-Stand -Alone BAN, Wireless personal Area Network Technologies-IEEE 802.15.1,IEEE P802.15.13, IEEE 802.15.14, Zigbee.

UNIT IV COEXISTENCE ISSUES WITH BAN **9**

Coexistence Issues with Ban Interferences - Intrinsic - Extrinsic, Effect on transmission, Counter measures-on physical layer and data link layer, Regulatory issues Medical Device regulation in USA and Asia, Security and Self-protection-Bacterial attacks, Virus infection, Secured protocols, Self-protection

UNIT V APPLICATIONS OF BAN **9**

Monitoring patients with chronic disease, Hospital patients, Elderly patients, Cardiac arrhythmias monitoring, Multi patient monitoring systems, Multichannel Neural recording, Gait analysis, Sports Medicine, Electronic pill.

COURSE OUTCOMES:

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

CO1: Apply various soft computing concepts for practical applications.

CO2: Explain about the working of Body Area Network and discuss about the hardware required for implementation.

CO3: Assess the efficiency of communication and the security parameters.

CO4: Describe the issues associated with BAN.

CO5: Design a BAN for appropriate application in medicine.

TOTAL: 45 PERIODS

REFERENCES:

1. Annalisa Bonfiglio, Danilo De Rossi ,"Wearable Monitoring Systems", Springer, 2011.
2. Sandeep K.S. Gupta,Tridib Mukherjee,Krishna Kumar Venkata Subramanian, —Body Area Networks Safety, Security, and Sustainability, Cambridge University Press, 2013.
3. Zhang, Yuan-Ting, "Wearable Medical Sensors and Systems, Springer, 2023.
4. Guang-Zhong Yang(Ed.), "Body Sensor Networks, Springer, 2006..
5. Mehmet R. Yuce, Jamil Y.Khan, "Wireless Body Area Networks Technology, Implementation, and Applications, Pan Stanford Publishing Pte.Ltd, Singapore, 2012.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	1	1	1	2	-
2	2	1	1	1	2	-
3	2	1	1	1	2	-
4	2	1	1	1	2	-
5	2	1	1	1	2	-
Avg	2	1	1	1	2	-

CP4091 **AUTONOMOUS SYSTEMS** **L T P C 3 0 0 3**

COURSE OBJECTIVES:

- To impart knowledge on the functional architecture of autonomous vehicles
- To impart knowledge on Localization and mapping fundamentals
- To impart knowledge on process end effectors and robotic controls
- To learn Robot cell design, Robot Transformation and Sensors
- To learn Micro/Nano Robotic Systems

UNIT I INTRODUCTION AND FUNCTIONAL ARCHITECTURE 9

Functional architecture - Major functions in an autonomous vehicle system, Motion Modeling - Coordinate frames and transforms, point mass model, Vehicle modeling (kinematic and dynamic bicycle model - two-track models), Sensor Modeling - encoders, inertial sensors, GPS.

UNIT II PERCEPTION FOR AUTONOMOUS SYSTEMS 9

SLAM - Localization and mapping fundamentals, LIDAR and visual SLAM, Navigation – Global path planning, Local path planning, Vehicle control - Control structures, PID control, Linear quadratic regulator, Sample controllers.

UNIT III ROBOTICS INTRODUCTION, END EFFECTORS AND CONTROL 9

Robot anatomy-Definition, law of robotics, Simple problems Specifications of Robot-Speed of Robot-Robot joints and links-Robot classifications-Architecture of robotic systems, Mechanical grippers-Slider crank mechanism, Screw type, Rotary actuators, cam type-Magnetic grippers-

Vacuum grippers-Air operated grippers-Gripper force analysis-Gripper design-Simple problems-Robot controls-Point to point control, Continuous path control, Intelligent robotControl system for robot joint-Control actions-Feedback devices-Encoder, Resolver, LVDTMotion Interpolations-Adaptive control.

UNIT IV ROBOT TRANSFORMATIONS, SENSORS AND ROBOT CELL DESIGN 9

Robot kinematics-Types- 2D, 3D Transformation-Scaling, Rotation, Translation- Homogeneous coordinates, multiple transformation-Simple problems. Sensors in robot – Touch sensors-Tactile, Robot work cell design and control-Sequence control, Operator interface, Safety monitoring devices in Robot-Mobile robot working principle, actuation using MATLAB, NXT Software.

UNIT V MICRO/NANO ROBOTICS SYSTEM 9

Micro/Nano robotics system overview-Scaling effect-Top down and bottom up approach Actuators of Micro/Nano robotics system-Nano robot communication techniques-Fabrication of micro/nano grippers-Wall climbing micro robot working principles-Biomimetic robot-Swarm robot-Nano robot in targeted drug delivery system.

COURSE OUTCOMES:

CO1: Understand architecture and modeling of autonomous systems.
CO2: Employ localization mapping techniques for autonomous systems
CO3: Design solutions for autonomous systems control.
CO4: Analyze Robot Transformations, Sensors and Cell Design
CO5: Explain the working principles of Micro/Nano Robotic system

TOTAL: 45 PERIODS

REFERENCES

1. S.R. Deb, Robotics Technology and flexible automation, Tata McGraw-Hill Education.,2009
2. Mikell P Groover & Nicholas G Odrey, Mitchel Weiss, Roger N Nagel, Ashish Dutta, Industrial Robotics, Technology programming and Applications, McGraw Hill, 2012.
3. Karsten Berns, Ewald Puttkamer, Springer, Autonomous Land Vehicles: Steps towards Service Robots, 2009
4. Sebastian Thrun, Wolfram Burgard, Dieter Fox., Probabilistic robotics. MIT Press, 2005
5. Steven M. LaValle., Planning algorithms, Cambridge University Press, 2006
6. Daniel Watzenig and Martin Horn (Eds.), Automated Driving: Safer and More Efficient Future Driving, Springer, 2017
7. Markus Maurer, Autonomous driving: technical, legal and social aspects. Springer, 2016
8. Jha, Theory, Design and Applications of Unmanned Aerial Vehicles, CRC Press, 2016

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	2	-
2	2	-	2	1	2	-
3	2	-	2	1	2	-

4	2	-	2	1	2	-
5	2	-	2	1	2	-
Avg	2	-	2	1	2	-

MP4093 **SOFT COMPUTING TECHNIQUES** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To give the knowledge of soft computing theories fundamentals
- To provide the mathematical background for carrying out the optimization associated with neural network learning
- To familiarize the ideas of fuzzy sets, fuzzy logic, use of heuristics and Fuzzy Logic Control Systems
- To introduce the mathematical background for genetic algorithms
- To expose the hybrid soft computing systems and its applications

UNIT I SOFT COMPUTING FUNDAMENTALS 9

Introduction: Soft Computing Constituents – From Conventional Al to Computational Intelligence – Applications - Introduction, characteristics- learning methods - taxonomy - Evolution of neural networks - Artificial Neural Network (ANN): Fundamental Concept – Basic Terminologies – Neural Network Architecture – Learning Process – Fuzzy logic: Introduction – crisp - sets- fuzzy sets - crisp relations and fuzzy-relations: Cartesian product

UNIT II NEURAL NETWORKS 9

Fundamental Models of ANN: McCulloch- Pitts Model –Hebb Network – Linear Separability
Pitts Model –Hebb Network - Supervised Learning Networks: Perceptron Network – Adaline and Madaline Networks – Back Propagation Network – Radial Basis Function Network - Unsupervised Learning Networks: Kohonen Self Organizing Network – ART network - Hopfield Network - Special Network– Support Vector Machine- Kernel methods for Pattern classification- Kernel methods for function optimization.

UNIT III FUZZY COMPUTING AND MODELING 9

Fuzzy Equivalence and Tolerance Relation – Value assignments- Fuzzy Composition- Membership Functions–Fuzzification- Defuzzification: lambda cuts - Fuzzy Arithmetic – Extension Principle – Fuzzy Measures –Fuzzy Classification – Fuzzy Rules and Fuzzy Reasoning: Fuzzy Propositions – Formation of Rules – Decomposition of Rules – Aggregation of Rules – Approximate Reasoning – Fuzzy Inference and Expert Systems – Fuzzy Decision Making – Fuzzy Logic Control Systems.

UNIT IV GENETIC ALGORITHM AND APPLICATIONS 9

Genetic Algorithm: Fundamental Concept – Basic Terminologies – Traditional Vs Genetic Algorithm - Elements of GA - Encoding - Fitness Function – Genetic Operators: Reproduction – CrossOver - Inversion and Deletion - Mutation – Simple and General GA - The Schema Theorem-difference between GA and GP- Applications of GA. Multi-objective Optimization- Real-life case studies - optimization of traveling salesman problem using genetic algorithms

UNIT V HYBRID SOFT COMPUTING AND APPLICATIONS 9

Case Studies: Neuro-fuzzy Hybrid system- genetic neuro hybrid systems - genetic fuzzy hybrid and

fuzzy genetic hybrid systems - simplified fuzzy ARTMAP – Applications: A fusion approach of multispectral images with SAR - Knowledge Leverage Based TSK Fuzzy System Modeling - Fuzzy C-Means algorithms for very large Data. Hybrid GA for Feature Selection- Multiobjective Genetic Fuzzy Clustering for pixel classification- Clustering Wireless Sensor Network Using Fuzzy Logic and Genetic Algorithm

COURSE OUTCOMES:

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

CO1: Apply various soft computing concepts for practical applications

CO2: Choose and design suitable neural network for real time problems

CO3: Use fuzzy logic rules and reasoning to handle uncertainty and develop decision making and expert system

CO4: Describe the importance of genetic algorithms for solving combinatorial optimization problems

CO5: Analysis the various hybrid soft computing techniques and apply in real time problems

TOTAL: 45 PERIODS

REFERENCES:

1. S.N. Sivanandam, S.N. Deepa, “Principles of Soft Computing”, Wiley, Second Edition, 2011.
2. S. Rajasekaran, G.A.V Vijayalakshmi Pai, “Neural Networks, Fuzzy Systems and Evolutionary Algorithms: Synthesis and Applications” Prentice Hall, Second Edition, 2017.
3. Timothy J. Ross, “Fuzzy Logic with Engineering Applications, 4th Edition, Wiley 2016.
4. David E. Goldberg, Genetic Algorithm in Search Optimization and Machine Learning Pearson Education India, 2013.
5. Simon Haykin, Neural Networks Comprehensive Foundation Third Edition, Pearson Education, .2016.
6. James A. Freeman, David M. Skapura, Neural Networks Algorithms, Applications, and Programming Techniques, Pearson Education India, 2011.
7. J. -S. R. Jang, C.-T. Sun, E. Mizutani, “Neuro Fuzzy and Soft Computing: A Computational Approach to Learning and Machine Intelligence, Pearson, 2015.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	1	1
2	2	-	2	1	1	1
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4	2	-	2	1	1	1
5	2	-	2	1	1	1
Avg	2	-	2	1	1	1

MP4004 **MOBILE GAME DEVELOPMENT** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To learn the basics of unity for Game development.
- To become familiar with the Unity & C# and popular tools & plugins
- To learn to work with 2D Game development.
- To understand 3D Graphics and principles for development
- To implement a larger, demo-able game project

UNIT I BASICS OF UNITY 9

Introduction, Modes of unity, Scene view, Project View, Game View, Scripting Game Dev Basics, Scenes, Game Objects, Components.

UNIT II WORKING 2D GRAPHICS AND USER INTERFACE CONCEPTS 9

Unity & C# - Camera - Sprites and Texture Atlases - Animation – Scrolling, – Mobile Game Input; Designing for Mobile - Basic Touch and Multi-Touch Gestures - Accelerometer - Virtual joypads - Usability and Game case studies - Designing for the impatient gamer

UNIT III GAME DESIGN PRINCIPLES AND BUILDING 2D GAME 9

Game Genres, Game Worlds, Character Development, Story Telling, User Experience, Core MEchanics, Game Balancing, Level Design, Gnome on a Rope , Getting Started Building the Game, Preparing for Gameplay, building Gameplay with Traps and Objectives, Polishing the Game, Final Touches on Gnome's Well,

UNIT IV 3D GRAPHICS AND AND GAME ENGINE 9

Math and Physics; - Quick overview of vector math - Physics principles - 3D math primer - Basics of the 3D world - 3D rendering essentials - Collision and Rigid body dynamics animation systems- Using Unity for 3D development, Creating GUIs in Unity, Particle Effects - Cross-platform game engines - Platform specific game creation tools

UNIT V BUILDING A 3D GAME 9

Building a Space Shooter, Input and Flight Control, Adding Weapons and Targeting, Asteroids and Damage, Audio, Menus, Death, and Explosions!, Lighting and Shaders, Making a Custom Wizard- Custom Editor Window- Custom Property Drawer- Custom Inspector, The Unity Services Ecosystem, Deployment

COURSE OUTCOMES:

CO1: Work with the Unity environment for building a game from scratch.
CO2: Can work with 2D Graphics and build the UI
CO3: Use the Game Design Principles for Designing Games
CO4: Use 3D Graphics and the Game engine properties to build 3D Games.
CO5: Designing and Building 3D game with Unity/ equivalent open source tool

TOTAL PERIODS: 45

REFERENCES

1. Jeremy Gibson, "Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# + DOTS and ECS", Addison Wesley, Third Edition, 2022
2. Jonathon Manning and Paris Buttfield-Addison, "Mobile Game Development", O'Reilly Media,

2017
3. Ernest Adams, “Fundamentals of Game Design”, Third Edition, New Riders Press, 2013.
4. Game Programming Algorithms and Techniques. Sanjay Madhav, O’Reilly, 2013
5. Pascal Rettig, “Professional HTML5 Mobile Game Development”, Wiley, 2012.
6. JungHyun Han, “3D Graphics for Game Programming”, Chapman and Hall/CRC, 1st Edition, 2011.
7. Jason Gregory, “Game Engine Architecture”, Third Edition, CRC Press / A K Peters, 2018.
8. Fletcher Dunn, “3D Math Primer for Graphics and Game Development,”CRC Press / A K Peters, Second Edition, 2011
9. . https://gamemath.com/book/

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	2	1	-
2	1	-	2	2	1	-
3	1	-	2	2	1	-
4	1	-	2	2	1	-
5	1	-	2	2	1	-
Avg	1	-	2	2	1	-

MP4005 FULL STACK MOBILE APPLICATION DEVELOPMENT L T P C
3 0 0 3

COURSE OBJECTIVES:

- Know the fundamentals of Android programming using the Android SDK
- Understand KOTLIN programming
- Learn Android programming concepts like activities and intents, designing user interface using views, data persistence, content providers, messaging and networking, location-based services, and developing android services etc.
- Understanding android databases
- Learn to develop Android Apps

UNIT I INTRODUCTION 9

Introduction – Native and Hybrid Mobile Apps Frameworks – iOS with Swift – React Native with Javascript, Android with Kotlin, Flutter with Dart, Xamarin with C# - Tools – Android Studio, Xcode, Visual Studio Code.

UNIT II KOTLIN PROGRAMMING 9

Introduction to KOTLIN programming - Basics of Kotlin, Operations and Priorities, Decision Making. Loop Control, Data Structures(Collections), Functions, Object Oriented Programming: Inheritance, abstract, interface, super and this, visibility modifiers.

UNIT III INTRODUCTION TO ANDROID 9

Basics of an ANDROID application, introduction to manifest, externalizing resources, application lifecycle, ANDROID activities, Widgets: Button, TextView, ImageView, ProgressBar, ListView, EditText, Calendar, DateTime etc, Working with Intent and Files.

UNIT IV PREFERENCES, DATABASE AND CONTENT PROVIDER 9

Creating, saving and retrieving shares preferences, Including static files as resources, Introducing ANDROID databases, Content values and cursors, Working with SQLite databases, Creating content providers, Using content providers, Native ANDROID Content providers. Introduction and addition of action bar, Menus and dialogs, drawable and gradients, Using location-based services, Selecting a location provider, Finding your current location, and Creating map-based activities.

UNIT V ADVANCED ANDROID APP DEVELOPMENT 9

Introduction of recycle view and card view. Playing audio and video, manipulating raw audio, using camera to take pictures, recording video, adding media to media store, Hardware support for telephony, using telephony, introducing SMS and MMS, Signing and publishing applications, introduction to monetizing applications

COURSE OUTCOMES:

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

CO1: Demonstrate the fundamentals of Full Stack mobile application development.

CO2: Illustrate the basic concepts of KOTLIN programming.

CO3: Develop and customize application user interfaces

CO4: Develop interactive applications using Maps, Location based services, UI-UX.

