V.B.S PURVANCHAL UNIVERSITY
JAUNPUR

SYLLABUS

B.Tech THIRD and FOURTH YEAR

(Semester V, VI, VII and VIII)

Computer Science & Engineering

Effective from session 2010-11

B.Tech

Study and Evaluation Scheme

Effective from session 2010-11

Computer Science & Engineering
Year-III, Semester V

SNo	Subject Code	Subject	Period	Evaluation Scheme				Total
				Sessional			Exam	
				CT	TA	Total		
1	EHU-501	Engineering & Managerial Economics	3-1-0	30	20	50	100	150
2	ECS-501	Operating System	3-1-0	30	20	50	100	150
3	ECS-502	Design and Analysis of Algorithms	3-1-0	30	20	50	100	150
4	ECS-503	Object Oriented Techniques	3-1-0	30	20	50	100	150
5	ECS-504	Computer Graphics	2-1-0	15	10	25	50	75
6	ECS-505	Graph Theory	2-1-0	15	10	25	50	75
Practicals / Training /Projects								
7	ECS-551	Operating System Lab*	0-0-2	-	25	25	25	50
8	ECS-552	Algorithms Lab*	0-0-2	-	25	25	25	50
9	ECS-553	Object Oriented Techniques Lab*	0-0-2	-	25	25	25	50
10	ECS-554	Computer Graphics Lab*	0-0-2	-	25	25	25	50
11	GP-501	General Proficiency	-	-	-	-	-	50

***** *At least 10 problems are to be considered based on corresponding theory course.*

B.Tech

Study and Evaluation Scheme

Effective from session 2010-11

Computer Science & Engineering
Year-III, Semester VI

SNo	Subject Code	Subject	Period	Evaluation Scheme				Total
				Sessional			Exam	
				CT	TA	Total		
1	EHU-601	Industrial Management	3-1-0	30	20	50	100	150
2	ECS-601	Computer Network	3-1-0	30	20	50	100	150
3	ECS-602	Software Engineering	3-1-0	30	20	50	100	150
4	ECS-603	Compiler Design	3-1-0	30	20	50	100	150
5	ECS-604	Web Technology	2-1-0	15	10	25	50	75
6	EIT-505	Information Security and Cyber Laws	2-1-0	15	10	25	50	75
Practicals / Training /Projects								
7	ECS-651	Computer Network Lab*	0-0-2	-	25	25	25	50
8	ECS-652	Web Technology based Software Engineering Lab*	0-0-2	-	25	25	25	50
9	ECS-653	Compiler Lab*	0-0-2	-	25	25	25	50
10	ECS-654	Seminar	0-0-2	-	50	50	-	50
11	GP-601	General Proficiency	-	-	-	-	-	50

***** *At least 10 problems are to be considered based on corresponding theory course.*

B.Tech

Study and Evaluation Scheme

Effective from session 2010-11

Computer Science & Engineering
Year-IV, Semester VII

SNo	Subject Code	Subject	Period	Evaluation Scheme				Total
				Sessional			Exam	
				CT	TA	Total		
1	EOE-071-EOE-074	Open Elective-I	3-1-0	30	20	50	100	150
2	ECS-701	Distributed Systems	3-1-0	30	20	50	100	150
3	ECS-702	Digital Image Processing	3-1-0	30	20	50	100	150
4		CS-Elective-I	3-1-0	30	20	50	100	150
5		CS-Elective-II	3-1-0	30	20	50	100	150
Practicals / Training /Projects								
6	ECS-751	Distributed Systems Lab*	0-0-2	-	25	25	25	50
7	ECS-752	Digital Image Processing Lab*	0-0-2	-	25	25	25	50
8	ECS-753	Project	0-0-4	-	50	50	-	50
9	ECS-754	Industrial Training Viva-Voce	0-0-2	-	50	50	-	50
10	GP-701	General Proficiency	-	-	-	-	-	50

***** *At least 10 problems are to be considered based on corresponding theory course***.**

B.Tech

Study and Evaluation Scheme

Effective from session 2010-11

Computer Science & Engineering
Year-IV, Semester VIII

SNo	Subject Code	Subject	Period	Evaluation Scheme				Total
				Sessional			Exam	
				CT	TA	Total		
1	EOE-081-EOE-084	Open Elective-II	3-1-0	30	20	50	100	150
2	ECS-801	Artificial Intelligence	3-1-0	30	20	50	100	150
3		CS-Elective-III	3-1-0	30	20	50	100	150
4		CS-Elective-IV	3-1-0	30	20	50	100	150
Practicals / Training /Projects								
5	ECS-851	Artificial Intelligence Lab*	0-0-2	-	25	25	25	50
6	ECS-852	Project	0-0-12	-	100	100	200	300
7	GP-801	General Proficiency	-	-	-	-	-	50

Note:

1. *Practical Training done after 6th Semester would be evaluated in 7th semester through Report and Viva-voce.*
2. *Project has to be initiated in 7th semester beginning and completed by the end of 8th semester with proper report and demonstration.*

** At least 10 problems are to be considered based on corresponding theory course.*

List of Electives for B.Tech (Computer Science & Engineering)

CS-Elective-I

ECS-071	Computational Geometry
ECS-072	Computational Complexity
ECS-073	Parallel Algorithms
ECS-074	Pattern Recognition

CS-Elective-II

ECS-075	Data Mining & Data Warehousing
ECS-076	Distributed Database
EIT-073	Bioinformatics
ECS-077	Data Compression
EIT-074	IT in Forensic Science

CS-Elective-III

ECS-081	Real Time System
ECS-082	Software Project Management
ECS-083	Embedded Systems
ECS-084	Cryptography & Network Security

CS-Elective-IV

ECS-085	Neural Networks
ECS-086	Natural Language Processing
ECS-087	Mobile Computing
*ECS-088	Soft Computing

Note:* ***ECS- 088* *may be opted by only those students who didn't opt* ***EOE-041*** *as an open elective*

SYLLABUS
(Computer Science & Engineering and Information Technology)

ECS-501: Operating System

Unit – I
Introduction : Operating system and functions, Classification of Operating systems- Batch, Interactive, Time sharing, Real Time System, Multiprocessor Systems, Multiuser Systems, Multiprocess Systems, Multithreaded Systems, Operating System Structure- Layered structure, System Components, Operating System services, Reentrant Kernels, Monolithic and Microkernel Systems.

Unit – II
Concurrent Processes: Process Concept, Principle of Concurrency, Producer / Consumer Problem, Mutual Exclusion, Critical Section Problem, Dekker's solution, Peterson's solution, Semaphores, Test and Set operation; Classical Problem in Concurrency- Dining Philosopher Problem, Sleeping Barber Problem; Inter Process Communication models and Schemes, Process generation.

Unit – III
CPU Scheduling: Scheduling Concepts, Performance Criteria, Process States, Process Transition Diagram, Schedulers, Process Control Block (PCB), Process address space, Process identification information, Threads and their management, Scheduling Algorithms, Multiprocessor Scheduling. Deadlock: System model, Deadlock characterization, Prevention, Avoidance and detection, Recovery from deadlock.

Unit – IV
Memory Management: Basic bare machine, Resident monitor, Multiprogramming with fixed partitions, Multiprogramming with variable partitions, Protection schemes, Paging, Segmentation, Paged segmentation, Virtual memory concepts, Demand paging, Performance of demand paging, Page replacement algorithms, Thrashing, Cache memory organization, Locality of reference.

Unit – V
I/O Management and Disk Scheduling: I/O devices, and I/O subsystems, I/O buffering, Disk storage and disk scheduling, RAID. File System: File concept, File organization and access mechanism, File directories, and File sharing, File system implementation issues, File system protection and security.

References:

1. Silberschatz, Galvin and Gagne, "Operating Systems Concepts", Wiley
2. Sibsankar Halder and Alex A Aravind, "Operating Systems", Pearson Education
3. Harvey M Dietel, " An Introduction to Operating System", Pearson Education

4. D M Dhamdhere, “Operating Systems : A Concept based Approach”, 2nd Edition,

TMH
5. William Stallings, "Operating Systems: Internals and Design Principles ", 6th Edition, Pearson Education

ECS-502: Design and Analysis of Algorithms

Unit-I

Introduction : Algorithms, Analyzing algorithms, Complexity of algorithms, Growth of functions, Performance measurements, Sorting and order Statistics - Shell sort, Quick sort, Merge sort, Heap sort, Comparison of sorting algorithms, Sorting in linear time.

Unit -II

Advanced Data Structures***:*** Red-Black trees, B – trees, Binomial Heaps, Fibonacci Heaps.

Unit - III

Divide and Conquer with examples such as Sorting, Matrix Multiplication, Convex hull and Searching.

