

Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal

Branch- Common to All Discipline

ES301	Energy & Environmental Engineering	3L-1T-0P	4 Credits
-------	------------------------------------	----------	-----------

The objective of this Course is to provide *an introduction to energy systems and renewable energy resources, with a scientific examination of the energy field and an emphasis on alternative energy sources and their technology and application.*

Module 1: Introduction to Energy Science:

Introduction to energy systems and resources; Introduction to Energy, sustainability & the environment; Overview of energy systems, sources, transformations, efficiency, and storage; Fossil fuels (coal, oil, oil-bearing shale and sands, coal gasification) - past, present & future, Remedies & alternatives for fossil fuels - biomass, wind, solar, nuclear, wave, tidal and hydrogen; Sustainability and environmental trade-offs of different energy systems; possibilities for energy storage or regeneration (Ex. Pumped storage hydro power projects, superconductor-based energy storages, high efficiency batteries)

Module2: Ecosystems

- Concept of an ecosystem; Structure and function of an ecosystem; Producers, consumers and decomposers; Energy flow in the ecosystem; Ecological succession; Food chains, food webs and ecological pyramids; Introduction, types, characteristic features, structure and function of the following ecosystem (a.)Forest ecosystem (b) Grassland ecosystem (c) Desert ecosystem (d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Module 3: Biodiversity and its conservation

- Introduction – Definition: genetic, species and ecosystem diversity; Bio-geographical classification of India; Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values; Biodiversity at global, National and local levels; India as a mega-diversity nation; Hot-spots of biodiversity; Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts; Endangered and endemic species of India; Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

Module 4: Environmental Pollution

- Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards; Solid waste Management: Causes, effects and control measures of urban and industrial wastes; Role of an individual in prevention of pollution; Pollution case studies; Disaster management: floods, earthquake, cyclone and landslides.

Module 5: Social Issues and the Environment

- From Unsustainable to Sustainable development; Urban problems related to energy; Water conservation, rain water harvesting, watershed management; Resettlement and rehabilitation of people; its problems and concerns. Case Studies

Environmental ethics: Issues and possible solutions. Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies Wasteland reclamation; Consumerism and waste products; Environment Protection Act; Air (Prevention and Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act; Issues involved in enforcement of environmental legislation; Public awareness.

Module 6: Field work

- Visit to a local area to document environmental assets- river/forest/grassland/hill/mountain
- Visit to a local polluted site-Urban/Rural/Industrial/Agricultural
- Study of common plants, insects, birds.
- Study of simple ecosystems-pond, river, hill slopes, etc.

REFERENCE

1. Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc.
2. Clark R.S., Marine Pollution, Clarendon Press Oxford (TB).
3. Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumabai,
4. De A.K., Environmental Chemistry, Wiley Eastern Ltd.
5. Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Standards', Vol I and II, Enviro Media (R)
6. Boyle, Godfrey, Bob Everett, and Janet Ramage (Eds.) (2004), Energy Systems and Sustainability: Power for a Sustainable Future. Oxford University Press.
7. Schaeffer, John (2007), Real Goods Solar Living Sourcebook: The Complete Guide to Renewable Energy Technologies and Sustainable Living, Gaiam

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, III-Semester

CS302 Discrete Structure

Objective-This course introduces the applications of discrete mathematics in the field of computer science. It covers sets, logic, proving techniques, combinatorics, functions, relations, Graph theory and algebraic structures. These basic concepts of sets, logic functions and graph theory are applied to Boolean Algebra and logic networks while the advanced concepts of functions and algebraic structures are applied to finite state machines and coding theory.

Course Contents

Set Theory, Relation, Function, Theorem Proving Techniques : Set Theory: Definition of sets, countable and uncountable sets, Venn Diagrams, proofs of some general identities on sets Relation: Definition, types of relation, composition of relations, Pictorial representation of relation, Equivalence relation, Partial ordering relation, Job-Scheduling problem Function: Definition, type of functions, one to one, into and onto function, inverse function, composition of functions, recursively defined functions, pigeonhole principle. Theorem proving Techniques: Mathematical induction, Proof by contradiction.

Algebraic Structures: Definition, Properties, types: Semi Groups, Monoid, Groups, Abelian group, properties of groups, Subgroup, cyclic groups, Cosets, factor group, Permutation groups, Normal subgroup, Homomorphism and isomorphism of Groups, example and standard results, Rings and Fields: definition and standard results.

Propositional Logic: Proposition, First order logic, Basic logical operation, truth tables, tautologies, Contradictions, Algebra of Proposition, logical implications, logical equivalence, predicates, Normal Forms, Universal and existential quantifiers. Introduction to finite state machine Finite state machines as models of physical system equivalence machines, Finite state machines as language recognizers

Graph Theory: Introduction and basic terminology of graphs, Planer graphs, Multigraphs and weighted graphs, Isomorphic graphs, Paths, Cycles and connectivity, Shortest path in weighted graph, Introduction to Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring, chromatic number, Isomorphism and Homomorphism of graphs.

Posets, Hasse Diagram and Lattices: Introduction, ordered set, Hasse diagram of partially, ordered set,

isomorphic ordered set, well ordered set, properties of Lattices, bounded and complemented lattices.

Combinatorics: Introduction, Permutation and combination, Binomial Theorem, Multinomial Coefficients Recurrence Relation and Generating Function: Introduction to Recurrence Relation and Recursive algorithms , Linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions , Generating functions , Solution by method of generating functions.

Outcome:-After this completion student will be familiar with relational algebra, Functions and graph theory.

References:

1. C.L.Liu, "Elements of Discrete Mathematics" Tata Mc Graw-Hill Edition.
2. Trembley, J.P & Manohar; "Discrete Mathematical Structure with Application CS", McGraw Hill.
3. Kenneth H. Rosen, "Discrete Mathematics and its applications", McGraw Hill.
4. Bisht, "Discrete Mathematics", Oxford University Press
5. Biswal, "Discrete Mathematics & Graph Theory", PHI

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, III-Semester

CS303 Data Structure

1. Review of C programming language. Introduction to Data Structure: Concepts of Data and Information, Classification of Data structures, Abstract Data Types, Implementation aspects: Memory representation. Data structures operations and its cost estimation. Introduction to linear data structures- Arrays, Linked List: Representation of linked list in memory, different implementation of linked list. Circular linked list, doubly linked list, etc. Application of linked list: polynomial manipulation using linked list, etc.
2. Stacks: Stacks as ADT, Different implementation of stack, multiple stacks. Application of Stack: Conversion of infix to postfix notation using stack, evaluation of postfix expression, Recursion. Queues: Queues as ADT, Different implementation of queue, Circular queue, Concept of Dqueue and Priority Queue, Queue simulation, Application of queues.
3. Tree: Definitions - Height, depth, order, degree etc. Binary Search Tree - Operations, Traversal, Search. AVL Tree, Heap, Applications and comparison of various types of tree; Introduction to forest, multi-way Tree, B tree, B+ tree, B* tree and red-black tree.
4. Graphs: Introduction, Classification of graph: Directed and Undirected graphs, etc, Representation, Graph Traversal: Depth First Search (DFS), Breadth First Search (BFS), Graph algorithm: Minimum Spanning Tree (MST)- Kruskal, Prim's algorithms. Dijkstra's shortest path algorithm; Comparison between different graph algorithms. Application of graphs.
5. Sorting: Introduction, Sort methods like: Bubble Sort, Quick sort. Selection sort, Heap sort, Insertion sort, Shell sort, Merge sort and Radix sort; comparison of various sorting techniques. Searching: Basic Search Techniques: Sequential search, Binary search, Comparison of search methods. Hashing & Indexing. Case Study: Application of various data structures in operating system, DBMS etc.

Text Books

1. AM Tanenbaum, Y Langsam & MJ Augustein, "Data structure using C and C++", Prentice Hall India.
2. Robert Kruse, Bruce Leung, "Data structures & Program Design in C", Pearson Education.

Reference Books

1. Aho, Hopcroft, Ullman, "Data Structures and Algorithms", Pearson Education.
2. N. Wirth, "Algorithms + Data Structure = Programs", Prentice Hall.
3. Jean – Paul Tremblay, Paul Sorenson, "An Introduction to Structure with application", TMH.
4. Richard, Gilbert Behrouz, Forouzan, "Data structure – A Pseudocode Approach with C", Thomson press.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, III-Semester

CS304 Digital Systems

Unit 1: Review of number systems and number base conversions. Binary codes, Boolean algebra, Boolean functions, Logic gates. Simplification of Boolean functions, Karnaugh map methods, SOP-POS simplification, NAND-NOR implementation.