CO5: Create and deploy interactive applications in android using databases with multiple activities including audio, video and notifications

TOTAL:45 PERIODS

REFERENCES

1. Reto Meier, Ian Lake, " Professional Android, 4th Edition", 2018
2. Learn Android Studio 3 with Kotlin – Teg Hagos – Apress – 2019
3. https://kotlinlang.org/
4. Headfirst Kotlin, A Brain Friendly Guide – Dawn Griffiths, David Griffiths – Orilly – 2019
5. John Horton, Android Programming with Kotlin for Beginners: Build Android apps starting from zero programming experience with the new Kotlin programming language, Packt Publishing, 2019.
6. Frank Ableson, Robi Sen, Chris King, C. Enriq, Ortiz, " Android In Action, 3rd Edition, Manning Publications", 3rd Edition, 2011.
7. Learn Kotlin for Android Development – Peter Spath – Apress – 2019
8. Beginning Android Development With Kotlin - Greg Lim – March – 2020
9. Bill Phillips, Chris Stewart and Kristin Marsicano, "Android Programming: The Big Nerd Ranch Guide", 3rd Edition, Big Nerd Ranch Guides, 2017. ISBN-13: 978-0134706054
10. Wei-Meng Lee, Beginning Android™ 4 Application Development, 2012 by John Wiley & Sons, Inc., Indianapolis, Indiana, ISBN: 978-1-118-19954-1

11. Google Developer Training, "Android Developer Fundamentals Course – Concept Reference", Google Developer Training Team, 2017. https://www.gitbook.com/book/google-developer-training/android-developer-fundamentals-course-concepts/details
12. React Native in Action, Developing iOS and Android apps with JavaScript, Nader Dabit, March 2019, ISBN 9781617294051
13. Erik Hellman, "Android Programming – Pushing the Limits", 1st Edition, Wiley India Pvt Ltd, 2014. ISBN-13: 978-8126547197
14. Dawn Griffiths and David Griffiths, "Head First Android Development", 1st Edition, O"Reilly SPD Publishers, 2015. ISBN-13: 978-9352131341

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	1	-
2	2	-	2	1	1	-
3	2	-	2	1	1	-
4	2	-	2	1	1	-
5	2	-	2	1	1	-
Avg	2	-	2	1	1	-

MP4071 HEALTHCARE ANALYTICS L T P C
3 0 0 3

COURSE OBJECTIVES:

- To impart the fundamental concepts of Healthcare data analytics
- To give the knowledge about the Health care Data Sources.
- To familiarize Advanced Data Analytics for Healthcare
- To learn the Health IoT data analytics
- To implement the Applications and Practical Systems for Healthcare.

UNIT I INTRODUCTION 9

Introduction- Healthcare Data Sources and Basic Analytics - Healthcare Data Sources : Electronic Health Records: Components of HER- Coding system- Biomedical Image Analysis: Biomedical Imaging Modalities- Object Detection- Image Segmentation- Image Registration- Feature Extraction- Mining of Sensor Data in Healthcare: Mining Sensor Data in Medical Informatics: Scope and Challenges- Sensor Data Mining Applications

UNIT II HEALTHCARE DATA SOURCES 9

Biomedical Signal Analysis: Types of Biomedical Signals- ECG Signal Analysis- Denoising of Signals- Multivariate Biomedical Signal Analysis- Cross-Correlation Analysis- Methods to Study Connectivity- Genomic Data Analysis for Personalized Medicine: Genomic Data Generation- Methods and Standards for Genomic Data Analysis- Types of Computational Genomics Studies towards Personalized Medicine

UNIT III ADVANCED DATA ANALYTICS FOR HEALTHCARE 9

Basic Statistical Prediction Models- Alternative Clinical Prediction Models- Survival Models- Evaluation and Validation- Temporal Data Mining for Healthcare Data: Association Analysis- Temporal Pattern Mining- Sensor Data Analysis- Other Temporal Modeling Methods- Visual Analytics for Healthcare: Visual Analytics and Medical Data Visualization- Visual Analytics in Healthcare.

UNIT IV HEALTH IOT DATA ANALYTICS 9

Internet of things in the healthcare industry- IoT healthcare architecture- Characteristics of IoT health data- Health data analytics using Internet of things- Computational intelligence in Internet of things for future healthcare applications.

UNIT V APPLICATIONS AND PRACTICAL SYSTEMS FOR HEALTHCARE 9

Data Analytics for Pervasive Health: Supporting Infrastructure and Technology - Basic Analytic Techniques- Advanced Analytic Techniques- Applications - Fraud Detection in Healthcare- Data Analytics for Pharmaceutical Discoveries- Clinical Decision Support Systems.

COURSE OUTCOMES:

CO1: Describe the basics of healthcare data analytics.
CO2: Explain the Healthcare Data Sources.
CO3: Discuss the Advanced Data Analytics for Healthcare.
CO4: Express the Health IoT data analytics.
CO5: Apply the practical Systems for Healthcare.

TOTAL: 45 PERIODS

REFERENCES

1. Chandan K. Reddy , Charu C. Aggarwal, Healthcare Data Analytics 1st Edition, Kindle Edition, CRC press, 2020.
2. Sanjay Kumar Singh Ravi Shankar Singh Anil Kumar Pandey Udmale S.S. Ankit Chaudhary , IoT-Based Data Analytics for the Healthcare Industry Techniques and Applications 1st Edition, Elsevier, Academic Press
3. Prasant Kumar Pattnaik, Suneeta Mohanty (Editor), Satarupa Mohanty (Editor) Format: Kindle Edition, Smart Healthcare Analytics in IoT Enabled Environment 1st edition Kindle Edition, Springer Nature Switzerland AG 2020
4. Nilanjan Dey, Amira Ashour, Simon James Fong , Chintan Bhatt , Healthcare Data Analytics and Management 1st Edition, Elsevier, Academic Press 2018.
5. Sanket Shah, Healthcare Analytics: A Comprehensive Guide, Kindly Edition, 2020

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	1	2	1	-
2	1	-	1	2	1	-
3	1	-	1	2	1	-
4	1	-	1	2	1	-
5	1	-	1	2	1	-

Avg	1	-	1	2	1	-

NE4091 **HAPTIC TECHNOLOGY** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To provide an overview of Haptic technology
- To learn the concepts of Haptic rendering system.
- To analyze the effectiveness of multimedia haptic in real time applications.
- To enable the student to create applications in a collaborative environment.

UNIT I INTRODUCTION 9

Human Senses-Haptic Exploration-Concepts and Terminology-Roadmap to Multimedia Haptics - Haptic Multimedia Audio and Visual System-Haptic Evolution-Haptics for Medical Application-Tele Robotics and Tele operation-Media-Mobile Haptics-Virtual reality-Learning and Education-Haptic Security

UNIT II HUMAN HAPTIC PERCEPTION AND MACHINE HAPTICS 9

Touch and Cognition-Human Haptic System-Concept of Illusion-Human Perceptual parameters for Interface Development-Haptic Interfaces-HAVE Sensors- HAVE Actuators-Performance Specifications-State-of-Art Haptic interfaces

UNIT III COMPUTER HAPTICS 9

Haptic Rendering Subsystem-Polygon based Representation and Scene Graph-Collision Detection Techniques and Bounding Volumes-Penetration Depth and Collision Response-Haptic Rendering of Surface Properties-Haptic Rendering of other Representation methods- Haptic Rendering of more than 3-DOF-Control Methods for Haptic systems-Benchmarking Haptic Rendering systems-Haptic Software Frameworks

UNIT IV MULTIMEDIA HAPTICS 9

Haptic as a new media-HAVE Content Creation- Content Representation-Haptic Media Transmission-Architecture for C-HAVE-Communication Framework for C-HAVE systems-Quality of Experience in Multimedia Haptics - Haptics Watermarking.

UNIT V TOUCHING THE FUTURE: CHALLENGES AND TRENDS 9

The Golden Age of Haptics-Human Haptics-Machine Haptics-Computer Haptics-Multimedia Haptics Haptic Technology In Surgical Simulation and Medical Training- Haptic Devices- Haptic Rendering- Applications of Haptic technology.

COURSE OUTCOMES:

CO1: Demonstrate knowledge in human perception, Machine and Multimedia Haptics.
CO2: Create integrated and collaborative haptic systems
CO3: Identify and representation of Haptic Rendering subsystem
CO4: Analyze and characterize Multimedia Haptics
CO5: Learn the challenges, recent trends and applications of Haptic Technology

TOTAL: 45 PERIODS

REFERENCES

1. Abdulmotaleb El Saddik, Mauricio Orozco, Mohamad Eid, Jongeun Cha “Haptics Technologies: Bringing Touch to Multimedia” (Springer Series on Touch and Haptic Systems), 2013
2. http://haptic.mech.nwu.edu
3. http://www.webopedia.com/TERM/H/haptic.html
4. http://www.stanford.edu/dept/news/report/news/2003/april2/haptics-42.html
5. http://www.caip.rutgers.edu/~bouzit/lrp/glove.html
6. http://www.utoronto.ca/atrc/rd/vrml/haptics.html

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	1	2	1
2	2	-	2	1	2	1
3	2	-	2	1	2	1
4	2	-	2	1	2	1
5	2	-	2	1	2	1
Avg	2	-	2	1	2	1

CP4252 MACHINE LEARNING L T P C
3 0 2 4

COURSE OBJECTIVES:

- To understand the concepts and mathematical foundations of machine learning and types of problems tackled by machine learning
- To explore the different supervised learning techniques including ensemble methods
- To learn different aspects of unsupervised learning and reinforcement learning
- To learn the role of probabilistic methods for machine learning
- To understand the basic concepts of neural networks and deep learning

UNIT I INTRODUCTION AND MATHEMATICAL FOUNDATIONS 9

What is Machine Learning? Need –History – Definitions – Applications - Advantages, Disadvantages & Challenges -Types of Machine Learning Problems – Mathematical Foundations - Linear Algebra & Analytical Geometry -Probability and Statistics- Bayesian Conditional Probability -Vector Calculus & Optimization - Decision Theory - Information theory

UNIT II SUPERVISED LEARNING 9

Introduction-Discriminative and Generative Models -Linear Regression - Least Squares -Under-fitting / Overfitting -Cross-Validation – Lasso Regression- Classification - Logistic Regression- Gradient Linear Models -Support Vector Machines –Kernel Methods -Instance based Methods - K-Nearest Neighbors - Tree based Methods –Decision Trees –ID3 – CART - Ensemble Methods –Random Forest - Evaluation of Classification Algorithms

UNIT III UNSUPERVISED LEARNING AND REINFORCEMENT LEARNING 9

Introduction - Clustering Algorithms -K – Means – Hierarchical Clustering - Cluster Validity - Dimensionality Reduction –Principal Component Analysis – Recommendation Systems - EM algorithm. Reinforcement Learning – Elements -Model based Learning – Temporal Difference Learning

UNIT IV PROBABILISTIC METHODS FOR LEARNING- 9

Introduction -Naïve Bayes Algorithm -Maximum Likelihood -Maximum Apriori -Bayesian Belief Networks -Probabilistic Modelling of Problems -Inference in Bayesian Belief Networks – Probability Density Estimation - Sequence Models – Markov Models – Hidden Markov Models

UNIT V NEURAL NETWORKS AND DEEP LEARNING 9

Neural Networks – Biological Motivation- Perceptron – Multi-layer Perceptron – Feed Forward Network – Back Propagation-Activation and Loss Functions- Limitations of Machine Learning – Deep Learning– Convolution Neural Networks – Recurrent Neural Networks – Use cases

45 PERIODS

SUGGESTED ACTIVITIES:

1. Give an example from our daily life for each type of machine learning problem
2. Study at least 3 Tools available for Machine Learning and discuss pros & cons of each
3. Take an example of a classification problem. Draw different decision trees for the example and explain the pros and cons of each decision variable at each level of the tree
4. Outline 10 machine learning applications in healthcare
5. Give 5 examples where sequential models are suitable.
6. Give at least 5 recent applications of CNN

PRACTICAL EXERCISES: 30 PERIODS

1. Implement a Linear Regression with a Real Dataset (https://www.kaggle.com/harrywang/housing). Experiment with different features in building a model. Tune the model's hyperparameters.
2. Implement a binary classification model. That is, answers a binary question such as "Are houses in this neighborhood above a certain price?"(use data from exercise 1). Modify the classification threshold and determine how that modification influences the model. Experiment with different classification metrics to determine your model's effectiveness.
3. Classification with Nearest Neighbors. In this question, you will use the scikit-learn's KNN classifier to classify real vs. fake news headlines. The aim of this question is for you to read the scikit-learn API and get comfortable with training/validation splits. Use California Housing Dataset
4. In this exercise, you'll experiment with validation sets and test sets using the dataset. Split a training set into a smaller training set and a validation set. Analyze deltas between training set and validation set results. Test the trained model with a test set to determine whether your trained model is overfitting. Detect and fix a common training problem.
5. Implement the k-means algorithm using https://archive.ics.uci.edu/ml/datasets/Codon+usage dataset
6. Implement the Naïve Bayes Classifier using https://archive.ics.uci.edu/ml/datasets/Gait+Classification dataset
7. Project - (in Pairs) Your project must implement one or more machine learning algorithms and apply them to some data.

1. Your project may be a comparison of several existing algorithms, or it may propose a new algorithm in which case you still must compare it to at least one other approach.
2. You can either pick a project of your own design, or you can choose from the set of pre-defined projects.
3. You are free to use any third-party ideas or code that you wish as long as it is publicly available.
4. You must properly provide references to any work that is not your own in the write-up.
5. Project proposal You must turn in a brief project proposal. Your project proposal should describe the idea behind your project. You should also briefly describe software you will need to write, and papers (2-3) you plan to read.

List of Projects (datasets available)

1. Sentiment Analysis of Product Reviews
2. Stock Prediction
3. Sales Forecasting
4. Music Recommendation
5. Handwriting Digit Classification
6. Fake News Detection
7. Sports Prediction
8. Object Detection
9. Disease Prediction

COURSE OUTCOMES:

Upon the completion of course, students will be able to

CO1: Understand and outline problems for each type of machine learning

CO2: Design a Decision tree and Random forest for an application

CO3: Implement Probabilistic Discriminative and Generative algorithms for an application and analyze the results.

CO4: Use a tool to implement typical Clustering algorithms for different types of applications.

CO5: Design and implement an HMM for a Sequence Model type of application and identify applications suitable for different types of Machine Learning with suitable justification.

TOTAL:75 PERIODS

REFERENCES

1. Stephen Marsland, “Machine Learning: An Algorithmic Perspective”, Chapman & Hall/CRC, 2nd Edition, 2014.
2. Kevin Murphy, “Machine Learning: A Probabilistic Perspective”, MIT Press, 2012
3. Ethem Alpaydin, “Introduction to Machine Learning”, Third Edition, Adaptive Computation and Machine Learning Series, MIT Press, 2014
4. Tom M Mitchell, “Machine Learning”, McGraw Hill Education, 2013.
5. Peter Flach, “Machine Learning: The Art and Science of Algorithms that Make Sense of Data”, First Edition, Cambridge University Press, 2012.
6. Shai Shalev-Shwartz and Shai Ben-David, “Understanding Machine Learning: From Theory to Algorithms”, Cambridge University Press, 2015
7. Christopher Bishop, “Pattern Recognition and Machine Learning”, Springer, 2007.
8. Hal Daumé III, “A Course in Machine Learning”, 2017 (freely available online)
9. Trevor Hastie, Robert Tibshirani, Jerome Friedman, “The Elements of Statistical Learning”,

Springer, 2009 (freely available online)
10. Aurélien Géron , Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems 2nd Edition, o'reilly, (2017)

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	2	2	1	-
2	2	-	2	2	1	-
3	2	-	2	2	1	-
4	2	-	2	2	1	-
5	2	-	2	2	1	-
Avg	2	-	2	2	1	-

BC4151 BIOMETRIC SYSTEMS L T P C
3 0 2 4

COURSE OBJECTIVES:

- To learn and understand biometric technologies and their functionalities.
- To learn the role of biometric in the organization
- To Learn the computational methods involved in the biometric systems.
- To expose the context of Biometric Applications
- To learn to develop applications with biometric security

UNIT I INTRODUCTION 9+3

Introduction – history – type of biometrics – General architecture of biometric systems – Basic working of biometric matching – Biometric system error and performance measures – Design of biometric systems – Applications of biometrics – Biometrics versus traditional authentication methods – character recognition – authentication technologies, biometric technologies, Finger, face, voice and iris biometric technologies.

UNIT II FINGERPRINT, FACE AND IRIS AS BIOMETRICS 9+3

Fingerprint biometrics – Fingerprint recognition system – Minutiae extraction – Fingerprint indexing – experimental results – Biometrics using vein pattern of palm – Advantages and disadvantages – Basics of hand geometry

Background of face recognition – Design of face recognition system – Neural network for face recognition – Face detection in video sequences – Challenges in face biometrics – Face recognition methods – Advantages and disadvantages

Iris segmentation method – Determination of iris region – Experimental results of iris localization – applications of iris biometrics – Advantages and disadvantages.

UNIT III PRIVACY ENHANCEMENT AND MULTIMODAL BIOMETRICS 9+3

Privacy concerns associated with biometric developments – Identity and privacy – Privacy concerns – biometrics with privacy enhancement – Comparison of various biometrics in terms of

privacy – Soft biometrics - Introduction to biometric cryptography – General purpose cryptosystem – Modern cryptography and attacks – Symmetric key ciphers – Cryptographic algorithms – Introduction to multimodal biometrics – Basic architecture using face and ear – Characteristics and advantages of multimodal biometrics characters – AADHAAR : An Application of Multimodal Biometrics.

UNIT IV WATERMARKING TECHNIQUES & BIOMETRICS: SCOPE AND FUTURE 9+3

Data hiding methods – Basic framework of watermarking – Classification, Applications, Attacks, Performance Evaluation and Characteristics – General Watermarking process – Image watermarking techniques – Watermarking algorithm – Effect of attacks on watermarking techniques –Scope and future market of biometrics

Applications of Biometrics and information technology infrastructure – Role of biometrics in enterprise security – Role of biometrics in border security – Smart card technology and biometric – Radio frequency identification biometrics – DNA Biometrics – Comparative study of various biometrics techniques.

UNIT V IMAGE ENHANCEMENT TECHNIQUES & BIOMETRICS STANDARDS 9+3

Current research in image enhancement techniques – Image enhancement algorithms– Frequency domain filters – Databases and implementation – Standard development organizations – Application programming interface – Information security and biometric standards – Biometric template interoperability biometrics for network security and biometrics for transaction.