Greedy methods with examples such as Optimal Reliability Allocation, Knapsack, Minimum Spanning trees – Prim's and Kruskal's algorithms, Single source shortest paths - Dijkstra's and Bellman Ford algorithms.

Unit - IV

Dynamic programming with examples such as Kanpsack, All pair shortest paths – Warshal's and Floyd's algorithms, Resource allocation problem.

Backtracking, Branch and Bound with examples such as Travelling Salesman Problem,
Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of subsets.

Unit -V

Selected Topics: Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-completeness, Approximation algorithms and Randomized algorithms.

References:

1. Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.
2. RCT Lee, SS Tseng, RC Chang and YT Tsai, "Introduction to the Design and Analysis of Algorithms", Mc Graw Hill, 2005.
3. E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms",
4. Berman, Paul," Algorithms", Cengage Learning.
5. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.

ECS-503: Object Oriented Techniques

UNIT I

Introduction: The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modeling, principles of modeling, object oriented modeling, Introduction to UML, conceptual model of the UML, Architecture.

UNIT II

Basic Structural Modeling: Classes, Relationships, common Mechanisms, and diagrams. Class &Object Diagrams: Terms, concepts, modeling techniques for Class & Object Diagrams. Collaboration Diagrams: Terms, Concepts, depicting a message, polymorphism in collaboration Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, callback mechanism, broadcast messages.

Basic Behavioral Modeling: Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram.

Architectural Modeling: Component, Deployment, Component diagrams and Deployment diagrams.

UNIT III

Object Oriented Analysis, Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. Structured analysis and structured design (SA/SD), Jackson Structured Development (JSD). Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation.

Object oriented programming style: reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.

UNIT IV

Introduction to Java, History, Features, Object Oriented concept of Java, Classes and Objects, Inheritance, Packages, Interface , abstract method and classes, Polymorphism, Inner classes, String Handling, I/O , Networking, Event Handling. Multi threading, Collection, Java APIs,
Java Beans: Application Builder tools, The bean developer kit(BDK), JAR files, Introspection, Developing a simple bean, using Bound properties, The Java Beans API, Session Beans, Entity Beans, Introduction to Enterprise Java beans (EJB).

UNIT V

Java Swing: Introduction to AWT, AWT v/s Swing, Creating a Swing Applet and Application.
Utility of Java as internet programming language, JDBC, The connectivity model, JDBC/ODBC Bridge, Introduction to servlets.

References:

1. James Rumbaugh et. al, "Object Oriented Modeling and Design", PHI
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Naughton, Schildt, "The Complete Reference JAVA2", TMH
4. Mark Priestley "Practical Object-Oriented Design with UML", TMH
5. Booch, Maksimchuk, Engle, Young, Conallen and Houstan, "Object Oriented Analysis and Design with Applications", Pearson Education
6. Pandey, Tiwari, " Object Oriented Programming with JAVA" , Acme Learning

ECS-504: Computer Graphics

Unit – I

Introduction and Line Generation**:** Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid point circle generating algorithm, and parallel version of these algorithms.

Unit – II

Transformations**:** Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing.

Windowing and Clipping: Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping.

Unit – III

Three Dimensional: 3-D geometric primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.

Unit – IV

Curves and Surfaces**:** Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.

Hidden Lines and Surfaces**:** Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models – Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.

References:

1. Donald Hearn and M Pauline Baker, "Computer Graphics C Version", Pearson Education
2. Amrendra N Sinha and Arun D Udai," Computer Graphics", TMH

3. Donald Hearn and M Pauline Baker, "Computer Graphics with OpenGL", Pearson education
4. Steven Harrington, "Computer Graphics: A Programming Approach" , TMH
5. Rogers, " Procedural Elements of Computer Graphics", McGraw Hill

ECS-505: Graph Theory

Unit -I

Graphs, Sub graphs, some basic properties, various example of graphs & their sub graphs, walks, path & circuits, connected graphs, disconnected graphs and component, euler graphs, various operation on graphs, Hamiltonian paths and circuits, the traveling sales man problem.

Unit- II

Trees and fundamental circuits, distance diameters, radius and pendent vertices, rooted and binary trees, on counting trees, spanning trees, fundamental circuits, finding all spanning trees of a graph and a weighted graph, algorithms of primes, Kruskal and Dijkstra Algorithms.

Unit -III

Cuts sets and cut vertices, some properties, all cut sets in a graph, fundamental circuits and cut sets , connectivity and separability, network flows

Planer graphs, combinatorial and geometric dual: Kuratowski graphs, detection of planarity, geometric dual, Discussion on criterion of planarity, thickness and crossings.

Unit -IV

Vector space of a graph and vectors, basis vector, cut set vector, circuit vector, circuit and cut set subspaces, Matrix representation of graph – Basic concepts; Incidence matrix, Circuit matrix, Path matrix, Cut-set matrix and Adjacency matrix.

Coloring, covering and partitioning of a graph, chromatic number, chromatic partitioning, chromatic polynomials, matching, covering, four color problem

Discussion of Graph theoretic algorithm wherever required.

References

1. Deo, N, Graph theory with applications to Engineering and Computer Science, PHI
2. Gary Chartrand and Ping Zhang, Introduction to Graph Theory, TMH
3. Robin J. Wilson, Introduction to Graph Theory, Pearson Education
4. Harary, F, Graph Theory, Narosa
5. Bondy and Murthy: Graph theory and application. Addison Wesley.
6. V. Balakrishnan, Schaum's Outline of Graph Theory, TMH
7. Geir Agnarsson, Graph Theory: Modeling, Applications and Algorithms, Pearson Education

EIT-501: E-Commerce

Unit I :

Introduction: Definition of Electronic Commerce, E-Commerce: technology and prospects, incentives for engaging in electronic commerce, needs of E-Commerce, advantages and disadvantages, framework, Impact of E-commerce on business, E-Commerce Models.

Unit II:

Network Infrastructure for E- Commerce:
Internet and Intranet based E-commerce- Issues, problems and prospects, Network Infrastructure, Network Access Equipments, Broadband telecommunication (ATM, ISDN, FRAME RELAY).

Mobile Commerce: Introduction, Wireless Application Protocol, WAP technology, Mobile Information device.

Unit III

Web Security: Security Issues on web, Importance of Firewall, components of Firewall, Transaction security, Emerging client server, Security Threats, Network Security, Factors to consider in Firewall design, Limitation of Firewalls.

Unit IV

Encryption: Encryption techniques, Symmetric Encryption: Keys and data encryption standard, Triple encryption, Secret key encryption; Asymmetric encryption: public and private pair key encryption, Digital Signatures, Virtual Private Network.

Unit V

Electronic Payments: Overview, The SET protocol, Payment Gateway, certificate, digital Tokens, Smart card, credit card, magnetic strip card, E-Checks, Credit/Debit card based EPS, online Banking.

EDI Application in business, E- Commerce Law, Forms of Agreement, Govt. policies and Agenda.

References:

1. Ravi Kalakota, Andrew Winston, "Frontiers of Electronic Commerce", Addison- Wesley.
2. Pete Lohsin , John Vacca "Electronic Commerce", New Age International
3. Goel, Ritendra "E-commerce", New Age International
4. Laudon, "E-Commerce: Business, Technology, Society", Pearson Education
5. Bajaj and Nag, "E-Commerce the cutting edge of Business", TMH
6. Turban, "Electronic Commerce 2004: A Managerial Perspective", Pearson Education

EIT-505 Information Security and Cyber Laws

UNIT-I

History of Information Systems and its Importance, basics, Changing Nature of Information Systems, Need of Distributed Information Systems, Role of Internet and Web Services,

Information System Threats and attacks, Classification of Threats and Assessing Damages

Security in Mobile and Wireless Computing- Security Challenges in Mobile Devices, authentication Service Security, Security Implication for organizations, Laptops Security

Basic Principles of Information Security, Confidentiality, Integrity Availability and other terms in Information Security, Information Classification and their Roles.

UNIT-II

Security Threats to E Commerce, Virtual Organization, Business Transactions on Web, E Governance and EDI, Concepts in Electronics payment systems, E Cash, Credit/Debit Cards.