Unit 2: Combinational Logic: Half adder, Half subtractor, Full adder, Full subtractor, look-ahead carry generator, BCD adder, Series and parallel addition, Multiplexer – demultiplexer, encoder- decoder, arithmetic circuits, ALU

Unit 3 : Sequential logic: flip flops, D,T, S-R, J-K Master- Slave, racing condition, Edge & Level triggered circuits, Shift registers, Asynchronous and synchronous counters, their types and state diagrams. Semiconductor memories, Introduction to digital ICs 2716, 2732 etc. & their address decoding. Modern trends in semiconductor memories such as DRAM, FLASH RAM etc. Designing with ROM and PLA.

Unit 4 : Introduction to A/D & D/A convertors & their types, sample and hold circuits, Voltage to Frequency & Frequency to Voltage conversion. Multivibrators :Bistable, Monostable, Astable, Schmitt trigger, IC 555 & Its applications. TTL, PMOS, CMOS and NMOS logic. Interfacing between TTL to MOS.

Unit 5 : Introduction to Digital Communication: Nyquist sampling theorem, time division multiplexing, PCM, quantization error, introduction to BPSK & BFSK modulation schemes. Shannon's theorem for channel capacity.

References:

1. Morris Mano, Digital Circuits & Logic Design, PHI
2. Gothman, Digital Electronics, PHI
3. Tocci, Digital Electronics, PHI
4. Mavino & Leach, Digital Principles & Applications, PHI
5. Taub and schilling, Digital Integrated electronics.
6. Simon Haykin, Introduction to Analog & Digital Communication, Wiley.
7. Lathi B.P., Modern analog & digital communication , Oxford University.

List of Experiments:

1. To study and verify the truth tables of various Logic gates
2. To verify the properties of NAND and NOR gates as Universal Building Blocks.
3. Simplification and implementation of a Boolean function
4. Implementation of basic Boolean arithmetic logic circuits such as Half-adder, Half-subtractor, Full adder and Full subtractor
5. Conversion from Binary to Gray and Gray to Binary code
6. To construct a binary multiplier using combinational logic and to verify with the truth table
7. To verify 2-bit Magnitude comparator for all possible conditions
8. Generation of various logical functions using 8-to-1 multiplexer
9. Construction of a 4-bit ripple counter and study of its operation
10. Operation of IC-555 Timer as Monostable, Astable and Bistablemultivibrators
11. To characterize binary ladder type digital to analog (D/A) and analog to digital (A/D) convertor
12. Comparison of various Logic families
13. Design and implementation of various types of flip-flops using JK flip-flop
14. To study natural sampling of continuous time waveforms using different sampling rates
15. To study Pulse-Code modulation with Time-division multiplexing (PCM-TDM)
16. To study generation and detection of BPSK and QPSK waveforms

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, III-Semester

CS305 Object Oriented Programming & Methodology

1. Introduction to Object Oriented Thinking & Object Oriented Programming: Comparison with Procedural Programming, features of Object oriented paradigm– Merits and demerits of OO methodology; Object model; Elements of OOPS, IO processing.
2. Encapsulation and Data Abstraction- Concept of Objects: State, Behavior & Identity of an object; Classes: identifying classes and candidates for Classes Attributes and Services, Access modifiers, Static members of a Class, Instances, Message passing, and Construction and destruction of Objects.
3. Relationships – Inheritance: purpose and its types, ‘is a’ relationship; Association, Aggregation. Concept of interfaces and Abstract classes.
4. Polymorphism: Introduction, Method Overriding & Overloading, static and run time Polymorphism.
5. Strings, Exceptional handling, Introduction of Multi-threading and Data collections. Case study like: ATM, Library management system.

Text Books

1. Timothy Budd, “An Introduction to Object-Oriented Programming”, Addison-Wesley Publication, 3rd Edition.
2. Cay S. Horstmann and Gary Cornell, “Core Java: Volume I, Fundamentals”, Prentice Hall publication.

Reference Books

1. G. Booch, “Object Oriented Analysis& Design”, Addison Wesley.
2. James Martin, “Principles of Object Oriented Analysis and Design”, Prentice Hall/PTR.
3. Peter Coad and Edward Yourdon, “Object Oriented Design”, Prentice Hall/PTR.
4. Herbert Schildt, “Java 2: The Complete Reference”, McGraw-Hill Osborne Media, 7th Edition.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

CS501 Theory of Computation

COURSE OBJECTIVE

- To understand computability, decidability, and complexity through problem solving.
- To analyse and design abstract model of computation & formal languages
- To understand and conduct mathematical proofs for computation and algorithms.

Unit-I

Introduction of Automata Theory: Examples of automata machines, Finite Automata as a language acceptor and translator, Moore machines and mealy machines, composite machine, Conversion from Mealy to Moore and vice versa.

Unit-II

Types of Finite Automata: Non Deterministic Finite Automata (NFA), Deterministic finite automata machines, conversion of NFA to DFA, minimization of automata machines, regular expression, Arden's theorem. Meaning of union, intersection, concatenation and closure, 2 way DFA.

Unit-III

Grammars: Types of grammar, context sensitive grammar, and context free grammar, regular grammar. Derivation trees, ambiguity in grammar, simplification of context free grammar, conversion of grammar to automata machine and vice versa, Chomsky hierarchy of grammar, killing null and unit productions. Chomsky normal form and Greibach normal form.

Unit-IV

Push down Automata: example of PDA, deterministic and non-deterministic PDA, conversion of PDA into context free grammar and vice versa, CFG equivalent to PDA, Petri net model.

Unit-V

Turing Machine: Techniques for construction. Universal Turing machine Multitape, multihead and multidimensional Turing machine, N-P complete problems. Decidability and Recursively Enumerable Languages, decidability, decidable languages, undecidable languages, Halting problem of Turing machine & the post correspondence problem.

RECOMMENDED BOOKS

- Introduction to Automata Theory Language & Computation, Hopcroft& Ullman, Narosa Publication.
- Element of the Theory Computation, Lewis &Christors, Pearson.
- Theory of Computation, Chandrasekhar & Mishra, PHI.
- Theory of Computation, Wood, Harper & Row.
- Introduction to Computing Theory, Daniel I-A Cohen, Wiley.

COURSE OUTCOMES

After completion of this course, the students would be able to:

CO1.explain the basic concepts of switching and finite automata theory & languages.

CO2.relate practical problems to languages, automata, computability and complexity.

CO3.construct abstract models of computing and check their power to recognize the languages.

CO4.analyse the grammar, its types, simplification and normal form.

CO5.interpret rigorously formal mathematical methods to prove properties of languages, grammars and automata.

CO6.develop an overview of how automata theory, languages and computation are applicable in engineering application.

LIST OF EXPERIMENTS

1. Design a Program for creating machine that accepts three consecutive one.
2. Design a Program for creating machine that accepts the string always ending with 101.
3. Design a Program for Mode 3 Machine
4. Design a program for accepting decimal number divisible by 2.

5. Design a program for creating a machine which accepts string having equal no. of 1's and 0's.
6. Design a program for creating a machine which count number of 1's and 0's in a given string.
7. Design a Program to find 2's complement of a given binary number.
8. Design a Program which will increment the given binary number by 1.
9. Design a Program to convert NFA to DFA.
10. Design a Program to create PDA machine that accept the well-formed parenthesis.
11. Design a PDA to accept WCW^R where w is any string and W^R is reverse of that string and C is a Special symbol.
12. Design a Turing machine that's accepts the following language $a^n b^n c^n$ where $n > 0$.

COURSE OUTCOMES

After completion of this course, the students would be able to:

- CO1:** judge various computational models.
- CO2:** construct abstract models of computing.
- CO3:** justify the power of abstract models in computing to recognize the languages.
- CO4:** demonstrate analytical thinking and intuition for problem solving in the related areas.
- CO5:** discuss the limitations of computation in problemsolving.
- CO6:** follow set of rules for syntax verification.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

CS502 Database Management Systems

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

1. Understand the different issues involved in the design and implementation of a database system.
2. Study the physical and logical database designs, database modeling, relational, hierarchical, and network models
3. Understand and use data manipulation language to query, update, and manage a database
4. Develop an understanding of essential DBMS concepts such as: database security, integrity, concurrency,
5. Design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.
6. Evaluate a business situation and designing & building a database applications

Unit I

DBMS Concepts and architecture Introduction, Database approach v/s Traditional file accessing approach, Advantages, of database systems, Data models, Schemas and instances, Data independence, Data Base Language and interfaces, Overall Database Structure, Functions of DBA and designer, ER data model: Entities and attributes, Entity types, Defining the E-R diagram, Concept of Generalization, Aggregation and Specialization. transforming ER diagram into the tables. Various other data models object oriented data Model, Network data model, and Relational data model, Comparison between the three types of models.