LIST OF EXPERIMENTS (Experiments can be designed with similar use cases as below):

1. Student school smart card
2. Secure lab access using card scanner plus face recognition
3. Student bus pass with barcode card scan
4. Student bus pass with webcam scan
5. Employee attendance system by Qr scan
6. Student examination datacard
7. School student attendance system by barcode scan
8. School student attendance system by Qr scan
9. School student attendance with fingerprint reader
10. Fingerprint voting system project
11. Employee hourly attendance by barcode scan
12. Visual product identification for blind

COURSE OUTCOMES:

CO1: Identify the various biometric technologies.
CO2: Design of biometric recognition for the organization.
CO3: Develop simple applications for privacy.
CO4: Understand the need of biometric in the society
CO5: Understand the research in biometric techniques.

TOTAL : 75 PERIODS

REFERENCES:

1. G R Sinha and Sandeep B. Patil, Biometrics: Concepts and Applications, Wiley, 2013
2. Paul Reid, Biometrics for Network Security, Pearson Education, 2003
3. Samir Nanavathi, Micheal Thieme, Raj Nanavathi, Biometrics – Identity verification in a networked world, Wiley – dream Tech, 2002.

4. John D Woodward, Jr.; Nicholas M Orlans; Peter T Higgins, Biometrics – The Ultimate Reference, Wiley Dreamtech.College Publications, 2015.
5. Khalid Saeed, “New Directions in Behavioral Biometrics', CRC Press 2020.
6. Ruud M. Bolle, Sharath Pankanti, Nalini K. Ratha, Andrew W. Senior, Jonathan H. Connell, Guide to Biometrics, Springer 2009.
7. Rafael C. Gonzalez, Richard Eugene Woods, Digital Image Processing using MATLAB, 2nd Edition, Tata McGraw-Hill Education 2010.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	1	1	2
2	1	-	2	1	1	2
3	1	-	2	1	1	2
4	1	-	2	1	1	2
5	1	-	2	1	1	2
Avg	1	-	2	1	1	2

IF4071 DEEP LEARNING L T P C
3 0 2 4

COURSE OBJECTIVES:

- Develop and Train Deep Neural Networks.
- Develop a CNN, R-CNN, Fast R-CNN, Faster-R-CNN, Mask-RCNN for detection and recognition
- Build and train RNNs, work with NLP and Word Embeddings
- The internal structure of LSTM and GRU and the differences between them
- The Auto Encoders for Image Processing

UNIT I DEEP LEARNING CONCEPTS 6

Fundamentals about Deep Learning. Perception Learning Algorithms. Probabilistic modelling. Early Neural Networks. How Deep Learning different from Machine Learning. Scalars. Vectors. Matrixes, Higher Dimensional Tensors. Manipulating Tensors. Vector Data. Time Series Data. Image Data. Video Data.

UNIT II NEURAL NETWORKS 9

About Neural Network. Building Blocks of Neural Network. Optimizers. Activation Functions. Loss Functions. Data Pre-processing for neural networks, Feature Engineering. Overfitting and Underfitting. Hyperparameters.

UNIT III CONVOLUTIONAL NEURAL NETWORK 10

About CNN. Linear Time Invariant. Image Processing Filtering. Building a convolutional neural network. Input Layers, Convolution Layers. Pooling Layers. Dense Layers. Backpropagation Through the Convolutional Layer. Filters and Feature Maps. Backpropagation Through the

Pooling Layers. Dropout Layers and Regularization. Batch Normalization. Various Activation Functions. Various Optimizers. LeNet, AlexNet, VGG16, ResNet. Transfer Learning with Image Data. Transfer Learning using Inception Oxford VGG Model, Google Inception Model, Microsoft ResNet Model. R-CNN, Fast R-CNN, Faster R-CNN, Mask-RCNN, YOLO

UNIT VI NATURAL LANGUAGE PROCESSING USING RNN 10

About NLP & its Toolkits. Language Modeling . Vector Space Model (VSM). Continuous Bag of Words (CBOW). Skip-Gram Model for Word Embedding. Part of Speech (PoS) Global Co-occurrence Statistics–based Word Vectors. Transfer Learning. Word2Vec. Global Vectors for Word Representation GloVe. Backpropagation Through Time. Bidirectional RNNs (BRNN) . Long Short Term Memory (LSTM). Bi-directional LSTM. Sequence-to-Sequence Models (Seq2Seq). Gated recurrent unit GRU.

UNIT V DEEP REINFORCEMENT & UNSUPERVISED LEARNING 10

About Deep Reinforcement Learning. Q-Learning. Deep Q-Network (DQN). Policy Gradient Methods. Actor-Critic Algorithm. About Autoencoding. Convolutional Auto Encoding. Variational Auto Encoding. Generative Adversarial Networks. Autoencoders for Feature Extraction. Auto Encoders for Classification. Denoising Autoencoders. Sparse Autoencoders

LIST OF EXPERIMENTS: 30

1: Feature Selection from Video and Image Data
2: Image and video recognition
3: Image Colorization
4: Aspect Oriented Topic Detection & Sentiment Analysis
5: Object Detection using Autoencoder

COURSE OUTCOMES:

CO1: Feature Extraction from Image and Video Data
CO2: Implement Image Segmentation and Instance Segmentation in Images
CO3: Implement image recognition and image classification using a pretrained network (Transfer Learning)
CO4: Traffic Information analysis using Twitter Data
CO5: Autoencoder for Classification & Feature Extraction

TOTAL: 45+30 PERIODS

REFERENCES

1. Deep Learning A Practitioner's Approach Josh Patterson and Adam Gibson O'Reilly Media, Inc.2017
2. Learn Keras for Deep Neural Networks, Jojo Moolayil, Apress,2018
3. Deep Learning Projects Using TensorFlow 2, Vinita Silaparasetty, Apress, 2020
4. Deep Learning with Python, FRANÇOIS CHOLLET, MANNING SHELTER ISLAND,2017
5. Pro Deep Learning with TensorFlow, Santanu Pattanayak, Apress,2017

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	1	1	-

2	1	-	2	1	1	-
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4	1	-	2	1	1	-
5	1	-	2	1	1	-
Avg	1	-	2	1	1	-

CP4071 **BIO INFORMATICS** **L T P C**
3 0 2 4

COURSE OBJECTIVES:

- Exposed to the need for Bioinformatics technologies
- Be familiar with the modeling techniques
- Learn microarray analysis
- Exposed to Pattern Matching and Visualization
- To know about Microarray Analysis

UNIT I INTRODUCTION **9**

Need for Bioinformatics technologies – Overview of Bioinformatics technologies Structural bioinformatics – Data format and processing – Secondary resources and applications – Role of Structural bioinformatics – Biological Data Integration System.

UNIT II DATAWAREHOUSING AND DATAMINING IN BIOINFORMATICS **9**

Bioinformatics data – Data warehousing architecture – data quality – Biomedical data analysis – DNA data analysis – Protein data analysis – Machine learning – Neural network architecture and applications in bioinformatics.

UNIT III MODELING FOR BIOINFORMATICS **9**

Hidden Markov modeling for biological data analysis – Sequence identification – Sequence classification – multiple alignment generation – Comparative modeling –Protein modeling – genomic modeling – Probabilistic modeling – Bayesian networks – Boolean networks – Molecular modeling – Computer programs for molecular modeling.

UNIT IV PATTERN MATCHING AND VISUALIZATION **9**

Gene regulation – motif recognition – motif detection – strategies for motif detection – Visualization – Fractal analysis – DNA walk models – one dimension – two dimension – higher dimension – Game representation of biological sequences – DNA, Protein, Amino acid sequences.

UNIT V MICROARRAY ANALYSIS **9**

Microarray technology for genome expression study – image analysis for data extraction – preprocessing – segmentation – gridding – spot extraction – normalization, filtering – cluster analysis – gene network analysis – Compared Evaluation of Scientific Data Management Systems – Cost Matrix – Evaluation model – Benchmark – Tradeoffs.

LIST OF EXPERIMENTS:

1. Manipulating DNA strings

2. Use Protein Data Bank to visualize and Analyze the Proteins from protein database
3. Explore the Human Genome with the SciPy Stack
4. Hidden Markov Model for Biological Sequence
5. Molecular Modeling using MMTK package
6. Sequence Alignment using Biopython, Pairwise and multiple sequence alignment using ClustalW and BLAST
7. Simple generation and manipulation of genome graphs
8. DNA data handling using Biopython
9. Chaos Game Representation of a genetic sequence
10. Visualize the microarray data using Heatmap

COURSE OUTCOMES:

CO1: Understand the different Data formats
CO2: Develop machine learning algorithms.
CO3: Develop models for biological data.
CO4: Apply pattern matching techniques to bioinformatics data – protein data genomic data.
CO5: Apply micro array technology for genomic expression study.

TOTAL: 45+30=75 PERIODS

REFERENCES

1. Yi-Ping Phoebe Chen (Ed), "BioInformatics Technologies", First Indian Reprint, Springer Verlag, 2007.
2. Bryan Bergeron, "Bio Informatics Computing", Second Edition, Pearson Education, 2015.
3. Arthur M Lesk, "Introduction to Bioinformatics", Second Edition, Oxford University Press, 2019

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	1	-	2	2	1	1
2	1	-	2	2	1	1
3	1	-	2	2	1	1
4	1	-	2	2	1	1
5	1	-	2	2	1	1
Avg	1	-	2	2	1	1

CP4072 **BLOCKCHAIN TECHNOLOGIES** **L T P C**
3 0 2 4

COURSE OBJECTIVES:

- This course is intended to study the basics of Blockchain technology.
- During this course the learner will explore various aspects of Blockchain technology like application in various domains.

- By implementing, learners will have idea about private and public Blockchain, and smart contract.

UNIT I INTRODUCTION OF CRYPTOGRAPHY AND BLOCKCHAIN 9

What is Blockchain, Blockchain Technology Mechanisms & Networks, Blockchain Origins, Objective of Blockchain, Blockchain Challenges, Transactions and Blocks, P2P Systems, Keys as Identity, Digital Signatures, Hashing, and public key cryptosystems, private vs. public Blockchain.

UNIT II BITCOIN AND CRYPTOCURRENCY 9

What is Bitcoin, The Bitcoin Network, The Bitcoin Mining Process, Mining Developments, Bitcoin Wallets, Decentralization and Hard Forks, Ethereum Virtual Machine (EVM), Merkle Tree, Double-Spend Problem, Blockchain and Digital Currency, Transactional Blocks, Impact of Blockchain Technology on Cryptocurrency.

UNIT III INTRODUCTION TO ETHEREUM 9

What is Ethereum, Introduction to Ethereum, Consensus Mechanisms, Metamask Setup, Ethereum Accounts, Transactions, Receiving Ethers, Smart Contracts.

UNIT IV INTRODUCTION TO HYPERLEDGER AND SOLIDITY PROGRAMMING 10

What is Hyperledger? Distributed Ledger Technology & its Challenges, Hyperledger & Distributed Ledger Technology, Hyperledger Fabric, Hyperledger Composer. Solidity - Language of Smart Contracts, Installing Solidity & Ethereum Wallet, Basics of Solidity, Layout of a Solidity Source File & Structure of Smart Contracts, General Value Types.

UNIT V BLOCKCHAIN APPLICATIONS 8

Internet of Things, Medical Record Management System, Domain Name Service and Future of Blockchain, Alt Coins.

TOTAL: 45 PERIODS

LIST OF EXPERIMENTS:

1. Create a Simple Blockchain in any suitable programming language.
2. Use Geth to Implement Private Ethereum Block Chain.
3. Build Hyperledger Fabric Client Application.
4. Build Hyperledger Fabric with Smart Contract.
5. Create Case study of Block Chain being used in illegal activities in real world.
6. Using Python Libraries to develop Block Chain Application.

TOTAL: 30 PERIODS

SUPPLEMENTARY RESOURCES:

- NPTEL online course : https://nptel.ac.in/courses/106/104/106104220/#
- Udemy: https://www.udemy.com/course/build-your-blockchain-az/
- EDUXLABS Online training :https://eduxlabs.com/courses/blockchain-technology-training/?tab=tab-curriculum

TOTAL: 75 PERIODS

COURSE OUTCOMES:

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

CO1: Understand and explore the working of Blockchain technology (Understanding)

CO2: Analyze the working of Smart Contracts (Analyze)

CO3: Understand and analyze the working of Hyperledger (Analyze).

CO4: Apply the learning of solidity to build de-centralized apps on Ethereum (Apply)

CO5: Develop applications on Blockchain

REFERENCES:

1. Imran Bashir, “Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart Contracts Explained”, Second Edition, Packt Publishing, 2018.
2. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, “Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction” Princeton University Press, 2016
3. Antonopoulos, Mastering Bitcoin, O’Reilly Publishing, 2014. .
4. Antonopoulos and G. Wood, “Mastering Ethereum: Building Smart Contracts and Dapps”, O’Reilly Publishing, 2018.
5. D. Drescher, Blockchain Basics. Apress, 2017.

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	1	1	2	1	2
2	2	1	1	2	1	2
3	2	1	1	2	1	2
4	2	1	1	2	1	2
5	2	1	1	2	1	2
Avg	2	1	1	2	1	2

MU4291 **MIXED REALITY** **L T P C**
3 0 2 4

COURSE OBJECTIVES:

- To study about Fundamental Concept and Components of Virtual Reality
- To study about Interactive Techniques in Virtual Reality
- To study about Visual Computation in Virtual Reality
- To study about Augmented and Mixed Reality and Its Applications
- To know about I/O Interfaces and its functions.

UNIT I **INTRODUCTION TO VIRTUAL REALITY** **9**

Introduction, Fundamental Concept and Components of Virtual Reality. Primary Features and Present Development on Virtual Reality. Computer graphics, Real time computer graphics, Flight Simulation, Virtual environment requirement, benefits of virtual reality, Historical development of VR, Scientific Landmark 3D Computer Graphics: Introduction, The Virtual world space, positioning the virtual observer, the perspective projection, human vision, stereo perspective projection, 3D clipping, Colour theory, Simple 3D modelling, Illumination models, Reflection models, Shading algorithms, Radiosity, Hidden Surface Removal, Realism Stereographic image.

Suggested Activities:

- Flipped classroom on uses of MR applications.
- Videos – Experience the virtual reality effect.
- Assignment on comparison of VR with traditional multimedia applications.

Suggested Evaluation Methods:

- Tutorial – Applications of MR.
- Quizzes on the displayed video and the special effects

UNIT II INTERACTIVE TECHNIQUES IN VIRTUAL REALITY 9

Introduction, from 2D to 3D, 3D spaces curves, 3D boundary representation Geometrical Transformations: Introduction, Frames of reference, Modeling transformations, Instances, Picking, Flying, Scaling the VE, Collision detection Generic VR system: Introduction, Virtual environment, Computer environment, VR technology, Model of interaction, VR Systems.

Suggested Activities:

- Flipped classroom on modeling three dimensional objects.
- External learning – Collision detection algorithms.
- Practical – Creating three dimensional models.

Suggested Evaluation Methods:

- Tutorial – Three dimensional modeling techniques.
- Brainstorming session on collision detection algorithms.
- Demonstration of three dimensional scene creation.

UNIT III VISUAL COMPUTATION IN VIRTUAL REALITY 9

Animating the Virtual Environment: Introduction, The dynamics of numbers, Linear and Nonlinear interpolation, the animation of objects, linear and non-linear translation, shape & object inbetweening, free from deformation, particle system. Physical Simulation: Introduction, Objects falling in a gravitational field, Rotating wheels, Elastic collisions, projectiles, simple pendulum, springs, Flight dynamics of an aircraft.

Suggested Activities:

- External learning – Different types of programming toolkits and Learn different types of available VR applications.
- Practical – Create VR scenes using any toolkit and develop applications.

Suggested Evaluation Methods:

- Tutorial – VR tool comparison.
- Brainstorming session on tools and technologies used in VR.
- Demonstration of the created VR applications.

UNIT IV AUGMENTED AND MIXED REALITY 9

Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems

Suggested Activities:

- External learning - AR Systems

Suggested Evaluation Methods:

- Brainstorming session different AR systems and environments.

UNIT V I/O INTERFACE IN VR & APPLICATION OF VR 9

Human factors: Introduction, the eye, the ear, the somatic senses. VR Hardware: Introduction, sensor hardware, Head-coupled displays, Acoustic hardware, Integrated VR systems. VR Software: Introduction, Modeling virtual world, Physical simulation, VR toolkits, Introduction to VRML, Input -- Tracker, Sensor, Digitalglobe, Movement Capture, Video-based Input, 3D Menus & 3DScanner etc. Output -- Visual /Auditory / Haptic Devices. VR Technology in Film & TV Production. VR Technology in Physical Exercises and Games. Demonstration of Digital Entertainment by VR.

Suggested Activities:

- External learning – Different types of sensing and tracking devices for creating mixed reality environments.
- Practical – Create MR scenes using any toolkit and develop applications.

Suggested Evaluation Methods:

- Tutorial – Mobile Interface Design.
- Brainstorming session on wearable computing devices and games design.
- Demonstration and evaluation of the developed MR application.

COURSE OUTCOMES:

CO1: Understand the Fundamental Concept and Components of Virtual Reality
CO2: Able to know the Interactive Techniques in Virtual Reality
CO3: Can know about Visual Computation in Virtual Reality
CO4: Able to know the concepts of Augmented and Mixed Reality and Its Applications
CO5: Know about I/O Interfaces and its functions.

TOTAL: 45 PERIODS

PRACTICALS:

1. Study of tools like Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender.
2. Use the primitive objects and apply various projection methods by handling the camera.
3. Download objects from asset stores and apply various lighting and shading effects.
4. Model three dimensional objects using various modeling techniques and apply textures over them.
5. Create three dimensional realistic scenes and develop simple virtual reality enabled mobile applications which have limited interactivity.
6. Add audio and text special effects to the developed application.
7. Develop VR enabled applications using motion trackers and sensors incorporating full haptic interactivity.
8. Develop AR enabled applications with interactivity like E learning environment, Virtual walkthroughs and visualization of historic places.
9. Develop MR enabled simple applications like human anatomy visualization, DNA/RNA structure visualization and surgery simulation.
10. Develop simple MR enabled gaming applications.