Physical Security- Needs, Disaster and Controls, Basic Tenets of Physical Security and Physical Entry Controls,

Access Control- Biometrics, Factors in Biometrics Systems, Benefits, Criteria for selection of biometrics, Design Issues in Biometric Systems, Interoperability Issues, Economic and Social Aspects, Legal Challenges

UNIT-III

Model of Cryptographic Systems, Issues in Documents Security, System of Keys, Public Key Cryptography, Digital Signature, Requirement of Digital Signature System, Finger Prints, Firewalls, Design and Implementation Issues, Policies

Network Security- Basic Concepts, Dimensions, Perimeter for Network Protection, Network Attacks, Need of Intrusion Monitoring and Detection, Intrusion Detection

Virtual Private Networks- Need, Use of Tunneling with VPN, Authentication Mechanisms, Types of VPNs and their Usage, Security Concerns in VPN

UNIT-IV

Security metrics- Classification and their benefits

Information Security & Law, IPR, Patent Law, Copyright Law, Legal Issues in Data mIning Security, Building Security into Software Life Cycle

Ethics- Ethical Issues, Issues in Data and Software Privacy

Cyber Crime Types & overview of Cyber Crimes

References :

1. Godbole,“ Information Systems Security”, Willey
2. Merkov, Breithaupt,“ Information Security”, Pearson Education
3. Yadav, “Foundations of Information Technology”, New Age, Delhi
4. Schou, Shoemaker, “ Information Assurance for the Enterprise”, Tata McGraw Hill
5. Sood,“Cyber Laws Simplified”, Mc Graw Hill
6. Furnell, “Computer Insecurity”, Springer
7. IT Act 2000

ECS-601: Computer Network

Unit -I

Introduction Concepts: Goals and Applications of Networks, Network structure and architecture, The OSI reference model, services, Network Topology Design - Delay Analysis, Back Bone Design, Local Access Network Design, Physical Layer Transmission Media, Switching methods, ISDN, Terminal Handling.

Unit-II

Medium Access sub layer: Medium Access sub layer - Channel Allocations, LAN protocols - ALOHA protocols - Overview of IEEE standards - FDDI. Data Link Layer - Elementary Data Link Protocols, Sliding Window protocols, Error Handling.

Unit - III

Network Layer: Network Layer - Point - to Pont Networks, routing, Congestion control Internetworking -TCP / IP, IP packet, IP address, IPv6.

Unit - IV

Transport Layer: Transport Layer - Design issues, connection management, session Layer-Design issues, remote procedure call. Presentation Layer-Design issues, Data compression techniques, cryptography - TCP - Window Management.

Unit-V

Application Layer: Application Layer: File Transfer, Access and Management, Electronic mail, Virtual Terminals, Other application. Example Networks - Internet and Public Networks.

References :

1. Forouzen, "Data Communication and Networking", TMH
2. A.S. Tanenbaum, Computer Networks, Pearson Education
3. W. Stallings, Data and Computer Communication, Macmillan Press
4. Anuranjan Misra, “Computer Networks”, Acme Learning
5. G. Shanmugarathinam, ”Essential of TCP/ IP”, Firewall Media

ECS-602: Software Engineering

Unit-I: Introduction

Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.

Unit-II: Software Requirement Specifications (SRS)
Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modeling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS.
Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.

Unit-III: Software Design
Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.

Unit-IV: Software Testing
Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, Top-Down and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products.
Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.

Unit-V: Software Maintenance and Software Project Management
Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re-Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts, Schedule/Duration, Constructive Cost Models (COCOMO), Resource Allocation Models, Software Risk Analysis and Management.

References:

1. R. S. Pressman, Software Engineering: A Practitioners Approach, McGraw Hill.
2. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.
3. K. K. Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers.
4. Pankaj Jalote, Software Engineering, Wiley
5. Carlo Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication.
6. Ian Sommerville, Software Engineering, Addison Wesley.
7. Kassem Saleh,"Software Engineering", Cengage Learning.
8. Pfleeger, Software Engineering, Macmillan Publication.

ECS-603: Compiler Design

Unit – I

Introduction to Compiler, Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX-compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.

Unit – II

Basic Parsing Techniques: Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.

Unit – III

Syntax-directed Translation: Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.

Unit – IV

Symbol Tables: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.

Unit – V

Code Generation: Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator.
Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis

References:

1. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education
2. V Raghvan, " Principles of Compiler Design", TMH
3. Kenneth Louden," Compiler Construction", Cengage Learning.
4.. Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

ECS-604 Web Technology

Unit I: Introduction
Introduction to web, protocols governing the web, web development strategies, web applications, web project, web team .

Unit II: Web Page Designing
HTML: list, table, images, frames, forms, CSS;
XML: DTD, XML schemes, presenting and using XML

Unit III: Scripting
Java script: Introduction, documents, forms, statements, functions, objects;
Event and event handling; introduction to AJAX, VB Script, CGI

Unit IV: Server Site Programming
Introduction to active server pages (ASP), ASP.NET, java server pages (JSP), JSP application design, tomcat server, JSP objects, declaring variables and methods, debugging, sharing data between JSP pages, Session, introduction to COM/DCOM.

References

1. Xavier, C, " Web Technology and Design" , New Age International
2. Deitel, "Java for programmers", Pearson Education
3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication.
4. Ramesh Bangia, "Internet and Web Design" , New Age International
5. Jackson, "Web Technologies" Pearson Education
6. Patel and Barik, "Introduction to Web Technology & Internet", Acme Learning

EIT-601: Software Project Management

UNIT-I: Introduction and Software Project Planning
Fundamentals of Software Project Management (SPM), Need Identification, Vision and Scope document, Project Management Cycle, SPM Objectives, Management Spectrum, SPM Framework, Software Project Planning, Planning Objectives, Project Plan, Types of project plan, Structure of a Software Project Management Plan, Software project estimation, Estimation methods, Estimation models, Decision process.

UNIT-II: Project Organization and Scheduling
Project Elements, Work Breakdown Structure (WBS), Types of WBS, Functions, Activities and Tasks, Project Life Cycle and Product Life Cycle, Ways to Organize Personnel, Project schedule, Scheduling Objectives, Building the project schedule, Scheduling terminology and techniques, Network Diagrams: PERT, CPM, Bar Charts: Milestone Charts, Gantt Charts.

UNIT-III: Project Monitoring and Control
Dimensions of Project Monitoring & Control, Earned Value Analysis, Earned Value Indicators:

Budgeted Cost for Work Scheduled (BCWS), Cost Variance (CV), Schedule Variance (SV), Cost Performance Index (CPI), Schedule Performance Index (SPI), Interpretation of Earned Value Indicators, Error Tracking, Software Reviews, Types of Review: Inspections, Deskchecks, Walkthroughs, Code Reviews, Pair Programming.

UNIT-IV: Software Quality Assurance and Testing
Testing Objectives, Testing Principles, Test Plans, Test Cases, Types of Testing, Levels of Testing, Test Strategies, Program Correctness, Program Verification & validation, Testing Automation & Testing Tools, Concept of Software Quality, Software Quality Attributes, Software Quality Metrics and Indicators, The SEI Capability Maturity Model CMM), SQA Activities, Formal SQA Approaches: Proof of correctness, Statistical quality assurance, Cleanroom process.

UNIT-V: Project Management and Project Management Tools
Software Configuration Management: Software Configuration Items and tasks, Baselines, Plan for Change, Change Control, Change Requests Management, Version Control, Risk Management: Risks and risk types, Risk Breakdown Structure (RBS), Risk Management Process: Risk identification, Risk analysis, Risk planning, Risk monitoring, Cost Benefit Analysis, Software Project Management Tools: CASE Tools, Planning and Scheduling Tools, MS-Project.

References:

1. M. Cotterell, Software Project Management, Tata McGraw-Hill Publication.
2. Royce, Software Project Management, Pearson Education
3. Kieron Conway, Software Project Management, Dreamtech Press
4. S. A. Kelkar, Software Project Management, PHI Publication.

EIT-602: ERP

UNIT - I
ERP Introduction, Benefits, Origin, Evolution and Structure**:** Conceptual Model of ERP, The Evolution of ERP, The Structure of ERP.

UNIT - II
Business Process Reengineering, Data ware Housing, Data Mining, Online Analytic Processing(OLAP), Product Life Cycle Management(PLM),LAP, Supply chain Management.

UNIT - III
ERP Marketplace and Marketplace Dynamics**:** Market Overview, Marketplace Dynamics, The Changing ERP Market.

ERP- Functional Modules: Introduction, Functional Modules of ERP Software, Integration of ERP, Supply chain and Customer Relationship Applications.

UNIT - IV
ERP Implementation Basics, ERP Implementation Life Cycle, Role of SDLC/SSAD, Object Oriented Architecture, Consultants, Vendors and Employees,

UNIT - V
ERP & E-Commerce, Future Directives- in ERP, ERP and Internet, Critical success and failure factors, Integrating ERP into organizational culture.
Using ERP tool: either SAP or ORACLE format to case study

References:

1. Alexis Leon, "ERP Demystified", Tata McGraw Hill
2. Rahul V. Altekar "Enterprise Resource Planning", Tata McGraw Hill,
3. Vinod Kumar Garg and Venkitakrishnan N K, "Enterprise Resource Planning – Concepts and Practice", PHI
4. Joseph A Brady, Ellen F Monk, Bret Wagner, "Concepts in Enterprise Resource Planning", Thompson Course Technology
5. Mary Summer, "Enterprise Resource Planning"- Pearson Education

ECS-701 DISTRIBUTED SYSTEMS

Unit–I
Characterization of Distributed Systems: Introduction, Examples of distributed Systems, Resource sharing and the Web Challenges. Architectural models, Fundamental Models.