Unit II

Relational Data models: Domains, Tuples, Attributes, Relations, Characteristics of relations, Keys, Key attributes of relation, Relational database, Schemas, Integrity constraints. Referential integrity, Intension and Extension, Relational Query languages: SQL-DDL, DML, integrity constraints, Complex queries, various joins, indexing, triggers, assertions, Relational algebra and relational calculus, Relational algebra operations like select, Project, Join, Division, outer union. Types of relational calculus i.e. Tuple oriented and domain oriented relational calculus and its operations.

Unit III

Data Base Design: Introduction to normalization, Normal forms, Functional dependency, Decomposition, Dependency preservation and lossless join, problems with null valued and dangling tuples, multivalued dependencies. Query Optimization: Introduction, steps of optimization, various algorithms to implement select, project and join operations of relational algebra, optimization methods: heuristic based, cost estimation based.

Unit IV

Transaction Processing Concepts: -Transaction System, Testing of Serializability, Serializability of schedules, conflict & view serializable schedule, recoverability, Recovery from transaction failures. Log based recovery. Checkpoints deadlock handling. Concurrency

Control Techniques: Concurrency Control, locking Techniques for concurrency control, time stamping protocols for concurrency control, validation based protocol, multiple granularity. Multi version schemes, Recovery with concurrent transaction. Introduction to Distributed databases, data mining, data warehousing, Object Technology and DBMS, Comparative study of OODBMS Vs DBMS . Temporal, Deductive, Multimedia, Web & Mobile database.

Unit V

Study of Relational Database Management Systems through Oracle/PL SQL

QL/MySQL: Architecture, physical files, memory structures, background process. Concept of table spaces, segments, extents and block. Dedicated server, multi threaded server. Distributed database, database links, and snapshot. Data dictionary, dynamic performance view. Security, role management, privilege management, profiles, invoker defined security model. SQL queries, Data extraction from single, multiple tables equi- join, non equi-join, self -join, outer join. Usage of like, any, all, exists, in Special operators. Hierarchical quires, inline queries, flashback queries. Introduction of ANSI SQL, anonymous block, nested anonymous block, branching and looping constructs in ANSI SQL. Cursor management: nested and parameterized cursors, Oracle exception handling mechanism. Stored procedures, in, out, in out type parameters, usage of parameters in procedures. User defined functions their limitations. Triggers, mutating errors, instead of triggers.

Suggested list of experiments:- Lab Assignments:

1. Delete duplicate row from the table.
2. Display the alternate row from table.
3. Delete alternate row from table.
4. Update multiple rows in using single update statement.
5. Find the third highest paid and third lowest paid salary.
6. Display the 3rd, 4th, 9th rows from table.
7. Display the ename, which is start with j, k, l or m.
8. Show all employees who were hired the first half of the month.
9. Display the three record in the first row and two records in the second row and one record in the third row in a single sql statements.
10. Write a sql statements for rollback commit and save points.
11. Write a pl/sql for select, insert, update and delete statements.
12. Write a pl/sql block to delete a record. If delete operation is successful return 1 else return 0.
13. Display name, hire date of all employees using cursors.
14. Display details of first 5 highly paid employees using cursors.
15. Write a database trigger which fires if you try to insert, update, or delete after 7'o' clock.
16. Write a data base trigger, which acts just like primary key and does not allow duplicate values.
17. Create a data base trigger, which performs the action of the on delete cascade.
18. Write a data base trigger, which should not delete from emp table if the day is Sunday.
19. In this subject the students are supposed to prepare a small database application in complete semester like financial accounting system, Railway reservation system, institute timetable management system. Student record system, library management system, hospital management system etc. in RDBMS as follows:

Section A:

Solving the case studies using ER datamodel (design of the database)

Section B:

Implement a miniproject for the problem taken in section A.

Suggested Reading:-

1. Date C J, "An Introduction To Database System", Pearson Educations
2. Korth, Silbertz, Sudarshan, "Fundamental of Database System", McGraw Hill
3. Rob, " Data Base System: Design Implementation & Management", Cengage Learning
4. Elmasri, Navathe, "Fundamentals Of Database Systems", Pearson Educations
- 5 . Atul Kahate , " Introduction to Database Management System", Pearson Educations
6. Oracle 9i Database Administration Fundamental-I, Volume I, Oracle Press, TMH.
7. Paneerselvam, "Data Base Management System", PHI Learning
8. dev.mysql.com
9. www.postgresql.org

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Departmental Elective CS- 503 (A) Data Analytics

UNIT-I:

DESCRIPTIVE STATISTICS :Probability Distributions, Inferential Statistics ,Inferential Statistics through hypothesis tests Regression & ANOVA ,Regression ANOVA(Analysis of Variance)

UNIT-II:

INTRODUCTION TO BIG DATA: Big Data and its Importance, Four V's of Big Data, Drivers for Big Data, Introduction to Big Data Analytics, Big Data Analytics applications.

BIG DATA TECHNOLOGIES: Hadoop's Parallel World, Data discovery, Open source technology for Big Data Analytics, cloud and Big Data, Predictive Analytics, Mobile Business Intelligence and Big Data, Crowd Sourcing Analytics, Inter- and Trans-Firewall Analytics, Information Management.

UNIT-III:

PROCESSING BIG DATA: Integrating disparate data stores, Mapping data to the programming framework, Connecting and extracting data from storage, Transforming data for processing, subdividing data in preparation for Hadoop Map Reduce.

UNIT-IV:

HADOOP MAPREDUCE: Employing Hadoop Map Reduce, Creating the components of Hadoop Map Reduce jobs, Distributing data processing across server farms, Executing Hadoop Map Reduce jobs, monitoring the progress of job flows, The Building Blocks of Hadoop Map Reduce Distinguishing Hadoop daemons, Investigating the Hadoop Distributed File System Selecting appropriate execution modes: local, pseudo-distributed, fully distributed.

UNIT-V:

BIG DATA TOOLS AND TECHNIQUES: Installing and Running Pig, Comparison with Databases, Pig Latin, User- Define Functions, Data Processing Operators, Installing and Running Hive, Hive QL, Querying Data, User-Defined Functions, Oracle Big Data.

REFERENCES:

1. Michael Minelli, Michehe Chambers, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Business", 1st Edition, Ambiga Dhiraj, Wiely CIO Series, 2013.
2. Arvind Sathi, "Big Data Analytics: Disruptive Technologies for Changing the Game", 1st Edition, IBM Corporation, 2012.1. Rajaraman, A., Ullman, J. D., Mining of Massive Datasets, Cambridge University Press, United Kingdom, 2012

3. Berman, J.J., Principles of Big Data: Preparing, Sharing and Analyzing Complex Information, Morgan Kaufmann, 2014
4. Barlow, M., Real-Time Big Data Analytics: Emerging Architecture, O Reilly, 2013
5. Schonberger, V.M. , Kenneth Cukier, K., Big Data, John Murray Publishers, 2013
6. Bill Franks, “Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics”, 1st Edition, Wiley and SAS Business Series, 2012.

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Departmental Elective CS- 503 (B) Pattern Recognition

Unit-I

Introduction – Definitions, data sets for Pattern, Application Areas and Examples of pattern recognition, Design principles of pattern recognition system, Classification and clustering, supervised Learning, unsupervised learning and adaptation, Pattern recognition approaches, Decision Boundaries, Decision region , Metric spaces, distances.

Unit -II

Classification: introduction, application of classification, types of classification, decision tree, naïve bayes, logistic regression , support vector machine, random forest, K Nearest Neighbour Classifier and variants, Efficient algorithms for nearest neighbour classification, Different Approaches to Prototype Selection, Combination of Classifiers, Training set, test set, standardization and normalization.

Unit – III

Different Paradigms of Pattern Recognition, Representations of Patterns and Classes, Unsupervised Learning & Clustering: Criterion functions for clustering, Clustering Techniques: Iterative square -error partitional clustering – K means, hierarchical clustering, Cluster validation.