TOTAL: 30 PERIODS
TOTAL: 75+30=75 PERIODS

REFERENCES

1. Burdea, G. C. and P. Coffet. Virtual Reality Technology, Second Edition. Wiley-IEEE Press, 2003/2006.

2. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann,First Edition 2013.
3. Alan Craig, William Sherman and Jeffrey Will, Developing Virtual Reality Applications, Foundations of Effective Design, Morgan Kaufmann, 2009.
4. John Vince, “Virtual Reality Systems “, Pearson Education Asia, 2007.
5. Adams, “Visualizations of Virtual Reality”, Tata McGraw Hill, 2000.
6. Grigore C. Burdea, Philippe Coiffet , “Virtual Reality Technology”, Wiley Inter Science, 2nd Edition, 2006.
7. William R. Sherman, Alan B. Craig, “Understanding Virtual Reality: Interface, Application and Design”, Morgan Kaufmann, 2008

CO-PO Mapping

CO	POs					
	PO1	PO2	PO3	PO4	PO5	PO6
1	2	-	1	2	1	1
2	2	-	1	2	1	1
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4	2	-	1	2	1	1
5	2	-	1	2	1	1
Avg	2	-	1	2	1	1

AUDIT COURSES

AX4091 ENGLISH FOR RESEARCH PAPER WRITING L T P C
2 0 0 0

COURSE OBJECTIVES:

- Teach how to improve writing skills and level of readability
- Tell about what to write in each section
- Summarize the skills needed when writing a Title
- Infer the skills needed when writing the Conclusion
- Ensure the quality of paper at very first-time submission

UNIT I INTRODUCTION TO RESEARCH PAPER WRITING 6

Planning and Preparation, Word Order, Breaking up long sentences, Structuring Paragraphs and Sentences, Being Concise and Removing Redundancy, Avoiding Ambiguity and Vagueness

UNIT II PRESENTATION SKILLS 6

Clarifying Who Did What, Highlighting Your Findings, Hedging and Criticizing, Paraphrasing and Plagiarism, Sections of a Paper, Abstracts, Introduction

UNIT III TITLE WRITING SKILLS 6

Key skills are needed when writing a Title, key skills are needed when writing an Abstract, key skills are needed when writing an Introduction, skills needed when writing a Review of the Literature, Methods, Results, Discussion, Conclusions, The Final Check

UNIT IV RESULT WRITING SKILLS 6

Skills are needed when writing the Methods, skills needed when writing the Results, skills are needed when writing the Discussion, skills are needed when writing the Conclusions

UNIT V VERIFICATION SKILLS 6

Useful phrases, checking Plagiarism, how to ensure paper is as good as it could possibly be the first-time submission

TOTAL: 30 PERIODS

COURSE OUTCOMES:

CO1 –Understand that how to improve your writing skills and level of readability
CO2 – Learn about what to write in each section
CO3 – Understand the skills needed when writing a Title
CO4 – Understand the skills needed when writing the Conclusion
CO5 – Ensure the good quality of paper at very first-time submission

REFERENCES:

1. Adrian Wallwork , English for Writing Research Papers, Springer New York Dordrecht Heidelberg London, 2011
2. Day R How to Write and Publish a Scientific Paper, Cambridge University Press 2006
3. Goldbort R Writing for Science, Yale University Press (available on Google Books) 2006
4. Highman N, Handbook of Writing for the Mathematical Sciences, SIAM. Highman's
5. book 1998.

AX4092 DISASTER MANAGEMENT L T P C
2 0 0 0

COURSE OBJECTIVES:

- Summarize basics of disaster
- Explain a critical understanding of key concepts in disaster risk reduction and humanitarian response.
- Illustrate disaster risk reduction and humanitarian response policy and practice from multiple perspectives.
- Describe an understanding of standards of humanitarian response and practical relevance in specific types of disasters and conflict situations.
- Develop the strengths and weaknesses of disaster management approaches

UNIT I INTRODUCTION 6

Disaster: Definition, Factors and Significance; Difference between Hazard And Disaster; Natural and Manmade Disasters: Difference, Nature, Types and Magnitude.

UNIT II REPERCUSSIONS OF DISASTERS AND HAZARDS 6

Economic Damage, Loss of Human and Animal Life, Destruction Of Ecosystem. Natural Disasters: Earthquakes, Volcanisms, Cyclones, Tsunamis, Floods, Droughts And Famines, Landslides And Avalanches, Man-made disaster: Nuclear Reactor Meltdown, Industrial Accidents, Oil Slicks And Spills, Outbreaks Of Disease And Epidemics, War And Conflicts.

UNIT III DISASTER PRONE AREAS IN INDIA 6

Study of Seismic Zones; Areas Prone To Floods and Droughts, Landslides And Avalanches; Areas Prone To Cyclonic and Coastal Hazards with Special Reference To Tsunami; Post-Disaster Diseases and Epidemics

UNIT IV DISASTER PREPAREDNESS AND MANAGEMENT 6

Preparedness: Monitoring Of Phenomena Triggering a Disaster or Hazard; Evaluation of Risk: Application of Remote Sensing, Data from Meteorological And Other Agencies, Media Reports: Governmental and Community Preparedness.

UNIT V RISK ASSESSMENT 6

Disaster Risk: Concept and Elements, Disaster Risk Reduction, Global and National Disaster Risk Situation. Techniques of Risk Assessment, Global Co-Operation in Risk Assessment and Warning, People's Participation in Risk Assessment. Strategies for Survival

TOTAL : 30 PERIODS

COURSE OUTCOMES:

CO1: Ability to summarize basics of disaster

CO2: Ability to explain a critical understanding of key concepts in disaster risk reduction and humanitarian response.

CO3: Ability to illustrate disaster risk reduction and humanitarian response policy and practice from multiple perspectives.

CO4: Ability to describe an understanding of standards of humanitarian response and practical relevance in specific types of disasters and conflict situations.

CO5: Ability to develop the strengths and weaknesses of disaster management approaches

REFERENCES:

1. Goel S. L., Disaster Administration And Management Text And Case Studies",Deep & Deep Publication Pvt. Ltd., New Delhi,2009.
2. NishithaRai, Singh AK, "Disaster Management in India: Perspectives, issues and strategies "'NewRoyal book Company,2007.
3. Sahni, Pradeep Et.Al. ," Disaster Mitigation Experiences And Reflections", Prentice Hall OfIndia, New Delhi,2001.

AX4093 CONSTITUTION OF INDIA L T P C
2 0 0 0

COURSE OBJECTIVES:

Students will be able to:

- Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
- To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional
- Role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
- To address the role of socialism in India after the commencement of the Bolshevik Revolution 1917 And its impact on the initial drafting of the Indian Constitution.

UNIT I HISTORY OF MAKING OF THE INDIAN CONSTITUTION

History, Drafting Committee, (Composition & Working)

UNIT II PHILOSOPHY OF THE INDIAN CONSTITUTION

Preamble, Salient Features

UNIT III CONTOURS OF CONSTITUTIONAL RIGHTS AND DUTIES

Fundamental Rights, Right to Equality, Right to Freedom, Right against Exploitation, Right to Freedom of Religion, Cultural and Educational Rights, Right to Constitutional Remedies, Directive Principles of State Policy, Fundamental Duties.

UNIT IV ORGANS OF GOVERNANCE

Parliament, Composition, Qualifications and Disqualifications, Powers and Functions, Executive, President, Governor, Council of Ministers, Judiciary, Appointment and Transfer of Judges, Qualifications, Powers and Functions.

UNIT V LOCAL ADMINISTRATION

District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO, Municipal Corporation. Pachayati raj: Introduction, PRI: Zila Panchayat. Elected officials and their roles, CEO Zila Pachayat: Position and role. Block level: Organizational Hierarchy(Different departments), Village level:Role of Elected and Appointed officials, Importance of grass root democracy.

UNIT VI ELECTION COMMISSION

Election Commission: Role and Functioning. Chief Election Commissioner and Election Commissioners - Institute and Bodies for the welfare of SC/ST/OBC and women.

TOTAL: 30 PERIODS

COURSE OUTCOMES:

Students will be able to:

- Discuss the growth of the demand for civil rights in India for the bulk of Indians before the arrival of Gandhi in Indian politics.
- Discuss the intellectual origins of the framework of argument that informed the conceptualization
- of social reforms leading to revolution in India.
- Discuss the circumstances surrounding the foundation of the Congress Socialist Party[CSP] under the leadership of Jawaharlal Nehru and the eventual failure of the proposal of direct elections through adult suffrage in the Indian Constitution.
- Discuss the passage of the Hindu Code Bill of 1956.

SUGGESTED READING

1. The Constitution of India,1950(Bare Act),Government Publication.
2. Dr.S.N.Busi, Dr.B. R.Ambedkar framing of Indian Constitution,1st Edition, 2015.
3. M.P. Jain, Indian Constitution Law, 7th Edn., LexisNexis,2014.
4. D.D. Basu, Introduction to the Constitution of India, LexisNexis, 2015.

AX4094 **நற்றமிழ் இலக்கியம்** **L T P C**
2 0 0 0

UNIT I **சங்க இலக்கியம்** **6**

1. தமிழின் துவக்க நூல் தொல்காப்பியம்
   – எழுத்து, சொல், பொருள்
2. அகநானூறு (82)
   - இயற்கை இன்னிசை அரங்கம்
3. குறிஞ்சிப் பாட்டின் மலர்க்காட்சி
4. புறநானூறு (95,195)
   - போரை நிறுத்திய ஔவையார்

UNIT II **அறநெறித் தமிழ்** **6**

1. அறநெறி வகுத்த திருவள்ளுவர்
- அறம் வலியுறுத்தல், அன்புடைமை, ஒப்புறவு அறிதல், ஈகை, புகழ்
2. பிற அறநூல்கள் - இலக்கிய மருந்து
– ஏலாதி, சிறுபஞ்சமூலம், திரிகடுகம், ஆசாரக்கோவை (தூய்மையை வலியுறுத்தும் நூல்)

UNIT III **இரட்டைக் காப்பியங்கள்** **6**

1. கண்ணகியின் புரட்சி
   - சிலப்பதிகார வழக்குரை காதை
2. சமூகசேவை இலக்கியம் மணிமேகலை
   - சிறைக்கோட்டம் அறக்கோட்டமாகிய காதை

UNIT IV **அருள்நெறித் தமிழ்** **6**

1. சிறுபாணாற்றுப்படை
   - பாரி முல்லைக்குத் தேர் கொடுத்தது, பேகன் மயிலுக்குப் போர்வை கொடுத்தது, அதியமான் ஔவைக்கு நெல்லிக்கனி கொடுத்தது, அரசர் பண்புகள்
2. நற்றிணை
   - அன்னைக்குரிய புன்னை சிறப்பு
3. திருமந்திரம் (617, 618)
   - இயமம் நியமம் விதிகள்
4. தர்மச்சாலையை நிறுவிய வள்ளலார்
5. புறநானூறு
   - சிறுவனே வள்ளலானான்
6. அகநானூறு (4) - வண்டு
   நற்றிணை (11) - நண்டு
   கலித்தொகை (11) - யானை, புறா
   ஐந்திணை 50 (27) - மான்
   ஆகியவை பற்றிய செய்திகள்

UNIT V **நவீன தமிழ் இலக்கியம்** **6**

1. உரைநடைத் தமிழ்,
- தமிழின் முதல் புதினம்,
- தமிழின் முதல் சிறுகதை,
- கட்டுரை இலக்கியம்,
- பயண இலக்கியம்,
- நாடகம்,
2. நாட்டு விடுதலை போராட்டமும் தமிழ் இலக்கியமும்,
3. சமுதாய விடுதலையும் தமிழ் இலக்கியமும்,
4. பெண் விடுதலையும் விளிம்பு நிலையினரின் மேம்பாட்டில் தமிழ் இலக்கியமும்,
5. அறிவியல் தமிழ்,
6. இணையத்தில் தமிழ்,
7. சுற்றுச்சூழல் மேம்பாட்டில் தமிழ் இலக்கியம்.

TOTAL: 30 PERIODS

தமிழ் இலக்கிய வெளியீடுகள் / புத்தகங்கள்

1. தமிழ் இணைய கல்விக்கழகம் (Tamil Virtual University)
   - www.tamilvu.org
2. தமிழ் விக்கிப்பீடியா (Tamil Wikipedia)
   -https://ta.wikipedia.org
3. தர்மபுர ஆதீன வெளியீடு
4. வாழ்வியல் களஞ்சியம்
   - தமிழ்ப் பல்கலைக்கழகம், தஞ்சாவூர்
5. தமிழ்கலைக் களஞ்சியம்
   - தமிழ் வளர்ச்சித் துறை (thamilvalarchithurai.com)
6. அறிவியல் களஞ்சியம்
   - தமிழ்ப் பல்கலைக்கழகம், தஞ்சாவூர்

OCE431 **INTEGRATED WATER RESOURCES MANAGEMENT** **L T P C**
3 0 0 3

OBJECTIVE

- Students will be introduced to the concepts and principles of IWRM, which is inclusive of the economics, public-private partnership, water & health, water & food security and legal & regulatory settings.

UNIT I **CONTEXT FOR IWRM** **9**

Water as a global issue: key challenges – Definition of IWRM within the broader context of development – Key elements of IWRM - Principles – Paradigm shift in water management - Complexity of the IWRM process – UN World Water Assessment - SDGs.

UNIT II WATER ECONOMICS 9

Economic view of water issues: economic characteristics of water good and services – Non-market monetary valuation methods – Water economic instruments – Private sector involvement in water resources management: PPP objectives, PPP models, PPP processes, PPP experiences through case studies.

UNIT III LEGAL AND REGULATORY SETTINGS 9

Basic notion of law and governance: principles of international and national law in the area of water management - Understanding UN law on non-navigable uses of international water courses – International law for groundwater management – World Water Forums – Global Water Partnerships - Development of IWRM in line with legal and regulatory framework.

UNIT IV WATER AND HEALTH WITHIN THE IWRM CONTEXT 9

Links between water and health: options to include water management interventions for health – Health protection and promotion in the context of IWRM – Global burden of Diseases - Health impact assessment of water resources development projects – Case studies.

UNIT V AGRICULTURE IN THE CONCEPT OF IWRM 9

Water for food production: 'blue' versus 'green' water debate – Water foot print - Virtual water trade for achieving global water and food security –- Irrigation efficiencies, irrigation methods - current water pricing policy– scope to relook pricing.

TOTAL: 45 PERIODS

OUTCOMES

- On completion of the course, the student is expected to be able to

CO1 Describe the context and principles of IWRM; Compare the conventional and integrated ways of water management.

CO2 Select the best economic option among the alternatives; illustrate the pros and cons of PPP through case studies.

CO3 Apply law and governance in the context of IWRM.

CO4 Discuss the linkages between water-health; develop a HIA framework.

CO5 Analyse how the virtual water concept pave way to alternate policy options.

REFERENCES:

1. Cech Thomas V., Principles of water resources: history, development, management and policy. John Wiley and Sons Inc., New York. 2003.
2. Mollinga .P. etal " Integrated Water Resources Management", Water in South Asia Volume I, Sage Publications, 2006.
3. Technical Advisory Committee, Integrated Water Resources management, Technical Advisory Committee Background Paper No: 4. Global water partnership, Stockholm, Sweden. 2002.
4. Technical Advisory Committee, Dublin principles for water as reflected in comparative assessment of institutional and legal arrangements for Integrated Water Resources Management, Technical Advisory Committee Background paper No: 3. Global water partnership, Stockholm, Sweden. 1999.
5. Technical Advisory Committee, Effective Water Governance". Technical Advisory Committee Background paper No: 7. Global water partnership, Stockholm, Sweden, 2003.

OCE432 **WATER, SANITATION AND HEALTH** **L T P C**
3 0 0 3

OBJECTIVES:

- Understand the accelerating health impacts due to the present managerial aspects and initiatives in water and sanitation and health sectors in the developing scenario

UNIT I FUNDAMENTALS WASH 9

Meanings and Definition: Safe Water- Health, Nexus: Water- Sanitation - Health and Hygiene – Equity issues-Water security - Food Security. Sanitation And Hygiene (WASH) and Integrated Water Resources Management (IWRM) - Need and Importance of WASH

UNIT II MANAGERIAL IMPLICATIONS AND IMPACT 9

Third World Scenario – Poor and Multidimensional Deprivation--Health Burden in Developing Scenario -Factors contribute to water, sanitation and hygiene related diseases-Social: Social Stratification and Literacy Demography: Population and Migration- Fertility - Mortality-Environment: Water Borne-Water Washed and Water Based Diseases - Economic: Wage - Water and Health Budgeting -Psychological: Non-compliance - Disease Relapse - Political: Political Will.

UNIT III CHALLENGES IN MANAGEMENT AND DEVELOPMENT 9

Common Challenges in WASH - Bureaucracy and Users- Water Utilities -Sectoral Allocation:-Infrastructure- Service Delivery: Health services: Macro and Micro- level: Community and Gender Issues- Equity Issues - Paradigm Shift: Democratization of Reforms and Initiatives.

UNIT IV GOVERNANCE 9

Public health -Community Health Assessment and Improvement Planning (CHA/CHIP)-Infrastructure and Investments on Water, (WASH) - Cost Benefit Analysis – Institutional Intervention-Public Private Partnership - Policy Directives - Social Insurance -Political Will vs Participatory Governance -

UNIT V INITIATIVES 9

Management vs Development -Accelerating Development- Development Indicators -Inclusive Development-Global and Local- Millennium Development Goal (MDG) and Targets - Five Year Plans - Implementation - Capacity Building - Case studies on WASH.