Theoretical Foundation for Distributed System: Limitation of Distributed system, absence of global clock, shared memory, Logical clocks, Lamport's & vectors logical clocks.

Concepts in Message Passing Systems: causal order, total order, total causal order, Techniques for Message Ordering, Causal ordering of messages, global state, termination detection.

Unit-II
Distributed Mutual Exclusion: Classification of distributed mutual exclusion, requirement of mutual exclusion theorem, Token based and non token based algorithms, performance metric for distributed mutual exclusion algorithms.

Distributed Deadlock Detection: system model, resource Vs communication deadlocks, deadlock prevention, avoidance, detection & resolution, centralized dead lock detection, distributed dead lock detection, path pushing algorithms, edge chasing algorithms.

Unit–III
Agreement Protocols: Introduction, System models, classification of Agreement Problem, Byzantine agreement problem, Consensus problem, Interactive consistency Problem, Solution to Byzantine Agreement problem, Application of Agreement problem, Atomic Commit in Distributed Database system.

Distributed Resource Management: Issues in distributed File Systems, Mechanism for building distributed file systems, Design issues in Distributed Shared Memory, Algorithm for Implementation

of Distributed Shared Memory**.**

Unit–IV

Failure Recovery in Distributed Systems: Concepts in Backward and Forward recovery, Recovery in Concurrent systems, Obtaining consistent Checkpoints, Recovery in Distributed Database Systems.

Fault Tolerance: Issues in Fault Tolerance, Commit Protocols, Voting protocols, Dynamic voting protocols.

Unit –V

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

Distributed Transactions: Flat and nested distributed transactions, Atomic Commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication: System model and group communication, Fault - tolerant services, highly available services, Transactions with replicated data.

References:

1. Singhal & Shivaratri, "Advanced Concept in Operating Systems", McGraw Hill
2. Ramakrishna,Gehrke," Database Management Systems", Mc Grawhill
3. Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Education
4. Tenanuanbaum, Steen," Distributed Systems", PHI
5. Gerald Tel, "Distributed Algorithms", Cambridge University Press

ECS-702 DIGITAL IMAGE PROCESSING

UNIT-I

Introduction and Fundamentals

Motivation and Perspective, Applications, Components of Image Processing System, Element of Visual Perception, A Simple Image Model, Sampling and Quantization.

Image Enhancement in Frequency Domain

Fourier Transform and the Frequency Domain, Basis of Filtering in Frequency Domain, Filters – Low-pass, High-pass; Correspondence Between Filtering in Spatial and Frequency Domain; Smoothing Frequency Domain Filters – Gaussian Lowpass Filters; Sharpening Frequency Domain Filters – Gaussian Highpass Filters; Homomorphic Filtering.

UNIT-II

Image Enhancement in Spatial Domain

Introduction; Basic Gray Level Functions – Piecewise-Linear Transformation Functions: Contrast Stretching; Histogram Specification; Histogram Equalization; Local Enhancement; Enhancement using Arithmetic/Logic Operations – Image Subtraction, Image Averaging; Basics of Spatial Filtering; Smoothing - Mean filter, Ordered Statistic Filter; Sharpening – The Laplacian.

UNIT-III

Image Restoration

A Model of Restoration Process, Noise Models, Restoration in the presence of Noise only-Spatial Filtering – Mean Filters: Arithmetic Mean filter, Geometric Mean Filter, Order Statistic Filters – Median Filter, Max and Min filters; Periodic Noise Reduction by Frequency Domain Filtering – Bandpass Filters; Minimum Mean-square Error Restoration.

UNIT-IV

Morphological Image Processing

Introduction, Logic Operations involving Binary Images, Dilation and Erosion, Opening and Closing, Morphological Algorithms – Boundary Extraction, Region Filling, Extraction of Connected Components, Convex Hull, Thinning, Thickening

UNIT-V Registration

Introduction, Geometric Transformation – Plane to Plane transformation, Mapping, Stereo Imaging – Algorithms to Establish Correspondence, Algorithms to Recover Depth

Segmentation

Introduction, Region Extraction, Pixel-Based Approach, Multi-level Thresholding, Local Thresholding, Region-based Approach, Edge and Line Detection: Edge Detection, Edge Operators, Pattern Fitting Approach, Edge Linking and Edge Following, Edge Elements Extraction by Thresholding, Edge Detector Performance, Line Detection, Corner Detection.

References:

1. Digital Image Processing 2nd Edition, Rafael C. Gonzalvez and Richard E. Woods. Published by: Pearson Education.
2. Digital Image Processing and Computer Vision, R.J. Schalkoff. Published by: John Wiley and Sons, NY.
3. Fundamentals of Digital Image Processing, A.K. Jain. Published by Prentice Hall, Upper Saddle River, NJ.

EIT-701 Cryptography & Network Security

Unit-I

Introduction to security attacks, services and mechanism, Classical encryption techniques-substitution ciphers and transposition ciphers, cryptanalysis, steganography,
Stream and block ciphers.

Modern Block Ciphers: Block ciphers principles, Shannon's theory of confusion and diffusion, fiestal structure, Data encryption standard(DES), Strength of DES, Idea of differential cryptanalysis, block cipher modes of operations, Triple DES

Unit-II
Introduction to group, field, finite field of the form GF(p), modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm,

Advanced Encryption Standard (AES) encryption and decryption

Fermat's and Euler's theorem, Primality testing, Chinese Remainder theorem, Discrete Logarithmic Problem,

Principals of public key crypto systems, RSA algorithm, security of RSA

Unit-III
Message Authentication Codes: Authentication requirements, authentication functions, message authentication code, hash functions, birthday attacks, security of hash functions, Secure hash algorithm (SHA)

Digital Signatures: Digital Signatures, Elgamal Digital Signature Techniques, Digital signature standards (DSS), proof of digital signature algorithm,

Unit-IV
Key Management and distribution: Symmetric key distribution, Diffie-Hellman Key Exchange, Public key distribution, X.509 Certificates, Public key Infrastructure.

Authentication Applications: Kerberos

Electronic mail security: pretty good privacy (PGP), S/MIME.

Unit-V
IP Security: Architecture, Authentication header, Encapsulating security payloads, combining security associations, key management.

Introduction to Secure Socket Layer, Secure electronic, transaction (SET)
.
System Security: Introductory idea of Intrusion, Intrusion detection, Viruses and related threats, firewalls

References:

1. William Stallings, "Cryptography and Network Security: Principals and Practice", Pearson Education.
2. Behrouz A. Frouzan: Cryptography and Network Security, TMH
3. Bruce Schiener, "Applied Cryptography". John Wiley & Sons
4. Bernard Menezes," Network Security and Cryptography", Cengage Learning.
5. Atul Kahate, "Cryptography and Network Security", TMH

ECS-801: Artificial Intelligence

Unit-I

Introduction : Introduction to Artificial Intelligence, Foundations and History of Artificial Intelligence, Applications of Artificial Intelligence, Intelligent Agents, Structure of Intelligent Agents. Computer vision, Natural Language Possessing.

Unit-II

Introduction to Search : Searching for solutions, Uniformed search strategies, Informed search strategies, Local search algorithms and optimistic problems, Adversarial Search, Search for games, Alpha - Beta pruning.

Unit-III

Knowledge Representation & Reasoning: Propositional logic, Theory of first order logic, Inference in First order logic, Forward & Backward chaining, Resolution, Probabilistic reasoning, Utility theory, Hidden Markov Models (HMM), Bayesian Networks.

Unit-IV

Machine Learning : Supervised and unsupervised learning, Decision trees, Statistical learning models, Learning with complete data - Naive Bayes models, Learning with hidden data - EM algorithm, Reinforcement learning,

Unit-V

Pattern Recognition : Introduction, Design principles of pattern recognition system, Statistical Pattern recognition, Parameter estimation methods - Principle Component Analysis (PCA) and Linear Discriminant Analysis (LDA), Classification Techniques – Nearest Neighbor (NN) Rule, Bayes Classifier, Support Vector Machine (SVM), K – means clustering.

References:

1. Stuart Russell, Peter Norvig, “Artificial Intelligence – A Modern Approach”, Pearson Education
2. Elaine Rich and Kevin Knight, “Artificial Intelligence”, McGraw-Hill
3. E Charniak and D McDermott, “Introduction to Artificial Intelligence”, Pearson Education
4. Dan W. Patterson, “Artificial Intelligence and Expert Systems”, Prentice Hall of India,

Syllabus of Elective Subjects
(Computer Science & Engineering and Information Technology)

EIT-061 Software Quality Engineering

UNIT-I: Introduction
Defining Software Quality, Software Quality Attributes and Specification, Cost of Quality, Defects, Faults, Failures, Defect Rate and Reliability, Defect Prevention, Reduction, and Containment, Overview of Different Types of Software Review, Introduction to Measurement and Inspection Process, Documents and Metrics.