Unit -IV

introduction of feature extraction and feature selection, types of feature extraction , Problem statement and Uses, Algorithms - Branch and bound algorithm, sequential forward / backward selection algorithms, (l,r) algorithm.

Unit -V

Recent advances in Pattern Recognition, Structural PR, SVMs, FCM, Soft computing and Neuro-fuzzy techniques, and real-life examples, Histograms rules, Density Estimation, Nearest Neighbor Rule, Fuzzy classification.

REFERENCE BOOKS:

1. Richard O. Duda, Peter E. Hart and David G. Stork, “Pattern Classification”, 2nd Edition, John Wiley, 2006.
2. C. M. Bishop, “Pattern Recognition and Machine Learning”, Springer, 2009.
3. S. Theodoridis and K. Koutroumbas, “Pattern Recognition”, 4th Edition, academic Press, 2009.
4. Robert Schalkoff, “pattern Recognition: statistical, structural and neural approaches”, JohnWiley & sons , Inc, 2007.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Departmental Elective CS- 503 (C) Cyber Security

UNIT 1

Introduction of Cyber Crime, Challenges of cyber crime, Classifications of Cybercrimes: E-Mail Spoofing, Spamming, Internet Time Theft, Salami attack/Salami Technique,

UNIT 2

Web jacking, Online Frauds, Software Piracy, Computer Network Intrusions, Password Sniffing, Identity Theft, cyber terrorism, Virtual Crime, Perception of cyber criminals: hackers, insurgents and extremist group etc. Web servers were hacking, session hijacking.

UNIT 3

Cyber Crime and Criminal justice: Concept of Cyber Crime and the IT Act, 2000, Hacking, Teenage Web Vandals, Cyber Fraud and Cheating, Defamation, Harassment and E-mail Abuse, Other IT Act Offences, Monetary Penalties, jurisdiction and Cyber Crimes, Nature of Criminality, Strategies to tackle Cyber Crime and Trends.

UNIT 4

The Indian Evidence Act of 1872 v. Information Technology Act, 2000: Status of Electronic Records as Evidence, Proof and Management of Electronic Records; Relevancy, Admissibility and Probative Value of E-Evidence, Proving Digital Signatures, Proof of Electronic Agreements, Proving Electronic Messages.

UNIT 5

Tools and Methods in Cybercrime: Proxy Servers and Anonymizers, Password Cracking, Key loggers and Spyware, virus and worms, Trojan Horses, Backdoors, DoS and DDoS Attacks, Buffer and Overflow, Attack on Wireless Networks, Phishing : Method of Phishing, Phishing Techniques.

Suggested Books:

1. Principles of Cyber crime, Jonathan Clough Cambridge University Press
2. John R. Vacca, Computer Forensics:Computer Crime Scene Investigation, 2nd Edition, Charles River Media, 2005
3. Cyber Law Simplified, VivekSood, Pub: TMH.
4. Cyber Security by Nina Godbole, SunitBelapure Pub: Wiley-India
5. Information Warfare: Corporate attack and defense in digital world, William Hutchinson, Mathew Warren, Elsevier.
6. Cyber Laws and IT Protection, Harish Chander, Pub:PHI.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Open Elective CS- 504 (A) Internet and Web Technology

After completion of the course students will be able to

1. Describe the concepts of WWW including browser and HTTP protocol.
2. List the various HTML tags and use them to develop the user friendly web pages.
3. Define the CSS with its types and use them to provide the styles to the webpages at various levels.
4. Develop the modern web pages using the HTML and CSS features with different layouts as per need of applications.
5. Use the JavaScript to develop the dynamic web pages.
6. Use server side scripting with PHP to generate the web pages dynamically using the database connectivity.
7. Develop the modern Web applications using the client and server side technologies and the web design fundamentals.

UNIT 01

Introduction: Concept of WWW, Internet and WWW, HTTP Protocol : Request and Response, Web browser and Web servers, Features of Web 2.0 Web Design: Concepts of effective web design, Web design issues including Browser, Bandwidth and Cache, Display resolution, Look and Feel of the Web site, Page Layout and linking, User centric design, Sitemap, Planning and publishing website, Designing effective navigation.

UNIT 02

HTML : Basics of HTML, formatting and fonts, commenting code, color, hyperlink, lists, tables, images, forms, XHTML, Meta tags, Character entities, frames and frame sets, Browser architecture and Web site structure. Overview and features of HTML5

UNIT 03

Style sheets : Need for CSS, introduction to CSS, basic syntax and structure, using CSS, background images, colors and properties, manipulating texts, using fonts, borders and boxes, margins, padding lists, positioning using CSS, CSS2, Overview and features of CSS3
JavaScript : Client side scripting with JavaScript, variables, functions, conditions, loops and repetition, Pop up boxes, Advance JavaScript: Javascript and objects, JavaScript own objects, the DOM and web browser environments, Manipulation using DOM, forms and validations, DHTML : Combining HTML, CSS and Javascript, Events and buttons

UNIT 04

XML : Introduction to XML, uses of XML, simple XML, XML key components, DTD and Schemas, Using XML with application. Transforming XML using XSL and XSLT
PHP: Introduction and basic syntax of PHP, decision and looping with examples, PHP and HTML, Arrays, Functions, Browser control and detection, string, Form processing, Files, Advance Features: Cookies and Sessions, Object Oriented Programming with PHP

UNIT 05

PHP and MySQL: Basic commands with PHP examples, Connection to server, creating database, selecting a database, listing database, listing table names, creating a table, inserting data, altering tables, queries, deleting database, deleting data and tables, PHP myadmin and database bugs

Reference Books:

1. Developing Web Applications, Ralph Moseley and M. T. Savaliya, Wiley-India
2. Web Technologies, Black Book, dreamtech Press
3. HTML 5, Black Book, dreamtech Press
4. Web Design, Joel Sklar, Cengage Learning
5. Developing Web Applications in PHP and AJAX, Harwani, McGrawHill
6. Internet and World Wide Web How to program, P.J. Deitel & H.M. Deitel, Pearson

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Open Elective CS- 504 (B) Object Oriented Programming

Unit-I

Basics of programming: Character set, Constants, Variables, keywords, identifiers literals. Instructions: Type Declaration Instruction, arithmetic Integer Long Short, Signed unsigned, storage classes, Integer and Float Conversions, type conversion in assignment, hierarchy of operations.

Unit –II

Decision control structure: control instructions, if, if-else, use of logical operator, hierarchy of logical operators, arithmetic operators, relational operators, assignment operators, increment and decrement operators, conditional operators, bit wise operators, special operators, "& , * , , > , "sizeof" Loops control structure: while loop, for loop, do – while loop, odd loop, nested loop, break, continue, case control structure, go to, exit statement.

Unit-III

Array: what are arrays , array initialization, bound checking 1D array, 2D array initialization of 1D and 2D array, memory map of 1D and 2D array, Multidimensional array. Strings: what are strings, standard library string function strlen(), strcpy(), strcat(), strcmp(), 2D array of characters.

Unit-IV

Structure: Why use structure, declaration of structure, accessing structure elements, how structure elements are stored, array of structure, uses of structure. Preprocessor: features of Preprocessor, macro expansion, macro with arguments, file inclusion, conditional, #if, #elif, miscellaneous directives, #include, #define, directives, #undef, #pragma directives. Union: Union definition & declaration, accessing a union member, union of structures, initialization of union member, uses of union, use of user defined data types.

Unit-V

Introduction: Basic concepts of OOP: object, class, data abstraction, data encapsulation, inheritance, polymorphism, Static and dynamic binding, message passing, benefits of OOP's, disadvantage of OOP's, application of OOP's, a simple program, anatomy of program, creating a source file, compiling and Linking.

References:

1. David Parsons; Object oriented programming with C++; BPB publication
2. Object oriented programming in C++ by Robert Lafore: Galgotia
3. Balagurusamy; Object oriented programming with C++; TMH
4. Java Complete Reference: Herbert Schildt, Mc Graw Hill
5. Hubbard; Programming in C++ (Schaum); TMH
6. Mastering C++ by Venugopal, TMH

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

Open Elective CS- 504 (C) Introduction to Database Management Systems

Unit 1: Database Management System Concepts: Introduction, Significance of Database, Database System Applications; Data Independence; Data Modeling for a Database; Entities and their Attributes, Entities, Attributes, Relationships and Relationships Types, Advantages and Disadvantages of Database Management System, DBMS Vs RDBMS.