TOTAL: 45 PERIODS

OUTCOMES:

CO1	Capture to fundamental concepts and terms which are to be applied and understood all through the study.
CO2	Comprehend the various factors affecting water sanitation and health through the lens of third world scenario.
CO3	Critically analyse and articulate the underlying common challenges in water, sanitation and health.
CO4	Acquire knowledge on the attributes of governance and its say on water sanitation and health.
CO5	Gain an overarching insight in to the aspects of sustainable resource management in the absence of a clear level playing field in the developmental aspects.

REFERENCES

1. Bonitha R., Beaglehole R.,Kjellstorm, 2006, “Basic Epidemiology”, 2nd Edition, World Health Organization.

2. Van Note Chism, N. and Bickford, D. J. (2002), Improving the environment for learning: An expanded agenda. New Directions for Teaching and Learning, 2002: 91–98. doi: 10.1002/tl.83Improving the Environment for learning: An Expanded Agenda
3. National Research Council. *Global Issues in Water, Sanitation, and Health: Workshop Summary***.** Washington, DC: The National Academies Press, 2009.
4. Sen, Amartya 1997. On Economic Inequality. Enlarged edition, with annex by JamesFoster and Amartya Sen, Oxford: Claredon Press, 1997.
5. Intersectoral Water Allocation Planning and Management, 2000, World Bank Publishers www. Amazon.com
6. Third World Network.org (www.twn.org).

OCE433 PRINCIPLES OF SUSTAINABLE DEVELOPMENT L T P C
3 0 0 3

OBJECTIVES:

- To impart knowledge on environmental, social and economic dimensions of sustainability and the principles evolved through landmark events so as to develop an action mindset for sustainable development.

UNIT I SUSTAINABILITY AND DEVELOPMENT CHALLEGES 9

Definition of sustainability – environmental, economical and social dimensions of sustainability - sustainable development models – strong and weak sustainability – defining development-millennium development goals – mindsets for sustainability: earthly, analytical, precautionary, action and collaborative– syndromes of global change: utilisation syndromes, development syndromes, and sink syndromes – core problems and cross cutting Issues of the 21 century - global, regional and local environmental issues – social insecurity - resource degradation –climate change – desertification.

UNIT II PRINCIPLES AND FRAME WORK 9

History and emergence of the concept of sustainable development - our common future - Stockholm to Rio plus 20– Rio Principles of sustainable development – Agenda 21 natural step-peoples earth charter – business charter for sustainable development –UN Global Compact - Role of civil society, business and government – United Nations' 2030 Agenda for sustainable development – 17 sustainable development goals and targets, indicators and intervention areas

UNIT III SUSTAINABLE DEVELOPMENT AND WELLBEING 9

The Unjust World and inequities - Quality of Life - Poverty, Population and Pollution - Combating Poverty - - Demographic dynamics of sustainability - Strategies to end Rural and Urban Poverty and Hunger – Sustainable Livelihood Framework- Health, Education and Empowerment of Women, Children, Youth, Indigenous People, Non-Governmental Organizations, Local Authorities and Industry for Prevention, Precaution , Preservation and Public participation.

UNIT IV SUSTAINABLE SOCIO-ECONOMIC SYSTEMS 10

Sustainable Development Goals and Linkage to Sustainable Consumption and Production – Investing in Natural Capital- Agriculture, Forests, Fisheries - Food security and nutrition and sustainable agriculture- Water and sanitation - Biodiversity conservation and Ecosystem integrity – Ecotourism - Sustainable Cities – Sustainable Habitats- Green Buildings - Sustainable

Transportation — Sustainable Mining - Sustainable Energy– Climate Change –Mitigation and Adaptation - Safeguarding Marine Resources - Financial Resources and Mechanisms

UNIT V ASSESSING PROGRESS AND WAY FORWARD 8

Nature of sustainable development strategies and current practice**-** Sustainability in global, regional and national context –Approaches to measuring and analysing sustainability– limitations of GDP- Ecological Footprint- Human Development Index- Human Development Report – National initiatives for Sustainable Development - Hurdles to Sustainability - Science and Technology for sustainable development –Performance indicators of sustainability and Assessment mechanism – Inclusive Green Growth and Green Economy – National Sustainable Development Strategy Planning and National Status of Sustainable Development Goals

TOTAL: 45 PERIODS

OUTCOMES:

- On completion of the course, the student is expected to be able to

CO1 Explain and evaluate current challenges to sustainability, including modern world social, environmental, and economic structures and crises.

CO2 Identify and critically analyze the social environmental, and economic dimensions of sustainability in terms of UN Sustainable development goals

CO3 Develop a fair understanding of the social, economic and ecological linkage of Human well being, production and consumption

CO4 Evaluate sustainability issues and solutions using a holistic approach that focuses on connections between complex human and natural systems.

CO5 Integrate knowledge from multiple sources and perspectives to understand environmental limits governing human societies and economies and social justice dimensions of sustainability.

REFERENCES:

1. Tom Theis and Jonathan Tomkin, Sustainability: A Comprehensive Foundation, Rice University, Houston, Texas, 2012
2. A guide to SDG interactions:from science to implementation, International Council for Science, Paris,2017
3. Karel Mulder, Sustainable Development for Engineers - A Handbook and Resource Guide, Rouledge Taylor and Francis, 2017.
4. The New Global Frontier - Urbanization, Poverty and Environmentin the 21st Century - *George Martine,Gordon McGranahan,Mark Montgomery and Rogelio Fernández-Castilla,* IIED and UNFPA, Earthscan, UK, 2008
5. Nolberto Munier, Introduction to Sustainability: Road to a Better Future, Springer, 2006
6. Barry Dalal Clayton and Stephen Bass, Sustainable Development Strategies- a resource book", Earthscan Publications Ltd, London, 2002.

OCE434 ENVIRONMENTAL IMPACT ASSESSMENT L T P C
3 0 0 3

OBJECTIVES:

- To make the students to understand environmental clearance, its legal requirements and to provide knowledge on overall methodology of EIA, prediction tools and models, environmental management plan and case studies.

UNIT I INTRODUCTION 9

Historical development of Environmental Impact Assessment (EIA). Environmental Clearance- EIA in project cycle. legal and regulatory aspects in India – types and limitations of EIA –EIA process-screening – scoping - terms of reference in EIA- setting – analysis – mitigation. Cross sectoral issues –public hearing in EIA- EIA consultant accreditation.

UNIT II IMPACT INDENTIFICATION AND PREDICTION 10

Matrices – networks – checklists – cost benefit analysis – analysis of alternatives – expert systems in EIA. prediction tools for EIA – mathematical modeling for impact prediction – assessment of impacts – air – water – soil – noise – biological —- cumulative impact assessment

UNIT III SOCIO-ECONOMIC IMPACT ASSESSMENT 8

Socio-economic impact assessment - relationship between social impacts and change in community and institutional arrangements. factors and methodologies- individual and family level impacts. communities in transition-rehabilitation

UNIT IV EIA DOCUMENTATION AND ENVIRONMENTAL MANAGEMENT PLAN 9

Environmental management plan - preparation, implementation and review – mitigation and rehabilitation plans – policy and guidelines for planning and monitoring programmes – post project audit – documentation of EIA findings – ethical and quality aspects of environmental impact assessment

UNIT V CASE STUDIES 9

Mining, power plants, cement plants, highways, petroleum refining industry, storage & handling of hazardous chemicals, common hazardous waste facilities, CETPs, CMSWMF, building and construction projects

TOTAL: 45 PERIODS

OUTCOMES:

- On completion of the course, the student is expected to be able to

CO1	Understand need for environmental clearance, its legal procedure, need of EIA, its types, stakeholders and their roles
CO2	Understand various impact identification methodologies, prediction techniques and model of impacts on various environments
CO3	Understand relationship between social impacts and change in community due to development activities and rehabilitation methods
CO4	Document the EIA findings and prepare environmental management and monitoring plan
CO5	Identify, predict and assess impacts of similar projects based on case studies

REFERENCES:

1. EIA Notification 2006 including recent amendments, by Ministry of Environment, Forest and Climate Change, Government of India
2. Sectoral Guidelines under EIA Notification by Ministry of Environment, Forest and Climate Change, Government of India
3. Canter, L.W., Environmental Impact Assessment, McGraw Hill, New York. 1996
4. Lawrence, D.P., Environmental Impact Assessment – Practical solutions to recurrent problems, Wiley-Interscience, New Jersey. 2003
5. Lee N. and George C. 2000. Environmental Assessment in Developing and Transitional

Countries. Chichester: Willey
6. World Bank –Source book on EIA ,1999
7. Sam Mannan, Lees' Loss Prevention in the Process Industries, Hazard Identification Assessment and Control, 4th Edition, Butterworth Heineman, 2012.

OME431 VIBRATION AND NOISE CONTROL STRATEGIES L T P C
3 0 0 3

OBJECTIVES

- To appreciate the basic concepts of vibration in damped and undamped systems
- To appreciate the basic concepts of noise, its effect on hearing and related terminology
- To use the instruments for measuring and analyzing the vibration levels in a body
- To use the instruments for measuring and analyzing the noise levels in a system
- To learn the standards of vibration and noise levels and their control techniques

UNIT- I BASICS OF VIBRATION 9

Introduction – Sources and causes of Vibration-Mathematical Models - Displacement, velocity and Acceleration - Classification of vibration: free and forced vibration, undamped and damped vibration, linear and non-linear vibration - Single Degree Freedom Systems - Vibration isolation - Determination of natural frequencies

UNIT- II BASICS OF NOISE 9

Introduction - Anatomy of human ear - Mechanism of hearing - Amplitude, frequency, wavelength and sound pressure level - Relationship between sound power, sound intensity and sound pressure level - Addition, subtraction and averaging decibel levels - sound spectra -Types of sound fields - Octave band analysis - Loudness.

UNIT- III INSTRUMENTATION FOR VIBRATION MEASUREMENT 9

Experimental Methods in Vibration Analysis.- Vibration Measuring Instruments - Selection of Sensors - Accelerometer Mountings - Vibration Exciters - Mechanical, Hydraulic, Electromagnetic and Electrodynamics – Frequency Measuring Instruments -. System Identification from Frequency Response -Testing for resonance and mode shapes

UNIT- IV INSTRUMENTATION FOR NOISE MEASUREMENT AND ANALYSIS 9

Microphones - Weighting networks - Sound Level meters, its classes and calibration - Noise measurements using sound level meters - Data Loggers - Sound exposure meters - Recording of noise - Spectrum analyser - Intensity meters - Energy density sensors - Sound source localization.

UNIT- V METHODS OF VIBRATION CONTROL, SOURCES OF NOISE AND ITS CONTROL 9

Specification of Vibration Limits – Vibration severity standards - Vibration as condition Monitoring Tool – Case Studies - Vibration Isolation methods - Dynamic Vibration Absorber – Need for Balancing - Static and Dynamic Balancing machines – Field balancing - Major sources of noise - Noise survey techniques – Measurement technique for vehicular noise - Road vehicles Noise standard – Noise due to construction equipment and domestic appliances – Industrial noise sources and its strategies – Noise control at the source – Noise control along the path – Acoustic

Barriers – Noise control at the receiver -- Sound transmission through barriers – Noise reduction Vs Transmission loss - Enclosures

TOTAL: 45 PERIODS

OUTCOMES:

On Completion of the course the student will be able to

1. apply the basic concepts of vibration in damped and undamped systems
2. apply the basic concepts of noise and to understand its effects on systems
3. select the instruments required for vibration measurement and its analysis
4. select the instruments required for noise measurement and its analysis.
5. recognize the noise sources and to control the vibration levels in a body and to control noise under different strategies.

REFERENCES:

1. Singiresu S. Rao, “Mechanical Vibrations”, Pearson Education Incorporated, 2017.
2. Graham Kelly. Sand Shashidhar K. Kudari, “Mechanical Vibrations”, Tata McGraw –Hill Publishing Com. Ltd., 2007.
3. Ramamurti. V, “Mechanical Vibration Practice with Basic Theory”, Narosa Publishing House, 2000.
4. William T. Thomson, “Theory of Vibration with Applications”, Taylor & Francis, 2003.
5. G.K. Grover, “Mechanical Vibrations”, Nem Chand and Bros.,Roorkee, 2014.
6. A.G. Ambekar, “Mechanical Vibrations and Noise Engineering”, PHI Learning Pvt. Ltd., 2014.
7. David A. Bies and Colin H. Hansen, “Engineering Noise Control – Theory and Practice”, Spon Press, London and New York, 2009.

OME432 ENERGY CONSERVATION AND MANAGEMENT IN DOMESTIC SECTORS

L	T	P	C
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COURSE OBJECTIVES:

- To learn the present energy scenario and the need for energy conservation.
- To understand the different measures for energy conservation in utilities.
- Acquaint students with principle theories, materials, and construction techniques to create energy efficient buildings.
- To identify the energy demand and bridge the gap with suitable technology for sustainable habitat
- To get familiar with the energy technology, current status of research and find the ways to optimize a system as per the user requirement

UNIT I ENERGY SCENARIO 9

Primary energy resources - Sectorial energy consumption (domestic, industrial and other sectors), Energy pricing, Energy conservation and its importance, Energy Conservation Act-2001 and its features – Energy star rating.

UNIT II HEATING, VENTILLATION & AIR CONDITIONING 9

Basics of Refrigeration and Air Conditioning – COP / EER / SEC Evaluation – SPV system design & optimization for Solar Refrigeration.

UNIT III LIGHTING, COMPUTER, TV 9

Specification of Luminaries – Types – Efficacy – Selection & Application – Time Sensors – Occupancy Sensors – Energy conservation measures in computer – Television – Electronic devices.

UNIT IV ENERGY EFFICIENT BUILDINGS 9

Conventional versus Energy efficient buildings – Landscape design – Envelope heat loss and heat gain – Passive cooling and heating – Renewable sources integration.

UNIT V ENERGY STORAGE TECHNOLOGIES 9

Necessity & types of energy storage – Thermal energy storage – Battery energy storage, charging and discharging– Hydrogen energy storage & Super capacitors – energy density and safety issues – Applications.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

1. Understand technical aspects of energy conservation scenario.
2. Energy audit in any type for domestic buildings and suggest the conservation measures.
3. Perform building load estimates and design the energy efficient landscape system.
4. Gain knowledge to utilize an appliance/device sustainably.
5. Understand the status and current technological advancement in energy storage field.

REFERENCES:

1. Yogi Goswami, Frank Kreith, Energy Efficiency and Renewable energy Handbook, CRC Press, 2016
2. ASHRAE Handbook 2020 – HVAC Systems & Equipment
3. Paolo Bertoldi, Andrea Ricci, Anibal de Almeida, Energy Efficiency in Household Appliances and Lighting, Conference proceedings, Springer, 2001
4. David A. Bainbridge, Ken Haggard, Kenneth L. Haggard, Passive Solar Architecture: Heating, Cooling, Ventilation, Daylighting, and More Using Natural Flows, Chelsea Green Publishing, 2011.
5. Guide book for National Certification Examination for Energy Managers and Energy Auditors
6. (Could be downloaded from www.energymanagertraining.com)
7. Ibrahim Dincer and Mark A. Rosen, Thermal Energy Storage Systems and Applications, John Wiley & Sons 2002.
8. Robert Huggins, Energy Storage: Fundamentals, Materials and Applications, 2nd edition, Springer, 2015
9. Ru-shiliu, Leizhang, Xueliang sun, Electrochemical technologies for energy storage and conversion, Wiley publications, 2012.

OME433 ADDITIVE MANUFACTURING L T P C

3 0 0 3

UNIT I INTRODUCTION 9

Need - Development - Rapid Prototyping Rapid Tooling – Rapid Manufacturing – Additive Manufacturing. AM Process Chain- Classification – Benefits.

UNIT II DESIGN FOR ADDITIVE MANUFACTURING 9

CAD Model Preparation - Part Orientation and Support Structure Generation -Model Slicing - Tool Path Generation Customized Design and Fabrication - Case Studies.

UNIT III VAT POLYMERIZATION 9

Stereolithography Apparatus (SLA)- Materials -Process -Advantages Limitations- Applications. Digital Light Processing (DLP) - Materials – Process - Advantages - Applications. Multi Jet Modelling (MJM) - Principles - Process - Materials - Advantages and Limitations.

UNIT IV MATERIAL EXTRUSION AND SHEET LAMINATION 9

Fused Deposition Modeling (FDM)- Process-Materials - Applications and Limitations. Sheet Lamination Process: Laminated Object Manufacturing (LOM)- Basic Principle- Mechanism: Gluing or Adhesive Bonding – Thermal Bonding- Materials- Application and Limitation - Bio-Additive Manufacturing Computer Aided Tissue Engineering (CATE) – Case studies

POWDER BASED PROCESS

Selective Laser Sintering (SLS): Process –Mechanism– Typical Materials and Application- Multi Jet Fusion - Basic Principle-– Materials- Application and Limitation - Three Dimensional Printing - Materials -Process - Benefits and Limitations. Selective Laser Melting (SLM) and Electron Beam Melting (EBM): Materials – Process - Advantages and Applications. Beam Deposition Process: Laser Engineered Net Shaping (LENS)- Process -Material Delivery - Process Parameters - Materials -Benefits -Applications.

UNIT V CASE STUDIES AND OPPORTUNITIES ADDITIVE MANUFACTURING PROCESSES 9

Education and training - Automobile- pattern and mould - tooling - Building Printing-Bio Printing - medical implants -development of surgical tools Food Printing -Printing Electronics. Business Opportunities and Future Directions - Intellectual Property.