UNIT-II: Software Quality Metrics
Product Quality Metrics: Defect Density, Customer Problems Metric, Customer Satisfaction Metrics, Function Points, In-Process Quality Metrics: Defect Arrival Pattern, Phase-Based Defect Removal Pattern, Defect Removal Effectiveness, Metrics for Software Maintenance: Backlog Management Index, Fix Response Time, Fix Quality, Software Quality Indicators.

UNIT-III: Software Quality Management and Models
Modeling Process, Software Reliability Models: The Rayleigh Model, Exponential Distribution and Software Reliability Growth Models, Software Reliability Allocation Models, Criteria for Model Evaluation, Software Quality Assessment Models: Hierarchical Model of Software Quality Assessment.

UNIT-IV: Software Quality Assurance
Quality Planning and Control, Quality Improvement Process, Evolution of Software Quality Assurance (SQA), Major SQA Activities, Major SQA Issues, Zero Defect Software, SQA Techniques, Statistical Quality Assurance, Total Quality Management, Quality Standards and Processes.

UNIT-V: Software Verification, Validation & Testing:
Verification and Validation, Evolutionary Nature of Verification and Validation, Impracticality of Testing all Data and Paths, Proof of Correctness, Software Testing, Functional, Structural and Error-Oriented Analysis & Testing, Static and Dynamic Testing Tools, Characteristics of Modern Testing Tools.

References:

1. Jeff Tian, Software Quality Engineering (SQE), Wiley
2. Stephen H. Kan, Metrics and Models in Software Quality Engineering, Addison-Wesley

EIT-062 Software Testing

Unit-I: Introduction
Faults, Errors, and Failures, Basics of software testing, Testing objectives, Principles of testing, Requirements, behavior and correctness, Testing and debugging, Test metrics and measurements, Verification, Validation and Testing, Types of testing, Software Quality and Reliability, Software defect tracking.

Unit-II: White Box and Black Box Testing
White box testing, static testing, static analysis tools, Structural testing: Unit/Code functional testing, Code coverage testing, Code complexity testing, Black Box testing, Requirements based testing, Boundary value analysis, Equivalence partitioning, state/graph based testing, Model based testing and model checking, Differences between white box and Black box testing.

Unit-III: Integration, System, and Acceptance Testing
Top down and Bottom up integration, Bi-directional integration, System integration, Scenario Testing, Defect Bash, Functional versus Non-functional testing, Design/Architecture verification, Deployment testing, Beta testing, Scalability testing, Reliability testing, Stress testing, Acceptance testing: Acceptance criteria, test cases selection and execution,

Unit-IV: Test Selection & Minimization for Regression Testing
Regression testing, Regression test process, Initial Smoke or Sanity test, Selection of regression tests, Execution Trace, Dynamic Slicing, Test Minimization, Tools for regression testing, Ad hoc Testing: Pair testing, Exploratory testing, Iterative testing, Defect seeding.

Unit-V: Test Management and Automation
Test Planning, Management, Execution and Reporting, Software Test Automation: Scope of automation, Design & Architecture for automation, Generic requirements for test tool framework, Test tool selection, Testing in Object Oriented Systems.

References:

1. S. Desikan and G. Ramesh, "Software Testing: Principles and Practices", Pearson Education.
2. Aditya P. Mathur, "Fundamentals of Software Testing", Pearson Education.
3. Naik and Tripathy, "Software Testing and Quality Assurance", Wiley
4. K. K. Aggarwal and Yogesh Singh, "Software Engineering", New Age International Publication.

EIT-063 Software Reliability

UNIT-I: Introduction
Defining Software Reliability, Software Reliability Attributes and Specification, Concept of Defects, Faults, Failures, Defect Rate and Reliability, Defect Prevention, Reduction, and Containment, Overview of Different Types of Software Review, Introduction to Measurement and Inspection Process, Documents and Metrics.

UNIT-II: Software Reliability Metrics
Collection of fault and failure data, Measurement of internal and external product attributes, Customer Problems Metric, Customer Satisfaction Metrics, In-Process Quality Metrics: Defect Arrival Pattern, Phase-Based Defect Removal Pattern, Defect Removal Effectiveness, Metrics for Software Maintenance, Software Reliability indicators, Software Reliability Metrics, Static Code Metrics, Dynamic Metrics.

UNIT-III: Software Reliability Assessment Models
Basics of Reliability Theory, Software Reliability Problem, Modeling Process, Software Reliability Models, Parametric Reliability Growth Models, The Rayleigh Model, Exponential Distribution and Software Reliability Growth Models, Software Quality Assessment Models: Hierarchical Model of Software Quality Assessment.

UNIT-IV: Software Reliability Allocation Models
Software Reliability Allocation Models, Criteria for Model Evaluation, Optimal Reliability Allocation, Quality Planning and Control, Quality Improvement Process, Evolution of Software Quality Assurance (SQA), Major SQA Activities, Major SQA Issues, Zero Defect Software.

UNIT-V: Software Reliability Techniques
Reliability Techniques: Trending Reliability Techniques, Predicting Reliability Techniques, Error Seeding, Failure Rate, Curve Fitting, Reliability Growth, Models and Tools: Study of tools like CASRE, SARA, SMERFS.

References:

1. John Musa, "Software Reliability Engineering", McGraw-Hill
2. Fenton, and Pfleeger, "Software Metrics: A Rigorous and Practical Approach", International Thomson Computer Press
3. Jeff Tian, Software Quality Engineering (SQE), Wiley
4. Stephen H. Kan, Metrics and Models in Software Quality Engineering, Addison-Wesley

ECS-071 COMPUTATIONAL GEOMETRY

UNIT-I
Convex hulls: construction in 2d and 3d, lower bounds; Triangulations: polygon triangulations, representations, point-set triangulations, planar graphs

UNIT-II
Voronoi diagrams: construction and applicat ions, variants; Delayney triangulations: divide-and-conquer, flip and incremental algorithms, duality of Voronoi diagrams, min-max angle properties

UNIT-III
Geometric searching: point-location, fractional cascading, linear programming with prune and search, finger trees, concatenable queues, segment trees, interval trees; Visibility: algorithms for weak and strong visibility, visibility with reflections, art-gallery problems

UNIT-IV
Arrangements of lines: arrangements of hyper planes, zone theorems, many-faces complexity and algorithms; Combinatorial geometry: Ham-sandwich cuts.

UNIT-V
Sweep techniques: plane sweep for segment intersections, Fortune's sweep for Voronoi diagrams, topological sweep for line arrangements; Randomization in computational geometry: algorithms, techniques for counting; Robust geometric computing, Applications of computational geometry;

References:

1. Computational Geometry: An Introduction by Franco P. Preparata and Michael Ian Shamos; Springer Verlag
2. Mark de Berg , Marc van Kreveld , Mark Overmars , and Otfried Schwarzkopf, Computational Geometry, Algorithms and Applications , Springer-Verlag,
3. Ketan Mulmuley, Computational Geometry: An Introduction Through Randomized Algorithms, Prentice-Hall
4. Joseph O'Rourke, Computational Geometry in C, Cambridge University Press

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ECS-072 COMPUTATIONAL COMPLEXITY

UNIT-I
Models of Computation, resources (time and space), algorithms, computability, complexity.

UNIT-II
Complexity classes, P/NP/PSPACE, reduction s, hardness, completeness, hierarchy, relationships between complexity classes.

UNIT-III
Randomized computation and complexity; Logical characterizations, incompleteness; Approximability.

UNIT-IV

Circuit complexity, lower bounds; Parallel computation and complexity; Counting problems; Interactive proofs.

UNIT-V
Probabilistically checkable proofs; Communication complexity; Quantum computation

References:

1. Christos H. Papadimitriou., Combinatorial Optimization: Algorithms and Complexity , Prentice-Hall
2. Sanjeev Arora and Boaz Barak , Complexity Theory: A Modern Approach, Cambridge University Press
3. Steven Homer , Alan L. Selman , Computability and Complexity Theory , Springer

ECS-073 PARALLEL ALGORITHMS

Unit-I:
Sequential model, need of alternative model, parallel computational models such as PRAM, LMCC, Hypercube, Cube Connected Cycle, Butterfly, Perfect Shuffle Computers, Tree model, Pyramid model, Fully Connected model, PRAM-CREW, EREW models, simulation of one model from another one.

Unit-II:
Performance Measures of Parallel Algorithms, speed-up and efficiency of PA, Cost- optimality, An example of illustrate Cost- optimal algorithms- such as summation, Min/Max on various models.