Unit 2: Database Models and Implementation: Data Model and Types of Data Model, Relational Data Model, Hierarchical Model, Network Data Model, Object/Relational Model, Object-Oriented Model; Entity-Relationship Model, Modeling using E-R Diagrams, Notation used in E-R Model, Relationships and Relationship Types; Associative Database Model

Unit 3 : SQL : Data Definition Language : Categories of SQL Commands; Data Definition Language ; Create table , Drop table and Alter Table . Primary Key , Foreign Key, Truncate Table, Index, Cursor.

UNIT 4 : SQL DML :Data Manipulation Language, Insert Statement, Multiple Inserts, Delete Statement, Delete with conditions , Update statement, Update with Conditions , Merge Statement,

UNIT 5 SELECT . SQL queries, Data extraction from single, multiple tables equi-join, non equi-join, self-join, outer join. Usage of like, any, all, exists, in Special operators. Hierarchical queries, inline queries, flashback queries. Introduction of ANSI SQL, anonymous block, nested anonymous block, branching and looping constructs in ANSI SQL.

Suggested Reading:-

1. Date C J, “An Introduction To Database System”, Pearson Educations
2. Korth, Silbertz,Sudarshan, “Fundamental of Database System”, McGraw Hill
3. Rob, “ Data Base System:Design Implementation & Management”, Cengage Learning
4. Elmasri, Navathe, “Fundamentals Of Database Systems”, Pearson Educations
- 5 . Atul Kahate , “ Introduction to Database Management System”, Pearson Educations
6. Oracle 9i Database Administration Fundamental-I, Volume I, Oracle Press,TMH.
7. Paneerselvam,”DataBase Management System”, PHI Learning

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

CS505 Linux (LAB)

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

1. Understand the system calls
2. Compare between ANSI C AND C++ AND POSIX standards
3. Mapping the relationship between UNIX Kernel support for files
4. Understand Kernel support for process creation and termination and memory allocation

Overview of Unix/Linux:-

Concepts, Unix/Linux Installation Process, Hardware Requirements for Unix/Linux, Advantages of Unix/Linux, Reasons for Popularity and Success of Linux/Unix Operating System, Features of Linux/Unix Operating System, Kernel, Kernel Functions,

The Shell Basic Commands, Shell Programming:-

Shell Variables, Branching Control Structures, Loop-Control Structure, Continue and break Statements, Sleep Command, Debugging Script. Use of Linux as web-server, file server, directory server, application server, DNS server, SMTP server, Firewall, Proxy server.

File System: -

Definition of File System, Defining Geometry, Disk Controller, Solaris File System, Disk Based File Systems, Network-Based File Systems, Virtual File systems, UFS File System, The Boot Block, The Super Block, The Inode, Tuning File System, Repairing File System.

Process Control:-

Viewing a Process, Command to display Process, Process Attributes, Process States, Process Fields, PS Commands options, PGREP, PRSTAT, CDE Process Manager, Scheduling Process, Scheduling Priorities, Changing the Priority of a time-sharing process, Killing Process.

System Security:-

Physical Security, Controlling System Access, Restricted Shells Controlling File Access, File Access Commands, Access Control List(ACLs), Setting ACL Entries, Modifying ACL entries on a file, Deleting ACL entries on a file, Restricting FTP, Securing Super User Access, Restricting Root Access, Monitoring super user Access, TCP Wrappers.

Dynamic Host Configuration Protocol: -

Introduction, DHCP Leased Time, DHCP Scopes, DHCP IP Address, Allocation Types, Planning DHCP Deployment, DHCP Configuration files, Automatic Startup of DHCP Server, Configuration of DHCP Clients, Manually Configuring the DHCP.

Case Study: -

Installation of Linux, Customization of Linux, Installation of SAMBA, APACHE, TOMCAT, Send MAIL, Postfix, Implementation of DNS, LDAP services, Firewall, Proxy server

List of Experiments:-

1. To Study basic & User status Unix/Linux Commands.
2. Study & use of commands for performing arithmetic operations with Unix/Linux.
3. Create a file called wlcc.txt with some lines and display how many lines, words and characters are present in that file.
4. Append ten more simple lines to the wlcc.txt file created above and split the appended file into 3 parts. What will be the names of these split files? Display the contents of each of these files. How many lines will be there on the last file?
5. Given two files each of which contains names of students. Create a program to display only those names that are found on both the files.
6. Create a program to find out the inode number of any desired file.
7. Study & use of the Command for changing file permissions.
8. Write a pipeline of commands, which displays on the monitor as well as saves the information about the number of users using the system at present on a file called users.ux.
9. Execute shell commands through vi editor.
10. Installation, Configuration & Customizations of Unix/Linux.
11. Write a shell script that accepts any number of arguments and prints them in the reverse order.
12. Write a shell script to find the smallest of three numbers that are read from the keyboard.
13. Write a shell script that reports the logging in of a specified user within one minute after he/she logs in. The script automatically terminates if the specified user does not login during a specified period of time.
14. Installation of SAMBA, APACHE, TOMCAT.
15. Implementation of DNS, LDAP services,
16. Study & installation of Firewall & Proxy server

Suggested Reading:

1. Venkatesh Murthy, "Introduction to Unix & Shell", Pearson Edu
2. Forouzan, "Unix & Shell Programming", Cengage Learning
3. Sumitab Das, "Unix Concept & Application", TMH
4. Gopalan, Shivaselvan, "Beginners Guide to Unix " PHI Learning
5. Venkateshwavle, "Linux Programming Tools Unveil`ed", BS Publication.
6. Richard Peterson, "Linux Complete Reference", TMH
7. Richard Peterson, "Unix Complete Reference", TMH

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, V-Semester

CS506- Python

List of Experiments (Please Expand it):

1. To write a Python program to find GCD of two numbers.
2. To write a Python Program to find the square root of a number by Newton's Method.
3. To write a Python program to find the exponentiation of a number.
4. To write a Python Program to find the maximum from a list of numbers.
5. To write a Python Program to perform Linear Search
6. To write a Python Program to perform binary search.
7. To write a Python Program to perform selection sort.
8. To write a Python Program to perform insertion sort.
9. To write a Python Program to perform Merge sort.
10. To write a Python program to find first n prime numbers.
11. To write a Python program to multiply matrices.
12. To write a Python program for command line arguments.
13. To write a Python program to find the most frequent words in a text read from a file.
14. To write a Python program to simulate elliptical orbits in Pygame.
15. To write a Python program to bouncing ball in Pygame.

References:

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

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

CS701 Software Architectures

Pre-Requisite: Software Engineering

Course Outcomes:

After completing the course student should be able to:

1. Describe the Fundamentals of software architecture, qualities and terminologies.
2. Understand the fundamental principles and guidelines for software architecture design, architectural styles, patterns, and frameworks.
3. Use implementation techniques of Software architecture for effective software development.
4. Apply core values and principles of software architectures for enterprise application development.

Course Contents:

Unit 1. Overview of Software development methodology and software quality model, different models of software development and their issues. Introduction to software architecture, evolution of software architecture, software components and connectors, common software architecture frameworks, Architecture business cycle – architectural patterns – reference model.

Unit 2. Software architecture models: structural models, framework models, dynamic models, process models. Architectures styles: dataflow architecture, pipes and filters architecture, call-and return architecture, data-centered architecture, layered architecture, agent based architecture, Micro-services architecture, Reactive Architecture, Representational state transfer architecture etc.

Unit 3. Software architecture implementation technologies: Software Architecture Description Languages (ADLs), Struts, Hibernate, Node JS, Angular JS, J2EE – JSP, Servlets, EJBs; middleware: JDBC, JNDI, JMS, RMI and CORBA etc. Role of UML in software architecture.

Unit 4. Software Architecture analysis and design: requirements for architecture and the life-cycle view of architecture design and analysis methods, architecture-based economic analysis: Cost Benefit Analysis Method (CBAM), Architecture Tradeoff Analysis Method (ATAM). Active Reviews for Intermediate Design (ARID), Attribute Driven Design method (ADD), architecture reuse, Domain –specific Software architecture.

Unit 5. Software Architecture documentation: principles of sound documentation, refinement, context diagrams, variability, software interfaces. Documenting the behavior of software elements and software systems, documentation package using a seven-part template.