TOTAL: 45 PERIODS

REFERENCES:

1. Andreas Gebhardt and Jan-Steffen Hötter “Additive Manufacturing: 3D Printing for Prototyping and Manufacturing”, Hanser publications, United States, 2015, ISBN: 978-1- 56990-582-1.
2. Ian Gibson, David W. Rosen and Brent Stucker “Additive Manufacturing Technologies: Rapid Prototyping to Direct Digital Manufacturing”, 2nd edition, Springer., United States, 2015, ISBN13: 978-1493921126.
3. Amit Bandyopadhyay and Susmita Bose, “Additive Manufacturing”, 1st Edition, CRC Press., United States, 2015, ISBN-13: 978-1482223590
4. Andreas Gebhardt, “Understanding Additive Manufacturing: Rapid Prototyping, Rapid Manufacturing”, Hanser Gardner Publication, Cincinnati., Ohio, 2011, ISBN :9783446425521.
5. Chua C.K., Leong K.F., and Lim C.S., “Rapid prototyping: Principles and applications”, Third edition, World Scientific Publishers, 2010.

OME434 ELECTRIC VEHICLE TECHNOLOGY L T P C
3 0 0 3

UNIT I NEED FOR ELECTRIC VEHICLES 9

History and need for electric and hybrid vehicles, social and environmental importance of hybrid and electric vehicles, impact of modern drive-trains on energy supplies, comparison of diesel, petrol, electric and hybrid vehicles, limitations, technical challenges

UNIT II ELECTRIC VEHICLE ARCHITECHTURE 9

Electric vehicle types, layout and power delivery, performance – traction motor characteristics, tractive effort, transmission requirements, vehicle performance, energy consumption, Concepts of hybrid electric drive train, architecture of series and parallel hybrid electric drive train, merits and demerits, mild and full hybrids, plug-in hybrid electric vehicles and range extended hybrid electric vehicles, Fuel cell vehicles.

UNIT III ENERGY STORAGE 9

Batteries – types – lead acid batteries, nickel based batteries, and lithium based batteries, electrochemical reactions, thermodynamic voltage, specific energy, specific power, energy efficiency, Battery modeling and equivalent circuit, battery charging and types, battery cooling, Ultra-capacitors, Flywheel technology, Hydrogen fuel cell, Thermal Management of the PEM fuel cell

UNIT IV ELECTRIC DRIVES AND CONTROL 9

Types of electric motors – working principle of AC and DC motors, advantages and limitations, DC motor drives and control, Induction motor drives and control, PMSM and brushless DC motor - drives and control , AC and Switch reluctance motor drives and control – Drive system efficiency – Inverters – DC and AC motor speed controllers

UNIT V DESIGN OF ELECTRIC VEHICLES 9

Materials and types of production, Chassis skate board design, motor sizing, power pack sizing, component matching, Ideal gear box – Gear ratio, torque–speed characteristics, Dynamic equation of vehicle motion, Maximum tractive effort – Power train tractive effort Acceleration performance, rated vehicle velocity – maximum gradability, Brake performance, Electronic control system, safety and challenges in electric vehicles. Case study of Nissan leaf, Toyota Prius, tesla model 3, and Renault Zoe cars.

TOTAL: 45 PERIODS

REFERENCES:

1. Iqbal Hussein, Electric and Hybrid Vehicles: Design Fundamentals, 2nd edition CRC Press, 2011.
2. Mehrdad Ehsani, Yimi Gao, Sebastian E. Gay, Ali Emadi, Modern Electric, Hybrid Electric and Fuel Cell Vehicles: Fundamentals, Theory and Design, CRC Press, 2004.
3. James Larminie, John Lowry, Electric Vehicle Technology Explained - Wiley, 2003.
4. Ehsani, M, “Modern Electric, Hybrid Electric and Fuel Cell Vehicles: Fundamentals, Theory and Design”, CRC Press, 2005

OME435	NEW PRODUCT DEVELOPMENT	L	T	P	C
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COURSE OBJECTIVES:

The main learning objective of this course is to prepare the students for:

- Applying the principles of generic development process; and understanding the organization structure for new product design and development.
- Identfying opportunity and planning for new product design and development.
- Conducting customer need analysis; and setting product specification for new product design and development.
- Generating, selecting, and testing the concepts for new product design and development.
- Appling the principles of Industrial design and prototype for new product design and development.

UNIT I INTRODUCTION TO PRODUCTDESIGN & DEVELOPMENT 9

Introduction – Characteristics of Successful Product Development – People involved in Product Design and Development – Duration and Cost of Product Development – The Challenges of Product Development – The Product Development Process – Concept Development: The Front-End Process – Adapting the Generic Product Development Process – Product Development Process Flows – Product Development Organizations.

UNIT II OPPORTUNITY DENTIFICATION & PRODUCT PLANNING 9

Opportunity Identification: Definition – Types of Opportunities – Tournament Structure of Opportunity Identification – Effective Opportunity Tournaments – Opportunity Identification Process – Product Planning: Four types of Product Development Projects – The Process of Product Planning.

UNIT III IDENTIFYING CUSTOMER NEEDS & PRODUCT SPECIFICATIONS 9

Identifying Customer Needs: The Importance of Latent Needs – The Process of Identifying Customer Needs. Product Specifications: Definition – Time of Specifications Establishment – Establishing Target Specifications – Setting the Final Specifications

UNIT IV CONCEPT GENERATION, SELECTION & TESTING 9

Concept Generation: Activity of Concept Generation – Structured Approach – Five step method of Concept Generation. Concept Selection: Methodology – Concept Screening and Concepts Scoring. Concept testing: Seven Step activities of concept testing.

UNITV INDUSTRIAL DESIGN & PROTOTYPING 9

Industrial Design: Need and Impact–Industrial Design Process. Prototyping – Principles of Prototyping – Prototyping Technologies – Planning for Prototypes.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

1. Apply the principles of generic development process; and understand the organization structure for new product design and development.
2. Identify opportunity and plan for new product design and development.
3. Conduct customer need analysis; and set product specification for new product design and development.
4. Generate, select, and test the concepts for new product design and development.
5. Apply the principles of Industrial design and prototype for design and develop new products.

TEXT BOOK:

1. Ulrich K.T., Eppinger S. D. and Anita Goyal, “Product Design and Development “McGraw-Hill Education; 7 edition, 2020.

REFERENCES:

1. Belz A., 36-Hour Course: “Product Development” McGraw-Hill, 2010.
2. Rosenthal S.,“Effective Product Design and Development”, Business One Orwin,Homewood, 1992,ISBN1-55623-603-4.
3. Pugh.S,“Total Design Integrated Methods for Successful Product Engineering”, Addison Wesley Publishing,1991,ISBN0-202-41639-5.
4. Chitale, A. K. and Gupta, R. C., Product Design and Manufacturing, PHI Learning, 2013.
5. Jamnia, A., Introduction to Product Design and Development for Engineers, CRC Press, 2018.

OBA431 SUSTAINABLE MANAGEMENT L T P C

3 0 0 3

COURSE OBJECTIVES:

- To provide students with fundamental knowledge of the notion of corporate sustainability.
- To determine how organizations impacts on the environment and socio-technical systems, the relationship between social and environmental performance and competitiveness, the approaches and methods.

UNIT I MANAGEMENT OF SUSTAINABILITY 9

Management of sustainability -rationale and political trends: An introduction to sustainability management, International and European policies on sustainable development, theoretical pillars in sustainability management studies.

UNIT II CORPORATE SUSTAINABILITY AND RESPONSIBILITY 9

Corporate sustainability parameter, corporate sustainability institutional framework, integration of sustainability into strategic planning and regular business practices, fundamentals of stakeholder engagement.

UNIT III SUSTAINABILITY MANAGEMENT: STRATEGIES AND APPROACHES 9

Corporate sustainability management and competitiveness: Sustainability-oriented corporate strategies, markets and competitiveness, Green Management between theory and practice, Sustainable Consumption and Green Marketing strategies, Environmental regulation and strategic postures; Green Management approaches and tools; Green engineering: clean technologies and innovation processes; Sustainable Supply Chain Management and Procurement.

UNIT IV SUSTAINABILITY AND INNOVATION 9

Socio-technical transitions and sustainability, Sustainable entrepreneurship, Sustainable pioneers in green market niches, Smart communities and smart specializations.

UNIT V SUSTAINABLE MANAGEMENT OF RESOURCES, COMMODITIES AND COMMONS **9**

Energy management, Water management, Waste management, Wild Life Conservation, Emerging trends in sustainable management, Case Studies.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

CO1: An understanding of sustainability management as an approach to aid in evaluating and minimizing environmental impacts while achieving the expected social impact.
CO2: An understanding of corporate sustainability and responsible Business Practices
CO3: Knowledge and skills to understand, to measure and interpret sustainabilityperformances.
CO4: Knowledge of innovative practices in sustainable business and community management
CO5: Deep understanding of sustainable management of resources and commodities

REFERENCES:

1. Daddi, T., Iraldo, F., Testa, Environmental Certification for Organizations and Products: Management, 2015
2. Christian N. Madu, Handbook of Sustainability Management 2012
3. Petra Molthan-Hill, The Business Student's Guide to Sustainable Management: Principles and Practice, 2014
4. Margaret Robertson, Sustainability Principles and Practice, 2014
5. Peter Rogers, An Introduction to Sustainable Development, 2006

OBA432 MICRO AND SMALL BUSINESS MANAGEMENT **L T P C**
3 0 0 3

COURSE OBJECTIVES

- To familiarize students with the theory and practice of small business management.
- To learn the legal issues faced by small business and how they impact operations.

UNIT I INTRODUCTION TO SMALL BUSINESS **9**

Creation, Innovation, entrepreneurship and small business - Defining Small Business –Role of Owner – Manager – government policy towards small business sector –elements of entrepreneurship –evolution of entrepreneurship –Types of Entrepreneurship – social, civic, corporate - Business life cycle - barriers and triggers to new venture creation – process to assist start ups – small business and family business.

UNIT II SCREENING THE BUSINESS OPPORTUNITY AND FORMULATING THE BUSINESS PLAN **9**

Concepts of opportunity recognition; Key factors leading to new venture failure; New venture screening process; Applying new venture screening process to the early stage small firm Role planning in small business – importance of strategy formulation – management skills for small business creation and development.

UNIT III BUILDING THE RIGHT TEAM AND MARKETING STRATEGY **9**

Management and Leadership – employee assessments – Tuckman’s stages of group development - The entrepreneurial process model - Delegation and team building - Comparison of HR

management in small and large firms - Importance of coaching and how to apply a coaching model.

Marketing within the small business - success strategies for small business marketing - customer delight and business generating systems, - market research, - assessing market performance-sales management and strategy - the marketing mix and marketing strategy.

UNIT IV FINANCING SMALL BUSINESS 9

Main sources of entrepreneurial capital; Nature of 'bootstrap' financing - Difference between cash and profit - Nature of bank financing and equity financing - Funding-equity gap for small firms. Importance of working capital cycle - Calculation of break-even point - Power of gross profit margin- Pricing for profit - Credit policy issues and relating these to cash flow management and profitability.

UNIT V VALUING SMALL BUSINESS AND CRISIS MANAGEMENT 9

Causes of small business failure - Danger signals of impending trouble - Characteristics of poorly performing firms - Turnaround strategies - Concept of business valuation - Different valuation measurements - Nature of goodwill and how to measure it - Advantages and disadvantages of buying an established small firm - Process of preparing a business for sale.

TOTAL: 45 PERIODS

COURSE OUTCOMES

CO1. Familiarise the students with the concept of small business

CO2. In depth knowledge on small business opportunities and challenges

CO3. Ability to devise plans for small business by building the right skills and marketing strategies

CO4. Identify the funding source for small start ups

CO5. Business evaluation for buying and selling of small firms

REFERENCES

1. Hankinson,A.(2000). "The key factors in the profile of small firm owner-managers that influence business performance. The South Coast Small Firms Survey, 1997-2000." Industrial and Commercial Training 32(3):94-98.

2. Parker,R.(2000). "Small is not necessarily beautiful: An evaluation of policy support for small and medium-sized enterprise in Australia." Australian Journal of Political Science 35(2):239-253.

3. Journal articles on SME's.

OBA433 INTELLECTUAL PROPERTY RIGHTS L T P C

3 0 0 3

COURSE OBJECTIVE

- To understand intellectual property rights and its valuation.

UNIT I INTRODUCTION 9

Intellectual property rights - Introduction, Basic concepts, Patents, Copyrights, Trademarks, Trade Secrets, Geographic Indicators; Nature of Intellectual Property, Technological Research, Inventions and Innovations, History - the way from WTO to WIPO, TRIPS.

UNIT II PROCESS 9

New Developments in IPR, Procedure for grant of Patents, TM, GIs, Patenting under Patent Cooperation Treaty, Administration of Patent system in India, Patenting in foreign countries.

UNIT III STATUTES 9

International Treaties and conventions on IPRs, The TRIPs Agreement, PCT Agreement, The Patent Act of India, Patent Amendment Act (2005), Design Act, Trademark Act, Geographical Indication Act, Bayh- Dole Act and Issues of Academic Entrepreneurship.

UNIT IV STRATEGIES IN INTELLECTUAL PROPERTY 9

Strategies for investing in R&D, Patent Information and databases, IPR strength in India, Traditional Knowledge, Case studies.

UNIT V MODELS 9

The technologies Know-how, concept of ownership, Significance of IP in Value Creation, IP Valuation and IP Valuation Models, Application of Real Option Model in Strategic Decision Making, Transfer and Licensing.

TOTAL: 45 PERIODS

COURSE OUTCOMES

CO1: Understanding of intellectual property and appreciation of the need to protect it
CO2: Awareness about the process of patenting
CO3: Understanding of the statutes related to IPR
CO4: Ability to apply strategies to protect intellectual property
CO5: Ability to apply models for making strategic decisions related to IPR

REFERENCES

1. Sople Vinod, Managing Intellectual Property by (Prentice hall of India Pvt.Ltd), 2006.
2. Intellectual Property rights and copyrights, EssEss Publications.
3. Primer, R. Anita Rao and Bhanoji Rao, Intellectual Property Rights, Lastain Book company.
4. Edited by Derek Bosworth and Elizabeth Webster, The Management of Intellectual Property, Edward Elgar Publishing Ltd., 2006.
5. WIPO Intellectual Property Hand book.

OBA434 ETHICAL MANAGEMENT L T P C
3 0 0 3

COURSE OBJECTIVE

- To help students develop knowledge and competence in ethical management and decision making in organizational contexts.

UNIT I ETHICS AND SOCIETY 9

Ethical Management- Definition, Motivation, Advantages-Practical implications of ethical management. Managerial ethics, professional ethics, and social Responsibility-Role of culture and society's expectations- Individual and organizational responsibility to society and the community.

UNIT II ETHICAL DECISION MAKING AND MANAGEMENT IN A CRISIS 9

Managing in an ethical crisis, the nature of a crisis, ethics in crisis management, discuss case studies, analyze real-world scenarios, develop ethical management skills, knowledge, and competencies. Proactive crisis management.

UNIT III STAKEHOLDERS IN ETHICAL MANAGEMENT 9

Stakeholders in ethical management, identifying internal and external stakeholders, nature of stakeholders, ethical management of various kinds of stakeholders: customers (product and service issues), employees (leadership, fairness, justice, diversity) suppliers, collaborators, business, community, the natural environment (the sustainability imperative, green management, Contemporary issues).

UNIT IV INDIVIDUAL VARIABLES IN ETHICAL MANJAGEMENT 9

Understanding individual variables in ethics, managerial ethics, concepts in ethical psychology-ethical awareness, ethical courage, ethical judgment, ethical foundations, ethical emotions/intuitions/intensity. Utilization of these concepts and competencies for ethical decision-making and management.

UNIT V PRACTICAL FIELD-GUIDE, TECHNIQUES AND SKILLS 9

Ethical management in practice, development of techniques and skills, navigating challenges and dilemmas, resolving issues and preventing unethical management proactively. Role modelling and creating a culture of ethical management and human flourishing.

TOTAL: 45 PERIODS

COURSE OUTCOMES

CO1: Role modelling and influencing the ethical and cultural context.
CO2: Respond to ethical crises and proactively address potential crises situations.
CO3: Understand and implement stakeholder management decisions.
CO4: Develop the ability, knowledge, and skills for ethical management.
CO5: Develop practical skills to navigate, resolve and thrive in management situations

REFERENCES

1. Brad Agle, Aaron Miller, Bill O' Rourke, The Business Ethics Field Guide: the essential companion to leading your career and your company, 2016.
2. Steiner & Steiner, Business, Government & Society: A managerial Perspective, 2011.
3. Lawrence & Weber, Business and Society: Stakeholders, Ethics, Public Policy, 2020.

ET4251 IoT FOR SMART SYSTEMS LT P C
3 0 0 3

COURSE OBJECTIVES:

- To study about **Internet of Things** technologies and its role in real time applications.
- To introduce the infrastructure required for IoT
- To familiarize the accessories and communication techniques for IoT.
- To provide insight about the embedded processor and sensors required for IoT
- To familiarize the different platforms and Attributes for IoT

UNIT I INTRODUCTION TO INTERNET OF THINGS 9

Overview, Hardware and software requirements for IOT, Sensor and actuators, Technology drivers, Business drivers, Typical IoT applications, Trends and implications.

UNIT II IOT ARCHITECTURE 9

IoT reference model and architecture -Node Structure - Sensing, Processing, Communication, Powering, Networking - Topologies, Layer/Stack architecture**,** IoT standards, Cloud computing for IoT, Bluetooth, Bluetooth Low Energy beacons.

UNIT III PROTOCOLS AND WIRELESS TECHNOLOGIES FOR IOT 9

PROTOCOLS:

NFC, SCADA and RFID, Zigbee MIPI, M-PHY, UniPro, SPMI, SPI, M-PCIe GSM, CDMA, LTE, GPRS, small cell.