Unit-III:
Parallel Sorting Networks, Parallel Merging Algorithms on CREW/EREW/MCC, Parallel Sorting Networks on CREW/EREW/MCC/, linear array

Unit-IV:
Parallel Searching Algorithm, Kth element, Kth element in X+Y on PRAM, Parallel Matrix Transportation and Multiplication Algorithm on PRAM, MCC, Vector-Matrix Multiplication, Solution of Linear Equation, Root finding.

Unit-V:
Graph Algorithms - Connected Graphs, search and traversal, Combinatorial Algorithms- Permutation, Combinations, Derrangements.

References:

1. M.J. Quinn, "Designing Efficient Algorithms for Parallel Computer", McGrawHill.
2. S.G. Akl, "Design and Analysis of Parallel Algorithms"
3. S.G. Akl, "Parallel Sorting Algorithm" by Academic Press

ECS-074 Pattern Recognition

Unit-I

Introduction: Basics of pattern recognition, Design principles of pattern recognition system, Learning and adaptation, Pattern recognition approaches, Mathematical foundations – Linear algebra, Probability Theory, Expectation, mean and covariance, Normal distribution, multivariate normal densities, Chi squared test.

Unit-II

Statistical Patten Recognition: Bayesian Decision Theory, Classifiers, Normal density and discriminant functions,

Unit – III

Parameter estimation methods: Maximum-Likelihood estimation, Bayesian Parameter estimation, Dimension reduction methods - Principal Component Analysis (PCA), Fisher Linear discriminant analysis, Expectation-maximization (EM), Hidden Markov Models (HMM), Gaussian mixture models.

Unit - IV

Nonparametric Techniques: Density Estimation, Parzen Windows, K-Nearest Neighbor Estimation, Nearest Neighbor Rule, Fuzzy classification.

Unit - V

Unsupervised Learning & Clustering: Criterion functions for clustering, Clustering Techniques: Iterative square - error partitional clustering – K means, agglomerative hierarchical clustering, Cluster validation.

References:

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.

ECS-075 Data Mining & Data Warehousing

Unit-I

Overview, Motivation(for Data Mining),Data Mining-Definition & Functionalities, Data Processing, Form of Data Preprocessing, Data Cleaning: Missing Values, Noisy Data,(Binning, Clustering, Regression, Computer and Human inspection),Inconsistent Data, Data Integration and Transformation. Data Reduction:-Data Cube Aggregation, Dimensionality reduction, Data

Compression, Numerosity Reduction, Clustering, Discretization and Concept hierarchy generation

Unit-II

Concept Description:- Definition, Data Generalization, Analytical Characterization, Analysis of attribute relevance, Mining Class comparisions, Statistical measures in large Databases. Measuring Central Tendency, Measuring Dispersion of Data, Graph Displays of Basic Statistical class Description, Mining Association Rules in Large Databases, Association rule mining, mining Single-Dimensional Boolean Association rules from Transactional Databases– Apriori Algorithm, Mining Multilevel Association rules from Transaction Databases and Mining Multi-Dimensional Association rules from Relational Databases

Unit-III

Classification and Predictions:

What is Classification & Prediction, Issues regarding Classification and prediction, Decision tree, Bayesian Classification, Classification by Back propagation, Multilayer feed-forward Neural Network, Back propagation Algorithm, Classification methods K-nearest neighbor classifiers, Genetic Algorithm.

Cluster Analysis:

Data types in cluster analysis, Categories of clustering methods, Partitioning methods. Hierarchical Clustering- CURE and Chameleon, Density Based Methods-DBSCAN, OPTICS, Grid Based Methods- STING, CLIQUE, Model Based Method –Statistical Approach, Neural Network approach, Outlier Analysis

Unit-IV

Data Warehousing: Overview, Definition, Delivery Process, Difference between Database System and Data Warehouse, Multi Dimensional Data Model, Data Cubes, Stars, Snow Flakes, Fact Constellations, Concept hierarchy, Process Architecture, 3 Tier Architecture, Data Marting.

Unit-V

Aggregation, Historical information, Query Facility, OLAP function and Tools. OLAP Servers, ROLAP, MOLAP, HOLAP, Data Mining interface, Security, Backup and Recovery, Tuning Data Warehouse, Testing Data Warehouse.

References:

1. M.H.Dunham,"Data Mining:Introductory and Advanced Topics" Pearson Education
2. Jiawei Han, Micheline Kamber, "Data Mining Concepts & Techniques" Elsevier
3. Sam Anahory, Dennis Murray, "Data Warehousing in the Real World : A Practical Guide for Building Decision Support Systems, Pearson Education
4. Mallach,"Data Warehousing System",McGraw –Hill

ECS-076 Distributed Database

UNIT-I

Transaction and schedules, Concurrent Execution of transaction, Conflict and View Serializability, Testing for Serializability, Concepts in Recoverable and Cascadeless schedules.

UNIT –II

Lock based protocols, time stamp based protocols, Multiple Granularity and Multiversion Techniques, Enforcing serializablity by Locks, Locking system with multiple lock modes, architecture for Locking scheduler

UNIT III

Distributed Transactions Management, Data Distribution, Fragmentation and Replication Techniques, Distributed Commit, Distributed Locking schemes, Long duration transactions, Moss Concurrency protocol.

UNIT –IV

Issues of Recovery and atomicity in Distributed Databases, Traditional recovery techniques, Log based recovery, Recovery with Concurrent Transactions, Recovery in Message passing systems, Checkpoints, Algorithms for recovery line, Concepts in Orphan and Inconsistent Messages.

UNIT V

Distributed Query Processing, Multiway Joins, Semi joins, Cost based query optimization for distributed database, Updating replicated data, protocols for Distributed Deadlock Detection, Eager and Lazy Replication Techniques

References

1. Silberschatz, orth and Sudershan, Database System Concept', Mc Graw Hill
2. Ramakrishna and Gehrke,' Database Management System, Mc Graw Hill
3. Garcia-Molina, Ullman,Widom,' Database System Implementation' Pearson Education
4. Ceei and Pelagatti,'Distributed Database', TMH
5. Singhal and Shivratri, 'Advance Concepts in Operating Systems' MC Graw Hill

ECS-077 Data Compression

Unit - I:

Compression Techniques: Loss less compression, Lossy Compression, Measures of prefonnance, Modeling and coding, Mathematical *Preliminaries* for Lossless compression: A brief introduction to information theory, Models: Physical models,

Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.

Unit – II:
The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.

Unit-III:
Coding a sequence, Generating a binary code, Comparison of Binary and Huffman cding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Move-to-front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markoy Compression.

Unit – IV:
Distortion criteria, Models, Scalar Ouantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.

Unit-V:
Advantages of Vector Quantization *over* Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured *Vector* Quantizers.

References:

1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers

EIT-071 Discrete Structures

Unit-I
Set Theory: Introduction, Combination of sets, Multisets, Ordered pairs. Proofs of some general identities on sets.
Relations: Definition, Operations on relations, Properties of relations, Composite Relations, Equality of relations, Recursive definition of relation, Order of relations.
Functions: Definition, Classification of functions, Operations on functions, Recursively defined functions. Growth of Functions.
Natural Numbers: Introduction, Mathematical Induction, Variants of Induction, Induction with Nonzero Base cases. Proof Methods, Proof by counter – example, Proof by contradiction.

Unit-II
Algebraic Structures: Definition, Groups, Subgroups and order, Cyclic Groups, Cosets, Lagrange's theorem, Normal Subgroups, Permutation and Symmetric groups, Group Homomorphisms, Definition and elementary properties of Rings and Fields, Integers Modulo *n*.

Unit-III

Partial order sets: Definition, Partial order sets, Combination of partial order sets, Hasse diagram. Lattices: Definition, Properties of lattices – Bounded, Complemented, Modular and Complete lattice.

Boolean Algebra: Introduction, Axioms and Theorems of Boolean algebra, Algebraic manipulation of Boolean expressions. Simplification of Boolean Functions, Karnaugh maps, Logic gates, Digital circuits and Boolean algebra.

Unit-IV

Propositional Logic: Proposition, well formed formula, Truth tables, Tautology, Satisfiability, Contradiction, Algebra of proposition, Theory of Inference

Predicate Logic: First order predicate, well formed formula of predicate, quantifiers, Inference theory of predicate logic.

Unit-V

Trees : Definition, Binary tree, Binary tree traversal, Binary search tree.

Graphs: Definition and terminology, Representation of graphs, Multigraphs, Bipartite graphs, Planar graphs,

Isomorphism and Homeomorphism of graphs, Euler and Hamiltonian paths, Graph coloring

Recurrence Relation & Generating function: Recursive definition of functions, Recursive algorithms, Method of solving recurrences.