Text Books

1. Bass, L., P. Clements, and R. Kazman, “Software Architecture in Practice”, Second Edition, Prentice-Hall.
2. Jim Keogh, “J2EE – Complete Reference”, Tata McGraw Hill.
3. Dikel, David, D. Kane, and J. Wilson, “Software Architecture: Organizational Principles and Practices”, Prentice-Hall.

Reference Books

1. Bennett, Douglas, "Designing Hard Software: The Essential Tasks", Prentice-Hall, 1997.
2. Clements, Paul, R. Kazman, M. Klein, "Evaluating Software Architectures: Methods and Case Studies", Addison Wesley, 2001.
3. Albin, S. "The Art of Software Architecture", Indiana: Wiley, 2003.
4. Robert Mee, and Randy Stafford, "Patterns of Enterprise Application Architecture", Addison-Wesley, 2002.
5. Witt, B., T. Baker and E. Meritt, "Software Architecture and Design: Principles, Models and Methods", Nostrand Reinhold, 1994.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Departmental Elective – CS702 (A) Computational Intelligence

Course Outcomes:

After completing the course student should be able to:

1. Describe in-depth about theories, methods, and algorithms in computation Intelligence.
2. Compare and contrast traditional algorithms with nature inspired algorithms.
3. Examine the nature of a problem at hand and determine whether a computation intelligent technique/algorithm can solve it efficiently enough.
4. Design and implement Computation Intelligence algorithms and approaches for solving real-life problems.

Course Contents:

Unit1: Introduction to Computational Intelligence; types of Computational Intelligence, components of Computational Intelligence. Concept of Learning/Training model. Parametric Models, Nonparametric Models. Multilayer Networks: Feed Forward network, Feedback network.

Unit2. Fuzzy Systems: Fuzzy set theory: Fuzzy sets and operations, Membership Functions, Concept of Fuzzy relations and their composition, Concept of Fuzzy Measures; Fuzzy Logic: Fuzzy Rules, Inferencing; Fuzzy Control - Selection of Membership Functions, Fuzzyfication, Rule Based Design & Inferencing, Defuzzyfication.

Unit3. Genetic Algorithms: Basic Genetics, Concepts, Working Principle, Creation of Offsprings, Encoding, Fitness Function, Selection Functions, Genetic Operators-Reproduction, Crossover, Mutation; Genetic Modeling, Benefits.

Unit4. Rough Set Theory - Introduction, Fundamental Concepts, Set approximation, Rough membership, Attributes, Optimization. Hidden Markov Models, Decision tree model.

Unit5. Introduction to Swarm Intelligence, Swarm Intelligence Techniques: Ant Colony Optimization, Particle Swarm Optimization, Bee Colony Optimization etc. Applications of Computational Intelligence.

Recommended Books:

1. Russell C. Eberhart and Yuhui Shi, Computational Intelligence: Concepts to Implementations, Morgan Kaufmann Publishers.
2. Andries P. Engelbrecht, Computational Intelligence: An Introduction, Wiley Publishing.
3. Simon Haykin, Neural Networks: A Comprehensive Foundation, Prentice Hall.
4. David E. Goldberg, Genetic Algorithm in Search Optimization and Machine Learning, Pearson Education.
5. Jagdish Chand Bansal, Pramod Kumar Singh, Nikhil R. Pal, Evolutionary and Swarm Intelligence Algorithms, Springer Publishing, 2019.
6. S. Rajeskaran, G.A. VijaylakshmiPai, "Neural Networks, Fuzzy Logic, Genetic Algorithms Synthesis and Applications".
7. J.S. Roger Jang, C.T.Sun, E. Mizutani, "Neuro-Fuzzy and Soft Computing: A Computational Approach to Learning & Machine Intelligence", PHI, 2002.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Departmental Elective – CS702 (B) Deep & Reinforcement Learning

Pre-Requisite: Machine Learning

Course Outcomes:

After completing the course student should be able to:

5. Describe in-depth about theories, models and algorithms in machine learning.
6. Compare and contrast different learning algorithms with parameters.
7. Examine the nature of a problem at hand and find the appropriate learning algorithms and it's parameters that can solve it efficiently enough.
8. Design and implement of deep and reinforcement learning approaches for solving real-life problems.

Course Contents:

Unit 1: History of Deep Learning, McCulloch Pitts Neuron, Thresholding Logic, Activation functions, Gradient Descent (GD), Momentum Based GD, Nesterov Accelerated GD, Stochastic GD, AdaGrad, RMSProp, Adam, Eigenvalue Decomposition. Recurrent Neural Networks, Backpropagation through time (BPTT), Vanishing and Exploding Gradients, Truncated BPTT, GRU, LSTMs, Encoder Decoder Models, Attention Mechanism, Attention overimages.

Unit 2: Autoencoders and relation to PCA, Regularization in autoencoders, Denoising autoencoders, Sparse autoencoders, Contractive autoencoders, Regularization: Bias Variance Tradeoff, L2 regularization, Early stopping, Dataset augmentation, Parameter sharing and tying, Injecting noise at input, Ensemble methods, Dropout, Batch Normalization, Instance Normalization, Group Normalization.

Unit 3: Greedy Layerwise Pre-training, Better activation functions, Better weight initialization methods, Learning Vectorial Representations Of Words, Convolutional Neural Networks, LeNet, AlexNet, ZF-Net, VGGNet, GoogLeNet, ResNet, Visualizing Convolutional Neural Networks, Guided Backpropagation, Deep Dream, Deep Art, Recent Trends in Deep Learning Architectures.

Unit 4: Introduction to reinforcement learning(RL), Bandit algorithms – UCB, PAC, Median Elimination, Policy Gradient, Full RL & MDPs, Bellman Optimality, Dynamic Programming - Value iteration, Policy iteration, and Q-learning & Temporal Difference Methods, Temporal-Difference Learning, Eligibility Traces, Function Approximation, Least Squares Methods

Unit 5: Fitted Q, Deep Q-Learning , Advanced Q-learning algorithms , Learning policies by imitating optimal controllers , DQN & Policy Gradient, Policy Gradient Algorithms for Full RL, Hierarchical RL, POMDPs, Actor-Critic Method, Inverse reinforcement learning, Maximum Entropy Deep Inverse Reinforcement Learning, Generative Adversarial Imitation Learning, Recent Trends in RL Architectures.

Text Books:

1. Deep Learning, An MIT Press book, Ian Goodfellow and YoshuaBengio and Aaron Courville
2. Pattern Classification- Richard O. Duda, Peter E. Hart, David G. Stork, John Wiley & Sons Inc.
3. Reinforcement Learning: An Introduction, Sutton and Barto, 2nd Edition.
4. Reinforcement Learning: State-of-the-Art, Marco Wiering and Martijn van Otterlo, Eds

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Departmental Elective – CS702 (C) Wireless & Mobile Computing

COURSE OUTCOMES:

Students should be able to:

CO1: Design and create traditional networks

CO2: Understand the different issues in MAC and routing issues in multi hop wireless and ad-hoc networks and existing solutions for the same.

CO3: Evaluate the transport layer issues in wireless networks due to error's and mobility of nodes and understand existing solutions for the same.

CO4: Explain the architecture of GSM.

CO5: Discuss the services, emerging issues and future trends in M-Commerce.

Unit 1: Review of traditional networks: Review of LAN, MAN, WAN, Intranet, Internet, and interconnectivity devices: bridges, Routers etc. Review of TCP/IP Protocol Architecture: ARP/RARP, IP addressing, IP Datagram format and its Delivery, Routing table format, ICMP Messages, Subnetting, Supernetting and CIDR, DNS. NAT: Private addressing and NAT, SNAT, DNAT, NAT and firewalls, VLANS: Concepts, Comparison with Real LANS, Type of VLAN, Tagging, IPV6: address structure, address space and header.

Unit 2: Study of traditional routing and transport: Routing Protocols: BGP- Concept of hidden network and autonomous system, An Exterior gateway protocol, Different messages of BGP. Interior Gateway protocol: RIP, OSPF. Multiplexing and ports, TCP: Segment format, Sockets, Synchronization, Three Way Hand Shaking, Variable window size and Flow control, Timeout and Retransmission algorithms, Connection Control, Silly window Syndrome. Example of TCP: Tahoe, Reno, Sack etc. UDP: Message Encapsulation, Format and Pseudo header.