Wireless technologies for IoT: WiFi (IEEE 802.11), Bluetooth/Bluetooth Smart, ZigBee/ZigBee Smart, UWB (IEEE 802.15.4), 6LoWPAN, Proprietary systems-Recent trends.

UNIT IV IOT PROCESSORS 9

Services/Attributes: Big-Data Analytics for IOT, Dependability,Interoperability, Security, Maintainability.

Embedded processors for IOT :Introduction to Python programming -Building IOT with RASPERRY PI and Arduino.

UNIT V CASE STUDIES 9

Industrial IoT, Home Automation, smart cities, Smart Grid, connected vehicles, electric vehicle charging, Environment, Agriculture, Productivity Applications, IOT Defense

TOTAL: 45 PERIODS

COURSE OUTCOMES:

At the end of this course, the students will have the ability to

CO1: Analyze the concepts of IoT and its present developments.
CO2: Compare and contrast different platforms and infrastructures available for IoT
CO3: Explain different protocols and communication technologies used in IoT
CO4: Analyze the big data analytic and programming of IoT
CO5: Implement IoT solutions for smart applications

REFERENCES:

1. ArshdeepBahga and VijaiMadisetti : A Hands-on Approach “Internet of Things”,Universities Press 2015.
2. Oliver Hersent , David Boswarthick and Omar Elloumi “ The Internet of Things”, Wiley,2016.
3. Samuel Greengard, “ The Internet of Things”, The MIT press, 2015.
4. Adrian McEwen and Hakim Cassimally“Designing the Internet of Things “Wiley,2014.
5. Jean- Philippe Vasseur, Adam Dunkels, “Interconnecting Smart Objects with IP: The Next Internet” Morgan Kuffmann Publishers, 2010.
6. Adrian McEwen and Hakim Cassimally, “Designing the Internet of Things”, John Wiley and sons, 2014.
7. Lingyang Song/DusitNiyato/ Zhu Han/ Ekram Hossain,” Wireless Device-to-Device Communications and Networks, CAMBRIDGE UNIVERSITY PRESS,2015.

8. OvidiuVermesan and Peter Friess (Editors), “Internet of Things: Converging Technologies for Smart Environments and Integrated Ecosystems”, River Publishers Series in Communication, 2013.
9. Vijay Madisetti , ArshdeepBahga, “Internet of Things (A Hands on-Approach)”, 2014.
10. Zach Shelby, Carsten Bormann, “6LoWPAN: The Wireless Embedded Internet”, John Wiley and sons, 2009.
11. Lars T.Berger and Krzysztof Iniewski, “Smart Grid applications, communications and security”, Wiley, 2015.
12. JanakaEkanayake, KithsiriLiyanage, Jianzhong Wu, Akihiko Yokoyama and Nick Jenkins, “ Smart Grid Technology and Applications”, Wiley, 2015.
13. UpenaDalal,”Wireless Communications & Networks,Oxford,2015.

ET4072 MACHINE LEARNING AND DEEP LEARNING L T P C
3 0 0 3

COURSE OBJECTIVES:

The course is aimed at

- Understanding about the learning problem and algorithms
- Providing insight about neural networks
- Introducing the machine learning fundamentals and significance
- Enabling the students to acquire knowledge about pattern recognition.
- Motivating the students to apply deep learning algorithms for solving real life problems.

UNIT I LEARNING PROBLEMS AND ALGORITHMS 9

Various paradigms of learning problems, Supervised, Semi-supervised and Unsupervised algorithms

UNIT II NEURAL NETWORKS 9

Differences between Biological and Artificial Neural Networks - Typical Architecture, Common Activation Functions, Multi-layer neural network, Linear Separability, Hebb Net, Perceptron, Adaline, Standard Back propagation Training Algorithms for Pattern Association - Hebb rule and Delta rule, Hetero associative, Auto associative, Kohonen Self Organising Maps, Examples of Feature Maps, Learning Vector Quantization, Gradient descent, Boltzmann Machine Learning.

UNIT III MACHINE LEARNING – FUNDAMENTALS & FEATURE SELECTIONS & CLASSIFICATIONS 9

Classifying Samples: The confusion matrix, Accuracy, Precision, Recall, F1- Score, the curse of dimensionality, training, testing, validation, cross validation, overfitting, under-fitting the data, early stopping, regularization, bias and variance. Feature Selection, normalization, dimensionality reduction, Classifiers: KNN, SVM, Decision trees, Naïve Bayes, Binary classification, multi class classification, clustering.

UNIT IV DEEP LEARNING: CONVOLUTIONAL NEURAL NETWORKS 9

Feed forward networks, Activation functions, back propagation in CNN, optimizers, batch normalization, convolution layers, pooling layers, fully connected layers, dropout, Examples of CNNs.

UNIT V DEEP LEARNING: RNNS, AUTOENCODERS AND GANS 9

State, Structure of RNN Cell, LSTM and GRU, Time distributed layers, Generating Text, Autoencoders: Convolutional Autoencoders, Denoising autoencoders, Variational autoencoders, GANs: The discriminator, generator, DCGANs

TOTAL : 45 PERIODS

COURSE OUTCOMES (CO):

At the end of the course the student will be able to

CO1 : Illustrate the categorization of machine learning algorithms.

CO2: Compare and contrast the types of neural network architectures, activation functions

CO3: Acquaint with the pattern association using neural networks

CO4: Elaborate various terminologies related with pattern recognition and architectures of convolutional neural networks

CO5: Construct different feature selection and classification techniques and advanced neural network architectures such as RNN, Autoencoders, and GANs.

REFERENCES:

1. J. S. R. Jang, C. T. Sun, E. Mizutani, Neuro Fuzzy and Soft Computing - A Computational Approach to Learning and Machine Intelligence, 2012, PHI learning
2. Deep Learning, Ian Good fellow, YoshuaBengio and Aaron Courville, MIT Press, ISBN: 9780262035613, 2016.
3. The Elements of Statistical Learning. Trevor Hastie, Robert Tibshirani and Jerome Friedman. Second Edition. 2009.
4. Pattern Recognition and Machine Learning. Christopher Bishop. Springer. 2006.
5. Understanding Machine Learning. Shai Shalev-Shwartz and Shai Ben-David. Cambridge University Press. 2017.

PX4012 RENEWABLE ENERGY TECHNOLOGY L T P C

3 0 0 3

OBJECTIVES:

To impart knowledge on

- Different types of renewable energy technologies
- Standalone operation, grid connected operation of renewable energy systems

UNIT I INTRODUCTION 9

Classification of energy sources – Co2 Emission - Features of Renewable energy - Renewable energy scenario in India -Environmental aspects of electric energy conversion: impacts of renewable energy generation on environment Per Capital Consumption - CO_2 Emission - importance of renewable energy sources, Potentials – Achievements– Applications.

UNIT II SOLAR PHOTOVOLTAICS 9

Solar Energy: Sun and Earth-Basic Characteristics of solar radiation- angle of sunrays on solar collector-Estimating Solar Radiation Empirically - Equivalent circuit of PV Cell- Photovoltaic cell-characteristics: P-V and I-V curve of cell-Impact of Temperature and Insolation on I-V characteristics-Shading Impacts on I-V characteristics-Bypass diode -Blocking diode.

UNIT III PHOTOVOLTAIC SYSTEM DESIGN 9

Block diagram of solar photo voltaic system : Line commutated converters (inversion mode) - Boost and buck-boost converters - selection of inverter, battery sizing, array sizing - PV systems classification- standalone PV systems - Grid tied and grid interactive inverters- grid connection issues.

UNIT IV WIND ENERGY CONVERSION SYSTEMS 9

Origin of Winds: Global and Local Winds- Aerodynamics of Wind turbine-Derivation of Betz's limit-Power available in wind-Classification of wind turbine: Horizontal Axis wind turbine and Vertical axis wind turbine- Aerodynamic Efficiency-Tip Speed-Tip Speed Ratio-Solidity-Blade Count-Power curve of wind turbine - Configurations of wind energy conversion systems: Type A, Type B, Type C and Type D Configurations- Grid connection Issues - Grid integrated SCIG and PMSG based WECS.

UNIT V OTHER RENEWABLE ENERGY SOURCES 9

Qualitative study of different renewable energy resources: ocean, Biomass, Hydrogen energy systems, Fuel cells, Ocean Thermal Energy Conversion (OTEC), Tidal and wave energy, Geothermal Energy Resources.

TOTAL : 45 PERIODS

OUTCOMES:

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

CO1: Demonstrate the need for renewable energy sources.

CO2: Develop a stand-alone photo voltaic system and implement a maximum power point tracking in the PV system.

CO3: Design a stand-alone and Grid connected PV system.

CO4: Analyze the different configurations of the wind energy conversion systems.

CO5: Realize the basic of various available renewable energy sources

REFERENCES:

1. S.N.Bhadra, D. Kastha, & S. Banerjee "Wind Electrical Systems", Oxford UniversityPress, 2009.
2. Rai. G.D, "Non conventional energy sources", Khanna publishes, 1993.
3. Rai. G.D," Solar energy utilization", Khanna publishes, 1993.
4. Chetan Singh Solanki, "Solar Photovoltaics: Fundamentals, Technologies and Applications", PHI Learning Private Limited, 2012.
5. John Twideu and Tony Weir, "Renewal Energy Resources" BSP Publications, 2006
6. Gray, L. Johnson, "Wind energy system", prentice hall of India, 1995.
7. B.H.Khan, " Non-conventional Energy sources", , McGraw-hill, 2nd Edition, 2009.
8. Fang Lin Luo Hong Ye, " Renewable Energy systems", Taylor & Francis Group,2013.

PS4093 SMART GRID L T P C

3 0 0 3

COURSE OBJECTIVES

- To Study about Smart Grid technologies, different smart meters and advanced metering infrastructure.
- To know about the function of smart grid.
- To familiarize the power quality management issues in Smart Grid.

- To familiarize the high performance computing for Smart Grid applications
- To get familiarized with the communication networks for Smart Grid applications

UNIT I INTRODUCTION TO SMART GRID 9

Evolution of Electric Grid, Concept, Definitions and Need for Smart Grid, Smart grid drivers, functions, opportunities, challenges and benefits, Difference between conventional & Smart Grid, Comparison of Micro grid and Smart grid, Present development & International policies in Smart Grid, Smart Grid Initiative for Power Distribution Utility in India – Case Study.

UNIT II SMART GRID TECHNOLOGIES 9

Technology Drivers, Smart Integration of energy resources, Smart substations, Substation Automation, Feeder Automation ,Transmission systems: EMS, FACTS and HVDC, Wide area monitoring, Protection and control, Distribution systems: DMS, Volt/Var control, Fault Detection, Isolation and service restoration, Outage management, High-Efficiency Distribution Transformers, Phase Shifting Transformers, Plug in Hybrid Electric Vehicles (PHEV) – Grid to Vehicle and Vehicle to Grid charging concepts.

UNIT III SMART METERS AND ADVANCED METERING INFRASTRUCTURE 9

Introduction to Smart Meters, Advanced Metering infrastructure (AMI) drivers and benefits, AMI protocols, standards and initiatives, AMI needs in the smart grid, Phasor Measurement Unit(PMU) & their application for monitoring & protection. Demand side management and demand response programs, Demand pricing and Time of Use, Real Time Pricing, Peak Time Pricing.

UNIT IV POWER QUALITY MANAGEMENT IN SMART GRID 9

Power Quality & EMC in Smart Grid, Power Quality issues of Grid connected Renewable Energy Sources, Power Quality Conditioners for Smart Grid, Web based Power Quality monitoring, Power Quality Audit.

Unit V HIGH PERFORMANCE COMPUTING FOR SMART GRID APPLICATIONS 9

Architecture and Standards -Local Area Network (LAN), House Area Network (HAN), Wide Area Network (WAN), Broadband over Power line (BPL), PLC, Zigbee, GSM, IP based Protocols, Basics of Web Service and CLOUD Computing, Cyber Security for Smart Grid.

TOTAL : 45 PERIODS

COURSE OUTCOME:

Students able to

CO1: Relate with the smart resources, smart meters and other smart devices.

CO2: Explain the function of Smart Grid.

CO3: Experiment the issues of Power Quality in Smart Grid.

CO4: Analyze the performance of Smart Grid.

CO5**:** Recommend suitable communication networks for smart grid applications

REFERENCES

1. Stuart Borlase ‘Smart Grid: Infrastructure, Technology and Solutions’, CRC Press 2012.
2. JanakaEkanayake, Nick Jenkins, KithsiriLiyanage, Jianzhong Wu, Akihiko Yokoyama, ‘Smart Grid: Technology and Applications’, Wiley, 2012.
3. Mini S. Thomas, John D McDonald, ‘Power System SCADA and Smart Grids’, CRC Press, 2015
4. Kenneth C.Budka, Jayant G. Deshpande, Marina Thottan, ‘Communication Networks for Smart Grids’, Springer, 2014

5. SMART GRID Fundamentals of Design and Analysis, James Momoh, IEEE press, A John Wiley & Sons, Inc., Publication.

DS4015 **BIG DATA ANALYTICS** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- To understand the basics of big data analytics
- To understand the search methods and visualization
- To learn mining data streams
- To learn frameworks
- To gain knowledge on R language

UNIT I INTRODUCTION TO BIG DATA 9

Introduction to Big Data Platform – Challenges of Conventional Systems - Intelligent data analysis –Nature of Data - Analytic Processes and Tools - Analysis Vs Reporting - Modern Data Analytic Tools- Statistical Concepts: Sampling Distributions - Re-Sampling - Statistical Inference - Prediction Error.

UNIT II SEARCH METHODS AND VISUALIZATION 9

Search by simulated Annealing – Stochastic, Adaptive search by Evaluation – Evaluation Strategies –Genetic Algorithm – Genetic Programming – Visualization – Classification of Visual Data Analysis Techniques – Data Types – Visualization Techniques – Interaction techniques – Specific Visual data analysis Techniques

UNIT III MINING DATA STREAMS 9

Introduction To Streams Concepts – Stream Data Model and Architecture - Stream Computing - Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating Moments – Counting Oneness in a Window – Decaying Window - Real time Analytics Platform(RTAP) Applications - Case Studies - Real Time Sentiment Analysis, Stock Market Predictions

UNIT IV FRAMEWORKS 9

MapReduce – Hadoop, Hive, MapR – Sharding – NoSQL Databases - S3 - Hadoop Distributed File Systems – Case Study- Preventing Private Information Inference Attacks on Social Networks- Grand Challenge: Applying Regulatory Science and Big Data to Improve Medical Device Innovation

UNIT V R LANGUAGE 9

Overview, Programming structures: Control statements -Operators -Functions -Environment and scope issues -Recursion -Replacement functions, R data structures: Vectors -Matrices and arrays - Lists -Data frames -Classes, Input/output, String manipulations

COURSE OUTCOMES:

CO1:understand the basics of big data analytics

CO2: Ability to use Hadoop, Map Reduce Framework.

CO3: Ability to identify the areas for applying big data analytics for increasing the business outcome.

CO4:gain knowledge on R language

CO5: Contextually integrate and correlate large amounts of information to gain faster insights.

TOTAL:45 PERIODS

REFERENCE:

1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer, 2007.
2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press, 3rd edition 2020.
3. Norman Matloff, The Art of R Programming: A Tour of Statistical Software Design, No Starch Press, USA, 2011.
4. Bill Franks, Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, John Wiley & sons, 2012.
5. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons, 2007.

NC4201	INTERNET OF THINGS AND CLOUD	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To understand Smart Objects and IoT Architectures
- To learn about various IOT-related protocols
- To build simple IoT Systems using Arduino and Raspberry Pi.
- To understand data analytics and cloud in the context of IoT
- To develop IoT infrastructure for popular applications

UNIT I FUNDAMENTALS OF IoT **9**

Introduction to IoT – IoT definition – Characteristics – IoT Complete Architectural Stack – IoT enabling Technologies – IoT Challenges. Sensors and Hardware for IoT – Hardware Platforms – Arduino, Raspberry Pi, Node MCU. A Case study with any one of the boards and data acquisition from sensors.

UNIT II PROTOCOLS FOR IoT **9**

Infrastructure protocol (IPV4/V6/RPL), Identification (URIs), Transport (Wifi, Lifi, BLE), Discovery, Data Protocols, Device Management Protocols. – A Case Study with MQTT/CoAP usage-IoT privacy, security and vulnerability solutions.

UNIT III CASE STUDIES/INDUSTRIAL APPLICATIONS **9**

Case studies with architectural analysis: IoT applications – Smart City – Smart Water – Smart Agriculture – Smart Energy – Smart Healthcare – Smart Transportation – Smart Retail – Smart waste management.

UNIT IV CLOUD COMPUTING INTRODUCTION **9**

Introduction to Cloud Computing - Service Model – Deployment Model- Virtualization Concepts – Cloud Platforms – Amazon AWS – Microsoft Azure – Google APIs.

UNIT V IoT AND CLOUD 9

IoT and the Cloud - Role of Cloud Computing in IoT - AWS Components - S3 – Lambda - AWS IoT Core -Connecting a web application to AWS IoT using MQTT- AWS IoT Examples. Security Concerns, Risk Issues, and Legal Aspects of Cloud Computing- Cloud Data Security

TOTAL:45 PERIODS

COURSE OUTCOMES:

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

CO1: Understand the various concept of the IoT and their technologies..

CO2: Develop IoT application using different hardware platforms

CO3: Implement the various IoT Protocols

CO4: Understand the basic principles of cloud computing.