Combinatorics: Introduction, Counting Techniques, Pigeonhole Principle

References:

1. Liu and Mohapatra, "Elements of Distcrete Mathematics", McGraw Hill
2. Jean Paul Trembley, R Manohar, Discrete Mathematical Structures with Application to Computer Science, McGraw-Hill
3. R.P. Grimaldi, Discrete and Combinatorial Mathematics, Addison Wesley,
4. Kenneth H. Rosen, Discrete Mathematics and Its Applications, McGraw-Hill,
5. B. Kolman, R.C. Busby, and S.C. Ross, Discrete Mathematical Structures, PHI

EIT-072 THEORY OF AUTOMATA AND FORMAL LANGUAGES

Unit – I

Introduction; Alphabets, Strings and Languages; Automata and Grammars, Deterministic finite Automata (DFA)-Formal Definition, Simplified notation: State transition graph, Transition tabl e, Language of DFA, Nondeterministic finite Automata (NFA), NFA with epsilon transit ion, Language of NFA, Equi valence of NFA and DFA, Minimization of Finite Automata, Distinguis hing one string from other, Myhill-Nerode Theorem

Unit – II

Regular expression (RE) , Definition, Operators of regular expression and their precedence, Algebraic laws for Regular expressions, Kleen's Theorem, Regular expression to FA, DFA to

Regular expression, Arden Theorem, Non Regular Languages, Pumping Lemma for regular Languages . Application of Pumping Lemma, Closure properties of Regu lar Languages, Decision properti es of Regular Languages, FA with output: Moore and Mealy machine, Equivalence of Moore and Mealy Machine,
Applications and Limitation of FA.

Unit – III
Context free grammar (CFG) and Contex t Freee Languages (CFL): Definition, Examples, Derivation , Derivation trees, Am biguity in Grammer, Inherent ambiguity, Ambiguous to Unambiguous CFG, Useless sym bols, Simplification of CFGs, Normal forms for CFGs: CNF and GNF, Closure proper ties of CFLs, Decision Properties of CFLs: Emptiness, Finiteness and Memership, Pumping lemma for CFLs,

Unit – IV
Push Down Automata (PDA): Description and definition, Instantaneous Description, Language of PDA, Acceptance by Final state, Acceptance by empty stack, Deterministic PDA, Equivalence of PDA and CFG, CFG to PDA and PDA to CFG, Two stack PDA

Unit – V
Turing machines (TM): Basic model, definit ion and representatio n, Instantaneous Description, Language acceptance by TM, Variants of Turing Machine, TM as Computer
of Integer functions, Universal TM, Chur ch's Thesis, Recursive and recursively enumerable languages, Halting problem, Introduction to Undecidability, Undecidable problems about TMs. Post correspondence problem (PCP), Modified PCP, Introduction
to recursive function theory

References:

1. Hopcroft, Ullman, "Introduction to Automata Theory, Languages and Computation", Pearson Education
2. K.L.P. Mishra and N.Chandrasekaran, "Theory of Computer Science : Automata, Languages and Computation", PHI
3. Martin J. C., "Introduction to Languages and Theory of Computations", TMH
4. Papadimitrou, C. and Lewis, C.L., "Elements of the Theory of Computation", PHI

EIT-073 Bioinformatics

Unit I:
Bioinformatics objectives and overviews, Interdisciplinary nature of Bioinformatics, Data integration, Data analysis, Major Bioinformatics databases and tools. Metadata: Summary

& reference systems, finding new type of data online.

Molecular Biology and Bioinformatics: Systems approach in biology, Central dogma of molecular biology, problems in molecular approach and the bioinformatics approach, oerview of the bioinformatics applications.

Unit II:
Basic chemistry of nucleic acids, Structure of DNA, Structure of RNA, DNA Replication, -Transcription, -Translation, Genes- the functional elements in DNA, Analyzing DNA,DNA sequencing. Proteins: Amino acids, Protein structure, Secondary, Tertiary and Quaternary structure, Protein folding and function, Nucleic acid-Protein interaction.

Unit III:

Perl Basics, Perl applications for bioinformatics- Bioperl, Linux Operating System, mounting/unmounting files, tar, gzip / gunzip, telnet, ftp, developing applications on Linux OS, Understanding and Using Biological Databases, Overview of Java, CORBA, XML, Web deployment concepts.

Unit IV:
Genome, Genomic sequencing, expressed sequence tags, gene expression, transcription factor binding sites and single nucleotide polymorphism. Computational representations of molecular biological data storage techniques: databases (flat, relational and object oriented), and controlled vocabularies, general data retrieval techniques: indices, Boolean search, fuzzy search and neighboring, application to biological data warehouses.

Unit V:
Macromolecular structures, chemical compounds, generic variability and its connection to clinical data. Representation of patterns and relationships: sequence alignment algorithms, regular expressions, hierarchies and graphical models, Phylogenetics. BLAST.

References

1. D E Krane & M L Raymer, " Fundamental concepts of Bioinformatics", Perason Education.
2. Rastogi, Mendiratta, Rastogi, "Bioinformatics Methods & applications, Genomics, Proteomics & Drug Discovery" PHI, New Delhi
3. Shubha Gopal et.al. " Bioinformatics: with fundamentals of genomics and proteomics", Mc Graw Hill.
4. O'Reilly, " Developing Bio informatics computer skills", CBS
5. Forsdyke, "Evolutionary Bioinformatics", Springer

EIT -074 IT in Forensic Science

UNIT I

Overview of Biometrics, Biometric Identification, Biometric Verification, Biometric Enrollment, Biometric System Security.

Authentication and Biometrics: Secure Authentication Protocols, Access Control Security Services, Matching Biometric Samples, Verification by humans.

Common biometrics: Finger Print Recognition, Face Recognition, Speaker Recognition, Iris Recognition, Hand Geometry, Signature Verification

UNIT II

Introduction to Information Hiding: Technical Steganography, Linguistic Steganography, Copy Right Enforcement, Wisdom from Cryptography

Principles of Steganography: Framework for Secret Communication, Security of Steganography System, Information Hiding in Noisy Data , Adaptive versus non-Adaptive Algorithms, Active and Malicious Attackers, Information hiding in Written Text.

UNIT III

A Survey of Steganographic Techniques: Substitution systems and Bit Plane Tools, Transform Domain Techniques: - Spread Spectrum and Information hiding, Statistical Steganography, Distortion Techniques, Cover Generation Techniques.

Steganalysis: Looking for Signatures: - Extracting hidden Information, Disabling Hidden Information.

UNIT IV

Watermarking and Copyright Protection: Basic Watermarking, Watermarking Applications, Requirements and Algorithmic Design Issues, Evaluation and Benchmarking of Watermarking system.

Transform Methods: Fourier Transformation, Fast Fourier Transformation, Discrete Cosine Transformation, Mellin-Fourier Transformation, Wavelets, Split Images in Perceptual Bands. Applications of Transformation in Steganography.

UNIT V

Computer Forensics, Rules of evidence, Evidence dynamics, Evidence collection, Data recovery, Preservation of digital evidence, surveillance tools for future warfare,

References:

1. Katzendbisser, Petitcolas, " Information Hiding Techniques for Steganography and Digital Watermarking", Artech House.

2. Peter Wayner, "Disappearing Cryptography: Information Hiding, Steganography and Watermarking 2/e", Elsevier
3. Bolle, Connell et. al., "Guide to Biometrics", Springer
4. John Vecca, “Computer Forensics: Crime scene Investigation”, Firewall Media
5. Christopher L.T. Brown, “Computer Evidence: Collection and Preservation”, Firewall Media

ECS-081 Real Time System

UNIT-I: Introduction

Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Deadlines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.

UNIT-II: Real Time Scheduling

Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-Deadline-First (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.

UNIT-III: Resources Sharing

Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority-Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Unit Resources, Controlling Concurrent Accesses to Data Objects.

UNIT-IV: Real Time Communication

Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols

UNIT-V: Real Time Operating Systems and Databases

Features of RTOS, Time Services, UNIX as RTOS, POSIX
Issues, Charecteristic of Temporal data, Temporal Consistencey, Concurrency Control, Overview of Commercial Real Time databases

References:

1. Real Time Systems by Jane W. S. Liu, Pearson Education Publication.
2. Mall Rajib, "Real Time Systems", Pearson Education
3. Albert M. K. Cheng , "Real-Time Systems: Scheduling, Analysis, and Verification", Wiley.

ECS-082 Software Project Management

UNIT-I: Introduction and Software Project Planning
Fundamentals of Software Project Management (SPM), Need Identification, Vision and Scope document, Project Management Cycle, SPM Objectives, Management Spectrum, SPM Framework, Software Project Planning, Planning Objectives, Project Plan, Types of project plan, Structure of a Software Project Management Plan, Software project estimation, Estimation methods, Estimation models, Decision process.