Unit 3: Wireless LAN: Transmission Medium For WLANs, MAC problems, Hidden and Exposed terminals, Near and Far terminals, Infrastructure and Ad hoc Networks, IEEE 802.11- System arch, Protocol arch, Physical layer, Concept of spread spectrum, MAC and its management, Power management, Security. Mobile IP: unsuitability of Traditional IP; Goals, Terminology, Agent advertisement and discovery, Registration, Tunneling techniques. Ad hoc network routing: Ad hoc Network routing v/s Traditional IP routing, types of routing protocols, Examples: OADV, DSDV, DSR, ZRP etc.

Unit 4: Mobile transport layer: unsuitability of Traditional TCP; I-TCP, S-TCP, M-TCP. Wireless Cellular networks: Cellular system, Cellular networks v/s WLAN, GSM – Services, system architecture, Localization and calling, handover and Roaming.

Unit 5: Mobile Device Operating Systems: Special Constraints & Requirements, Commercial Mobile Operating Systems. Software Development Kit: iOS, Android etc. MCommerce : Structure , Pros & Cons, Mobile Payment System , Security Issues

TEXT BOOKS RECOMMENDED:

1. Comer, "Internetworking with TCP/ IP Vol-I", 5th edition, Addison Wesley, 2006.
2. Jochen Schiller "Mobile communication", 2nd edition, Pearson education, 2008

REFERENCE:

1. W. Richard Stevens, "TCP/IP Illustrated Vol-I", Addison-Wesley.
2. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education.
3. Uwe Hansmann, LotharMerk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer
4. Android Developers : <http://developer.android.com/index.html>
5. Apple Developer : <https://developer.apple.com/>
6. Windows Phone Dev Center : <http://developer.windowsphone.com/>
7. BlackBerry Developer : <http://developer.blackberry.com/>.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Departmental Elective – CS702 (D) Big Data

Course Outcomes:

1. Students should be able to understand the concept and challenges of Big data.
2. Students should be able to demonstrate knowledge of big data analytics.
3. Students should be able to develop Big Data Solutions using Hadoop Eco System
4. Students should be able to gain hands-on experience on large-scale analytics tools.
5. Students should be able to analyse the social network graphs.

Course Content

Unit1: Introduction to Big data, Big data characteristics, Types of big data, Traditional versus Big data, Evolution of Big data, challenges with Big Data, Technologies available for Big Data, Infrastructure for Big data, Use of Data Analytics, Desired properties of Big Data system.

Unit2: Introduction to Hadoop, Core Hadoop components, Hadoop Eco system, Hive Physical Architecture, Hadoop limitations, RDBMS Versus Hadoop, Hadoop Distributed File system, Processing Data with Hadoop, Managing Resources and Application with Hadoop YARN, MapReduce programming.

Unit3: Introduction to Hive Hive Architecture, Hive Data types, Hive Query Language, Introduction to Pig, Anatomy of Pig, Pig on Hadoop, Use Case for Pig, ETL Processing, Data types in Pig running Pig, Execution model of Pig, Operators, functions, Data types of Pig.

Unit4: Introduction to NoSQL, NoSQL Business Drivers, NoSQL Data architectural patterns, Variations of NOSQL architectural patterns using NoSQL to Manage Big Data, Introduction to MangoDB

Unit5: Mining social Network Graphs: Introduction Applications of social Network mining, Social Networks as a Graph, Types of social Networks, Clustering of social Graphs Direct Discovery of communities in a social graph, Introduction to recommender system.

Text Books:

1. RadhaShankarmani, M. Vijaylakshmi, " Big Data Analytics", Wiley, Secondedition
2. Seema Acharya, SubhashiniChellappan, " Big Data and Analytics", Wiley, Firstedition

Reference Books:

1. KaiHwang,Geoffrey C., Fox. Jack, J. Dongarra, "Distributed and Cloud Computing", Elsevier, Firstedition
2. Michael Minelli, Michele Chambers, AmbigaDhiraj, "Big Data Big Analytics",Wiley

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Open Elective – CS703 (A) Cryptography & Information Security

COURSE OUTCOMES:

CO1: Understanding of the basics of Cryptography and Network Security and working knowledge of Mathematics used in Cryptology.

CO2: Understanding of previous attacks on cryptosystems to prevent future attacks from securing a message over an insecure channel by various means.

CO3: Knowledge about how to maintain the Confidentiality, Integrity and Availability of a data.

CO4: Understanding of various protocols for network security to protect against the network threats.

CO5: Getting hands-on experience of various Information Security Tools.

UNIT I:

Mathematical Background for Cryptography: Abstract Algebra, Number Theory, Modular Inverse, Extended Euclid Algorithm, Fermat's Little Theorem, Euler Phi-Function, Euler's theorem.

Introduction to Cryptography: Principles of Cryptography, Classical Cryptosystem, Cryptanalysis on Substitution Cipher (Frequency Analysis), Play Fair Cipher, Block Cipher. Data Encryption Standard (DES), Triple DES, Modes of Operation, Stream Cipher.

UNIT II:

Advanced Encryption Standard (AES), Introduction to Public Key Cryptosystem, Discrete Logarithmic Problem, Diffie-Hellman Key Exchange Computational & Decisional Diffie-Hellman Problem, RSA Assumptions & Cryptosystem, RSA Signatures & Schnorr Identification Schemes, Primarily Testing, Elliptic Curve over the Reals, Elliptic curve Modulo a Prime., Chinese Remainder Theorem.

UNIT III:

Message Authentication, Digital Signature, Key Management, Key Exchange, Hash Function. Universal Hashing, Cryptographic Hash Function, MD, Secure Hash Algorithm (SHA), Digital Signature Standard (DSS), Cryptanalysis: Time-Memory Trade-off Attack, Differential Cryptanalysis. Secure channel and authentication system like Kerberos.

UNIT IV:

Information Security: Threats in Networks, Network Security Controls–Architecture, Wireless Security, Honey pots, Traffic Flow Security, Firewalls – Design and Types of Firewalls, Personal Firewalls, IDS, **Email Security:** Services Security for Email Attacks Through Emails, Privacy-Authentication of Source Message, Pretty Good Privacy(PGP), S-MIME. **IP Security:** Overview of IPsec, IP & IP version 6 Authentication, Encapsulation Security Payload ESP, Internet Key Exchange IKE, **Web Security:** SSL/TLS, Basic protocols of security. Encoding –Secure Electronic Transaction SET.

UNIT V: Cryptography and Information Security Tools: Spoofing tools: like Arping etc., **Foot printing Tools** (ex-nslookup, dig, Whois, etc..), **Vulnerabilities Scanning Tools** (i.e. Angry IP, HPing2, IP Scanner, Global Network Inventory Scanner, Net Tools Suite Pack.), NetBIOS Enumeration Using NetView Tool, **Steganography** Merge Streams, Image Hide, Stealth Files, Blindsiding: **STools**, **Steghide**, **Steganos**. Stegdetect, Steganalysis - Stego Watch- Stego Detection Tool, **StegSpy**. **Trojans Detection Tools** (i.e. Netstat, fPort, TCPView, CurrPorts Tool, Process Viewer), Lan Scanner Tools (i.e. look@LAN, Wireshark, Tcpdump). **DoS Attack Understanding Tools-** Jolt2, Bubonic.c, Land and LaTierra, Targa, Nemesy Blast, Panther2, Crazy Pinger, Some Trouble, UDP Flood, FSMMax.

Recommended Text:

1. Cryptography and Network Security Principles and Practice Fourth Edition, William Stallings, Pearson Education.
2. Network Security Essentials: Applications and Standards, by William Stallings. Prentice Hall.
3. Behrouz A Ferouzan, "Cryptography and Network Security" Tata Mc Graw Hills, 2007
4. Charles P. Pfleeger, Shari Lawrence Pfleeger "Security in Computing", 4th Edition Prentice Hall of India, 2006.
5. Introduction to Modern Cryptography by Jonathan Katz and Yehuda Lindell, Chapman and Hall/CRC

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Open Elective – CS703 (B) Data Mining and Warehousing

COURSE OBJECTIVES

- Student should understand the value of Historical data and data mining in solving real-world problems.
 - Student should become affluent with the basic Supervised and unsupervised learning algorithms commonly used in data mining .
 - Student develops the skill in using data mining for solving real-world problems.
-

1. Data Warehousing: Introduction, Delivery Process, Data warehouse Architecture, Data Preprocessing: Data cleaning, Data Integration and transformation, Data reduction. Data warehouse Design: Datawarehouse schema, Partitioning strategy Data warehouse Implementation, Data Marts, Meta Data, Example of a Multidimensional Data model. Introduction to Pattern Warehousing.
2. OLAP Systems: Basic concepts, OLAP queries, Types of OLAP servers, OLAP operations etc. Data Warehouse Hardware and Operational Design: Security, Backup And Recovery,
3. Introduction to Data& Data Mining :Data Types, Quality of data, Data Preprocessing, Similarity measures, Summary statistics, Data distributions, Basic data mining tasks, Data Mining V/s knowledge discovery in databases. Issues in Data mining. Introduction to Fuzzy sets and fuzzy logic.
4. Supervised Learning: Classification: Statistical-based algorithms, Distance-based algorithms, Decision tree-based algorithms, Neural network-based algorithms, Rule-based algorithms, Probabilistic Classifiers
5. Clustering & Association Rule mining : Hierarchical algorithms, Partitional algorithms, Clustering large databases – BIRCH, DBSCAN, CURE algorithms. Association rules : Parallel and distributed algorithms such as Apriori and FP growth algorithms.