CO5: Develop and deploy the IoT application into cloud environment

REFERENCES

1. "The Internet of Things: Enabling Technologies, Platforms, and Use Cases", by Pethuru Raj and Anupama C. Raman ,CRC Press, 2017
2. Adrian McEwen, Designing the Internet of Things, Wiley,2013.
3. EMC Education Services, “Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data”, Wiley publishers, 2015.
4. Simon Walkowiak, “Big Data Analytics with R” PackT Publishers, 2016
5. Bart Baesens, “Analytics in a Big Data World: The Essential Guide to Data Science and its Applications”, Wiley Publishers, 2015.

MX4073 MEDICAL ROBOTICS L T P C

3 0 0 3

COURSE OBJECTIVES:

- To explain the basic concepts of robots and types of robots
- To discuss the designing procedure of manipulators, actuators and grippers
- To impart knowledge on various types of sensors and power sources
- To explore various applications of Robots in Medicine
- To impart knowledge on wearable robots

UNIT I INTRODUCTION TO ROBOTICS 9

Introduction to Robotics, Overview of robot subsystems, Degrees of freedom, configurations and concept of workspace, Dynamic Stabilization

Sensors and Actuators

Sensors and controllers, Internal and external sensors, position, velocity and acceleration sensors, Proximity sensors, force sensors Pneumatic and hydraulic actuators, Stepper motor control circuits, End effectors, Various types of Grippers, PD and PID feedback actuator models

UNIT II MANIPULATORS & BASIC KINEMATICS 9

Construction of Manipulators, Manipulator Dynamic and Force Control, Electronic and pneumatic manipulator, Forward Kinematic Problems, Inverse Kinematic Problems, Solutions of Inverse Kinematic problems

Navigation and Treatment Planning

Variable speed arrangements, Path determination – Machinery vision, Ranging – Laser – Acoustic, Magnetic, fiber optic and Tactile sensor

UNIT III SURGICAL ROBOTS 9

Da Vinci Surgical System, Image guided robotic systems for focal ultrasound based surgical applications, System concept for robotic Tele-surgical system for off-pump, CABG surgery, Urologic applications, Cardiac surgery, Neuro-surgery, Pediatric and General Surgery, Gynecologic Surgery, General Surgery and Nanorobotics. Case Study

UNIT IV REHABILITATION AND ASSISTIVE ROBOTS 9

Pediatric Rehabilitation, Robotic Therapy for the Upper Extremity and Walking, Clinical-Based Gait Rehabilitation Robots, Motion Correlation and Tracking, Motion Prediction, Motion Replication. Portable Robot for Tele rehabilitation, Robotic Exoskeletons – Design considerations, Hybrid assistive limb. Case Study

UNIT V WEARABLE ROBOTS 9

Augmented Reality, Kinematics and Dynamics for Wearable Robots, Wearable Robot technology, Sensors, Actuators, Portable Energy Storage, Human–robot cognitive interaction (cHRI), Human–robot physical interaction (pHRI), Wearable Robotic Communication - case study

TOTAL:45 PERIODS

COURSE OUTCOMES:

CO1: Describe the configuration, applications of robots and the concept of grippers and actuators
CO2: Explain the functions of manipulators and basic kinematics
CO3: Describe the application of robots in various surgeries
CO4: Design and analyze the robotic systems for rehabilitation
CO5: Design the wearable robots

REFERENCES

1. Nagrath and Mittal, “Robotics and Control”, Tata McGraw Hill, First edition, 2003
2. Spong and Vidhyasagar, “Robot Dynamics and Control”, John Wiley and Sons, First edition, 2008
3. Fu.K.S, Gonzalez. R.C., Lee, C.S.G, “Robotics, control”, sensing, Vision and Intelligence, Tata McGraw Hill International, First edition, 2008
4. Bruno Siciliano, Oussama Khatib, Springer Handbook of Robotics, 1st Edition, Springer, 2008
5. Shane (S.Q.) Xie, Advanced Robotics for Medical Rehabilitation - Current State of the Art and Recent Advances, Springer, 2016
6. Sashi S Kommu, Rehabilitation Robotics, I-Tech Education and Publishing, 2007
7. Jose L. Pons, Wearable Robots: Biomechatronic Exoskeletons, John Wiley & Sons Ltd, England, 2008
8. Howie Choset, Kevin Lynch, Seth Hutchinson, “Principles of Robot Motion: Theory, Algorithms, and Implementations”, Prentice Hall of India, First edition, 2005
9. Philippe Coiffet, Michel Chirouze, “An Introduction to Robot Technology”, Tata McGraw Hill, First Edition, 1983
10. Jacob Rosen, Blake Hannaford & Richard M Satava, “Surgical Robotics: System Applications & Visions”, Springer 2011
11. Jocelyn Troccaz, Medical Robotics, Wiley, 2012
12. Achim Schweikard, Floris Ernst, Medical Robotics, Springer, 2015

VE4202 EMBEDDED AUTOMATION L T P C
3 0 0 3

COURSE OBJECTIVES:

- To learn about the process involved in the design and development of real-time embedded system
- To develop the embedded C programming skills on 8-bit microcontroller
- To study about the interfacing mechanism of peripheral devices with 8-bit microcontrollers
- To learn about the tools, firmware related to microcontroller programming
- To build a home automation system

UNIT - I INTRODUCTION TO EMBEDDED C PROGRAMMING 9

C Overview and Program Structure - C Types, Operators and Expressions - C Control Flow - C Functions and Program Structures - C Pointers And Arrays - FIFO and LIFO - C Structures - Development Tools

UNIT - II AVR MICROCONTROLLER 9

ATMEGA 16 Architecture - Nonvolatile and Data Memories - Port System - Peripheral Features : Time Base, Timing Subsystem, Pulse Width Modulation, USART, SPI, Two Wire Serial Interface, ADC, Interrupts - Physical and Operating Parameters

UNIT – III HARDWARE AND SOFTWARE INTERFACING WITH 8-BIT SERIES CONTROLLERS 9

Lights and Switches - Stack Operation - Implementing Combinational Logic - Expanding I/O - Interfacing Analog To Digital Convertors - Interfacing Digital To Analog Convertors - LED Displays : Seven Segment Displays, Dot Matrix Displays - LCD Displays - Driving Relays - Stepper Motor Interface - Serial EEPROM - Real Time Clock - Accessing Constants Table - Arbitrary Waveform Generation - Communication Links - System Development Tools

UNIT – IV VISION SYSTEM 9

Fundamentals of Image Processing - Filtering - Morphological Operations - Feature Detection and Matching - Blurring and Sharpening - Segmentation - Thresholding - Contours - Advanced Contour Properties - Gradient - Canny Edge Detector - Object Detection - Background Subtraction

UNIT – V HOME AUTOMATION 9

Home Automation - Requirements - Water Level Notifier - Electric Guard Dog - Tweeting Bird Feeder - Package Delivery Detector - Web Enabled Light Switch - Curtain Automation - Android Door Lock - Voice Controlled Home Automation - Smart Lighting - Smart Mailbox - Electricity Usage Monitor -Proximity Garage Door Opener - Vision Based Authentic Entry System

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

CO1: analyze the 8-bit series microcontroller architecture, features and pin details

CO2: write embedded C programs for embedded system application

CO3: design and develop real time systems using AVR microcontrollers

CO4: design and develop the systems based on vision mechanism

CO5: design and develop a real time home automation system

REFERENCES:

1. Dhananjay V. Gadre, "Programming and Customizing the AVR Microcontroller", McGraw-Hill, 2001.
2. Joe Pardue, "C Programming for Microcontrollers ", Smiley Micros, 2005.
3. Steven F. Barrett, Daniel J. Pack, "ATMEL AVR Microcontroller Primer : Programming and Interfacing", Morgan & Claypool Publishers, 2012
4. Mike Riley, "Programming Your Home - Automate With Arduino, Android and Your Computer", the Pragmatic Programmers, Llc, 2012.
5. Richard Szeliski, "Computer Vision: Algorithms and Applications", Springer, 2011.
6. Kevin P. Murphy, "Machine Learning - a Probabilistic Perspective", the MIT Press Cambridge, Massachusetts, London, 2012.

CX4016	ENVIRONMENTAL SUSTAINABILITY	L	T	P	C
		3	0	0	3

UNIT I INTRODUCTION **9**

Valuing the Environment: Concepts, Valuing the Environment: Methods, Property Rights, Externalities, and Environmental Problems

UNIT II CONCEPT OF SUSTAINABILITY **9**

Sustainable Development: Defining the Concept, the Population Problem, Natural Resource Economics: An Overview, Energy, Water, Agriculture

UNIT III SIGNIFICANCE OF BIODIVERSITY **9**

Biodiversity, Forest Habitat, Commercially Valuable Species, Stationary - Source Local Air Pollution, Acid Rain and Atmospheric Modification, Transportation

UNIT IV POLLUTION IMPACTS **9**

Water Pollution, Solid Waste and Recycling, Toxic Substances and Hazardous Wastes, Global Warming.

UNIT V ENVIRONMENTAL ECONOMICS **9**

Development, Poverty, and the Environment, Visions of the Future, Environmental economics and policy by Tom Tietenberg, Environmental Economics

TOTAL : 45 PERIODS

REFERENCES

1. Andrew Hoffman, Competitive Environmental Strategy - A Guide for the Changing Business Landscape, Island Press.
2. Stephen Doven, Environment and Sustainability Policy: Creation, Implementation, Evaluation, the Federation Press, 2005
3. Robert Brinkmann., Introduction to Sustainability, Wiley-Blackwell., 2016
4. Niko Roorda., Fundamentals of Sustainable Development, 3rd Edn, Routledge, 2020
5. Bhavik R Bakshi., Sustainable Engineering: Principles and Practice, Cambridge University Press, 2019

TX4092 TEXTILE REINFORCED COMPOSITES L T P C
3 0 0 3

UNIT I REINFORCEMENTS 9

Introduction – composites –classification and application; reinforcements- fibres and its properties; preparation of reinforced materials and quality evaluation; preforms for various composites

UNIT II MATRICES 9

Preparation, chemistry, properties and applications of thermoplastic and thermoset resins; mechanism of interaction of matrices and reinforcements; optimization of matrices

UNIT III COMPOSITE MANUFACTURING 9

Classification; methods of composites manufacturing for both thermoplastics and thermosets- Hand layup, Filament Winding, Resin transfer moulding, prepregs and autoclave moulding, pultrusion, vacuum impregnation methods, compression moulding; post processing of composites and composite design requirements

UNIT IV TESTING 9

Fibre volume and weight fraction, specif ic gravity of composites, tensile, f lexural, impact, compression, inter laminar shear stress and fatigue properties of thermoset and thermoplastic composites.

UNIT V MECHANICS 9

Micro mechanics, macro mechanics of single layer, macro mechanics of laminate, classical lamination theory, failure theories and prediction of inter laminar stresses using at ware

TOTAL: 45 PERIODS

REFERENCES

1. BorZ.Jang,“Advanced Polymer composites”,ASM International,USA,1994.
2. Carlsson L.A. and Pipes R.B., “Experimental Characterization of advanced composite Materials”,SecondEdition,CRCPress,NewJersey,1996.
3. George LubinandStanley T.Peters, “Handbook of Composites”, Springer Publications,1998.
4. Mel. M. Schwartz, “Composite Materials”, Vol. 1 &2, Prentice Hall PTR, New Jersey,1997.
5. RichardM.Christensen,“Mechanics of compositematerials”,DoverPublications,2005.
6. Sanjay K. Mazumdar, “Composites Manufacturing: Materials, Product, and Process Engineering”,CRCPress,2001

NT4002 NANOCOMPOSITE MATERIALS L T P C
3 0 0 3

UNIT I BASICS OF NANOCOMPOSITES 9

Nomenclature, Properties, features and processing of nanocomposites. Sample Preparation and Characterization of Structure and Physical properties. Designing, stability and mechanical properties and applications of super hard nanocomposites.

UNIT II METAL BASED NANOCOMPOSITES 9

Metal-metal nanocomposites, some simple preparation techniques and their properties. Metal-Oxide or Metal-Ceramic composites, Different aspects of their preparation techniques and their final properties and functionality. Fractal based glass-metal nanocomposites, its designing and

fractal dimension analysis. Core-Shell structured nanocomposites

UNIT III POLYMER BASED NANOCOMPOSITES 9

Preparation and characterization of diblock Copolymer based nanocomposites; Polymer Carbon nanotubes based composites, their mechanical properties, and industrial possibilities.

UNIT IV NANOCOMPOSITE FROM BIOMATERIALS 9

Natural nanocomposite systems - spider silk, bones, shells; organic-inorganic nanocomposite formation through self-assembly. Biomimetic synthesis of nanocomposites material; Use of synthetic nanocomposites for bone, teeth replacement.

UNIT V NANOCOMPOSITE TECHNOLOGY 9

Nanocomposite membrane structures- Preparation and applications. Nanotechnology in Textiles and Cosmetics-Nano-fillers embedded polypropylene fibers – Soil repellence, Lotus effect - Nano finishing in textiles (UV resistant, anti-bacterial, hydrophilic, self-cleaning, flame retardant finishes), Sun-screen dispersions for UV protection using titanium oxide – Colour cosmetics. Nanotechnology in Food Technology - Nanopackaging for enhanced shelf life - Smart/Intelligent packaging.

TOTAL : 45 PERIODS

REFERENCES:

1. Introduction to Nanocomposite Materials. Properties, Processing, Characterization- Thomas E. Twardowski. 2007. DEStech Publications. USA.
2. Nanocomposites Science and Technology - P. M. Ajayan, L.S. Schadler, P. V.Braun 2006.
3. Physical Properties of Carbon Nanotubes- R. Saito 1998.
4. Carbon Nanotubes (Carbon , Vol 33) - M. Endo, S. Iijima, M.S. Dresselhaus 1997.
5. The search for novel, superhard materials- Stan Vepr¡ek (Review Article) JVST A, 1999
6. Nanometer versus micrometer-sized particles-Christian Brosseau, Jamal BeN Youssef, Philippe Talbot, Anne-Marie Konn, (Review Article) J. Appl. Phys, Vol 93, 2003
7. Diblock Copolymer, - Aviram (Review Article), Nature, 2002
8. Bikramjit Basu, Kantesh Balani Advanced Structural Ceramics, A John Wiley & Sons, Inc.,
9. P. Brown and K. Stevens, Nanofibers and Nanotechnology in Textiles, Woodhead publication, London, 2006

BY4016 IPR, BIOSAFETY AND ENTREPRENEURSHIP L T P C
3 0 0 3

UNIT I IPR 9

Intellectual property rights – Origin of the patent regime – Early patents act & Indian pharmaceutical industry – Types of patents – Patent Requirements – Application preparation filing and prosecution – Patentable subject matter – Industrial design, Protection of GMO's IP as a factor in R&D,IP's of relevance to biotechnology and few case studies.

UNIT II AGREEMENTS, TREATIES AND PATENT FILING PROCEDURES 9

History of GATT Agreement – Madrid Agreement – Hague Agreement – WIPO Treaties – Budapest Treaty – PCT – Ordinary – PCT – Conventional – Divisional and Patent of Addition – Specifications – Provisional and complete – Forms and fees Invention in context of "prior art" – Patent databases – Searching International Databases – Country-wise patent searches (USPTO,espacenet(EPO) – PATENT Scope (WIPO) – IPO, etc National & PCT filing procedure

– Time frame and cost – Status of the patent applications filed – Precautions while patenting – disclosure/non-disclosure – Financial assistance for patenting – Introduction to existing schemes Patent licensing and agreement Patent infringement – Meaning, scope, litigation, case studies

UNIT III BIOSAFETY 9

Introduction – Historical Backround – Introduction to Biological Safety Cabinets – Primary Containment for Biohazards – Biosafety Levels – Biosafety Levels of Specific Microorganisms – Recommended Biosafety Levels for Infectious Agents and Infected Animals – Biosafety guidelines – Government of India.

UNIT IV GENETICALLY MODIFIED ORGANISMS 9

Definition of GMOs & LMOs – Roles of Institutional Biosafety Committee – RCGM – GEAC etc. for GMO applications in food and agriculture – Environmental release of GMOs – Risk Analysis – Risk Assessment – Risk management and communication – Overview of National Regulations and relevant International Agreements including Cartegana Protocol.

UNIT V ENTREPRENEURSHIP DEVELOPMENT 9

Introduction – Entrepreneurship Concept – Entrepreneurship as a career – Entrepreneurial personality – Characteristics of successful Entrepreneur – Factors affecting entrepreneurial growth – Entrepreneurial Motivation – Competencies – Mobility – Entrepreneurship Development Programmes (EDP) - Launching Of Small Enterprise - Definition, Characteristics – Relationship between small and large units – Opportunities for an Entrepreneurial career – Role of small enterprise in economic development – Problems of small scale industries – Institutional finance to entrepreneurs - Institutional support to entrepreneurs.

TOTAL : 45 PERIODS

REFERENCES

1. Bouchoux, D.E., “Intellectual Property: The Law of Trademarks, Copyrights, Patents, and Trade Secrets for the Paralegal”, 3rd Edition, Delmar Cengage Learning, 2008.
2. Fleming, D.O. and Hunt, D.L., “Biological Safety: Principles and Practices”, 4th Edition, American Society for Microbiology, 2006.
3. Irish, V., “Intellectual Property Rights for Engineers”, 2nd Edition, The Institution of Engineering and Technology, 2005.
4. Mueller, M.J., “Patent Law”, 3rd Edition, Wolters Kluwer Law & Business, 2009.
5. Young, T., “Genetically Modified Organisms and Biosafety: A Background Paper for Decision- Makers and Others to Assist in Consideration of GMO Issues” 1st Edition, World Conservation Union, 2004.
6. S.S Khanka, “Entrepreneurial Development”, S.Chand & Company LTD, New Delhi, 2007.