Books Recommended:

Text Books:

1. Pang – ningTan , Steinbach & Kumar, “*Introduction to Data Mining*”, Pearson Edu, 2019.
2. Jaiwei Han, Micheline Kamber, “*Data Mining : Concepts and Techniques*”, Morgan Kaufmann Publishers.

Reference Books:

1. Margaret H. Dunham, "*Data Mining : Introductory and Advanced topics*", Pearson Edu., 2009.
2. Anahory & Murray, "*Data Warehousing in the Real World*", Pearson Edu., 2009.

COURSE OUTCOMES

After completion of this course, the students would be able to:

CO1. Understand the need of designing Enterprise data warehouses and will be enabled to approach business problems analytically by identifying opportunities to derive business.

CO2. Compare and contrast, various methods for storing & retrieving data from different data sources/repository.

CO3. Ascertain the application of data mining in various areas and Preprocess the given data and visualize it for a given application or data exploration/mining task

CO4. Apply supervised learning methods to given data sets such as classification and its various types.

CO5. Apply Unsupervised learning methods to given data sets such as clustering and its various types.

CO6. Apply Association rule Mining to various domains.

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Open Elective – CS703 (C) Agile Software Development

Pre-Requisite: Software Engineering

Course Outcomes:

After completing the course student should be able to:

5. Describe the fundamental principles and practices associated with each of the agile development methods.
6. Compare agile software development model with traditional development models and identify the benefits and pitfalls.
7. Use techniques and skills to establish and mentor Agile Teams for effective software development.
8. Apply core values and principles of Agile Methods in software development.

Course Contents:

Unit-I: Fundamentals of Agile Process: Introduction and background, Agile Manifesto and Principles, Stakeholders and Challenges, Overview of Agile Development Models: Scrum, Extreme Programming, Feature Driven Development, Crystal, Kanban, and Lean Software Development.

Unit-II: Agile Projects: Planning for Agile Teams: Scrum Teams, XP Teams, General Agile Teams, Team Distribution; Agile Project Lifecycles: Typical Agile Project Lifecycles, Phase Activities, Product Vision, Release Planning: Creating the Product Backlog, User Stories, Prioritizing and Estimating, Creating the Release Plan; Monitoring and Adapting: Managing Risks and Issues, Retrospectives.

Unit-III: Introduction to Scrum: Agile Scrum Framework, Scrum Artifacts, Meetings, Activities and Roles, Scrum Team Simulation, Scrum Planning Principles, Product and Release Planning, Sprinting: Planning, Execution, Review and Retrospective; User story definition and Characteristics, Acceptance tests and Verifying stories, Burn down chart, Daily scrum, Scrum Case Study.

Unit-IV: Introduction to Extreme Programming (XP): XP Lifecycle, The XP Team, XP Concepts: Refactoring, Technical Debt, Timeboxing, Stories, Velocity; Adopting XP: Pre-requisites, Challenges; Applying XP: Thinking- Pair Programming, Collaborating, Release, Planning, Development; XP Case Study.

Unit-V: Agile Software Design and Development: Agile design practices, Role of design Principles, Need and significance of Refactoring, Refactoring Techniques, Continuous Integration, Automated build tools, Version control; Agility and Quality Assurance: Agile Interaction Design, Agile approach to Quality Assurance, Test Driven Development, Pair programming: Issues and Challenges.

Recommended Books:

1. Robert C. Martin, Agile Software Development- Principles, Patterns and Practices, Prentice Hall, 2013.
2. Kenneth S. Rubin, Essential Scrum: A Practical Guide to the Most Popular Agile Process, Addison Wesley, 2012.
3. James Shore and Shane Warden, The Art of Agile Development, O'Reilly Media, 2007.
4. Craig Larman, —Agile and Iterative Development: A manager's Guide, Addison-Wesley, 2004.
5. Ken Schawber, Mike Beedle, Agile Software Development with Scrum, Pearson, 2001.
6. Cohn, Mike, Agile Estimating and Planning, Pearson Education, 2006.
7. Cohn, Mike, User Stories Applied: For Agile Software Development Addison Wisley, 2004.

Online Resources:

1. IEEE Transactions on Software Engineering
2. IEEE Transactions on Dependable and Secure Computing
3. IET Software
4. ACM Transactions on Software Engineering and Methodology (TOSEM)
5. ACM SIGSOFT Software Engineering Notes

RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

New Scheme Based On AICTE Flexible Curricula

Computer Science and Engineering, VII-Semester

Open Elective – CS703 (D) Disaster Management

Course Objective

- To provide students an exposure to disasters, their significance and types.
- To ensure that students begin to understand the relationship between vulnerability, disasters, disaster prevention and risk reduction
- To gain a preliminary understanding of approaches of Disaster Risk Reduction (DRR)
- To enhance awareness of institutional processes in the country and
- To develop rudimentary ability to respond to their surroundings with potential disaster response in areas where they live, with due sensitivity

UNIT I

INTRODUCTION TO DISASTERS

Definition: Disaster, Hazard, Vulnerability, Resilience, Risks – Disasters: Types of disasters – Earthquake, Landslide, Flood, Drought, Fire etc - Classification, Causes, Impacts including social, economic, political, environmental, health, psychosocial, etc.- Differential impacts- in terms of caste, class, gender, age, location, disability - Global trends in disasters: urban disasters, pandemics, complex emergencies, Climate change - Do and Don't's during various types of Disasters

UNIT II

APPROACHES TO DISASTER RISK REDUCTION

Disaster cycle - Phases, Culture of safety, prevention, mitigation and preparedness community based DRR, Structural- nonstructural measures, Roles and responsibilities of- community, Panchayati Raj Institutions/Urban Local Bodies (PRIs/ULBs), States, Centre, and other stake-holders- Institutional Process and Framework at State and Central Level- State Disaster Management Authority (SDMA) – Early Warning System – Advisories from Appropriate Agencies.

UNIT III

INTER-RELATIONSHIP BETWEEN DISASTERS AND DEVELOPMENT

Factors affecting Vulnerabilities, differential impacts, impact of Development projects such as dams, embankments, changes in Land-use etc.- Climate Change Adaptation- IPCC Scenario and Scenarios in the context of India - Relevance of indigenous knowledge, appropriate technology and local resources

UNITIV

DISASTER RISK MANAGEMENT IN INDIA

Hazard and Vulnerability profile of India, Components of Disaster Relief: Water, Food, Sanitation, Shelter, Health, Waste Management, Institutional arrangements (Mitigation, Response and Preparedness, Disaster Management Act and Policy - Other related policies, plans, programmes and legislation – Role of GIS and Information Technology Components in Preparedness, Risk Assessment, Response and Recovery Phases of Disaster – Disaster Damage Assessment

UNITV

DISASTER MANAGEMENT: APPLICATIONS AND CASE STUDIES AND FIELD WORKS

Landslide Hazard Zonation: Case Studies, Earthquake Vulnerability Assessment of Buildings and Infrastructure: Case Studies, Drought Assessment: Case Studies, Coastal Flooding: Storm Surge Assessment, Floods: Fluvial and Pluvial Flooding: Case Studies; Forest Fire: Case Studies, Man Made disasters: Case Studies, Space Based Inputs for Disaster Mitigation and Management and field works related to disaster management.

Text Books/Reference Books

1. Singhal J.P, Disaster Management, Laxmi Publications.
2. Tushar Bhattacharya, Disaster Science and Management, McGraw Hill India.
3. Govt. of India, Disaster Management, Government of India.