UNIT-II: Project Organization and Scheduling
Project Elements, Work Breakdown Structure (WBS), Types of WBS, Functions, Activities and Tasks, Project Life Cycle and Product Life Cycle, Ways to Organize Personnel, Project schedule, Scheduling Objectives, Building the project schedule, Scheduling terminology and techniques, Network Diagrams: PERT, CPM, Bar Charts: Milestone Charts, Gantt Charts.

UNIT-III: Project Monitoring and Control
Dimensions of Project Monitoring & Control, Earned Value Analysis, Earned Value Indicators: Budgeted Cost for Work Scheduled (BCWS), Cost Variance (CV), Schedule Variance (SV), Cost Performance Index (CPI), Schedule Performance Index (SPI), Interpretation of Earned Value Indicators, Error Tracking, Software Reviews, Types of Review: Inspections, Deskchecks, Walkthroughs, Code Reviews, Pair Programming.

UNIT-IV: Software Quality Assurance and Testing
Testing Objectives, Testing Principles, Test Plans, Test Cases, Types of Testing, Levels of Testing, Test Strategies, Program Correctness, Program Verification & validation, Testing Automation & Testing Tools, Concept of Software Quality, Software Quality Attributes, Software Quality Metrics and Indicators, The SEI Capability Maturity Model CMM), SQA Activities, Formal SQA Approaches: Proof of correctness, Statistical quality assurance, Cleanroom process.

UNIT-V: Project Management and Project Management Tools
Software Configuration Management: Software Configuration Items and tasks, Baselines, Plan for Change, Change Control, Change Requests Management, Version Control, Risk Management: Risks and risk types, Risk Breakdown Structure (RBS), Risk Management Process: Risk identification, Risk analysis, Risk planning, Risk monitoring, Cost Benefit Analysis, Software Project Management Tools: CASE Tools, Planning and Scheduling Tools, MS-Project.

References:

1. M. Cotterell, Software Project Management, Tata McGraw-Hill Publication.
2. Royce, Software Project Management, Pearson Education
4. Kieron Conway, Software Project Management, Dreamtech Press
5. S. A. Kelkar, Software Project Management, PHI Publication.

ECS-083 Embedded Systems

Unit-I
Introduction to embedded systems: Classification, Characteristics and requirements, Applications

Unit-II
Timing and clocks in Embedded systems, Task Modeling and management, Real time operating system issues.

Unit-III
Signals, frequency spectrum and sampling, digitization (ADC, DAC), Signal Conditioning and Processing.
Modeling and Characterization of Embedded Computation System.

Unit-IV
Embedded Control and Control Hierarchy, Communication strategies for embedded systems: Encoding and Flow control.

Unit-V
Fault-Tolerance, Formal Verification., Trends in Embedded Processor, OS, Development Language

References:

1. H.Kopetz, "Real-Time Systems", Kluwer
2. R.Gupta, "Co-synthesis of Hardware and Software for Embedded Systems", Kluwer
3. Shibu K.V., "Introduction to Embedded Systems", TMH
4. Marwedel, "Embedded System Design", Springer

ECS-084 Cryptography & Network Security

Unit-I

Introduction to security attacks, services and mechanism, Classical encryption techniques-substitution ciphers and transposition ciphers, cryptanalysis, steganography, Stream and block ciphers.

Modern Block Ciphers: Block ciphers principles, Shannon's theory of confusion and diffusion, fiestal structure, Data encryption standard(DES), Strength of DES, Idea of differential cryptanalysis, block cipher modes of operations, Triple DES

Unit-II

Introduction to group, field, finite field of the form GF(p), modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm,

Advanced Encryption Standard (AES) encryption and decryption

Fermat's and Euler's theorem, Primality testing, Chinese Remainder theorem, Discrete Logarithmic Problem,

Principals of public key crypto systems, RSA algorithm, security of RSA

Unit-III

Message Authentication Codes: Authentication requirements, authentication functions, message authentication code, hash functions, birthday attacks, security of hash functions, Secure hash algorithm (SHA)

Digital Signatures: Digital Signatures, Elgamal Digital Signature Techniques, Digital signature standards (DSS), proof of digital signature algorithm,

Unit-IV

Key Management and distribution: Symmetric key distribution, Diffie-Hellman Key Exchange, Public key distribution, X.509 Certificates, Public key Infrastructure.

Authentication Applications: Kerberos

Electronic mail security: pretty good privacy (PGP), S/MIME.

Unit-V

IP Security: Architecture, Authentication header, Encapsulating security payloads, combining security associations, key management.

Introduction to Secure Socket Layer, Secure electronic, transaction (SET)

System Security: Introductory idea of Intrusion, Intrusion detection, Viruses and related threats, firewalls

References:

1. William Stallings, "Cryptography and Network Security: Principals and Practice", Pearson Education.
2. Behrouz A. Frouzan: Cryptography and Network Security, Tata McGraw Hill
3. Bruce Schiener, "Applied Cryptography". John Wiley & Sons
4. Bernard Menezes," Network Security and Cryptography", Cengage Learning.
5. Atul Kahate, "Cryptography and Network Security", Tata McGraw Hill

ECS-085 Neural Networks

Unit-I:
Neurocomputing and Neuroscience
Historical notes, human Brain, neuron Mode l, Knowledge representation, Al and NN. Learning process: Supervised and unsuperv ised learning, Error correction learning,competitive learning, adaptation, statistical nature of the learning process.

Unit-II:
Data processing
Scaling, normalization, Transformation (FT/FFT), principal component analysis, regression, co-variance matrix, eigen values & eigen vectors. Basic Models of Artificial neurons, activation Functions, aggregation function, single neuron computation, multilayer perceptron, least mean square algorithm, gradient descent rule, nonlinearly separable problems and bench mark problems in NN.

Unit-III
Multilayered network architecture, back propagation algorithm, heuristics for making BP-algorithm performs better. Accelerated learning BP (like recursive least square, quick prop, RPROP algorithm), approximation properties of RBF networks and comparison with multilayer perceptran.

Unit-IV
Recurrent network and temporal feed-forward network, implementation with BP, self organizing map and SOM algorithm, properties of feature map and computer simulation. Principal component and Independent component analysis, application to image and signal processing.

Unit-V
Complex valued NN and complex valued BP, analyticity of activation function, application in 2D information processing. Complexity analysis of network models. Soft
computing. Neuro-Fuzzy-genetic algorithm Integration.

References:

1. J.A. Anderson, An Intoduction to Neural Networks, MIT
2. Hagen Demuth Beale, Neural Network Design, Cengage Learning
3. R.L. Harvey, Neural Network Principles, PHI
4. Kosko, Neural Network and Fuzzy Sets, PHI

ECS-086 Natural Language Processing

Unit-I

Introduction to Natural Language Understanding: The study of Language, Applications of NLP, Evaluating Language Understanding Systems, Different levels of Language Analysis, Representations and Understanding, Organization of Natural language Understanding Systems, Linguistic Background: An outline of English syntax.

Unit-II

Introduction to semantics and knowledge representation, Some applications like machine translation, database interface.

Unit-III

Grammars and Parsing: Grammars and sentence Structure, Top-Down and Bottom-Up Parsers, Transition Network Grammars, Top- Down Chart Parsing. Feature Systems and Augmented Grammars: Basic Feature system for English, Morphological Analysis and the Lexicon, Parsing with Features, Augmented Transition Networks.

Unit-IV

Grammars for Natural Language: Auxiliary Verbs and Verb Phrases, Movement Phenomenon in Language, Handling questions in Context-Free Grammars. Human preferences in Parsing, Encoding uncertainty, Deterministic Parser.

Unit-V

Ambiguity Resolution: Statistical Methods, Probabilistic Language Processing, Estimating Probabilities, Part-of-Speech tagging, Obtaining Lexical Probabilities, Probabilistic Context-Free Grammars, Best First Parsing. Semantics and Logical Form, Word senses and Ambiguity, Encoding Ambiguity in Logical Form.

References:

1. Akshar Bharti, Vineet Chaitanya and Rajeev Sangal, NLP: A Paninian Perspective, Prentice Hall, New Delhi
2. James Allen, Natural Language Understanding, Pearson Education
3. D. Jurafsky, J. H. Martin, Speech and Language Processing, Pearson Education
4. L.M. Ivansca, S. C. Shapiro, Natural Language Processing and Language Representation
5. T. Winograd, Language as a Cognitive Process, Addison-Wesley

ECS-087 Mobile Computing

Unit – I

Introduction, issues in mobile computing, overview of wireless telephony: cellular concept, GSM: air-interface, channel structure, location management: HLR-VLR, hierarchical, handoffs, channel allocation in cellular systems, CDMA, GPRS.

Unit - II
Wireless Networking, Wireless LAN Overview: MAC issues, IEEE 802.11, Blue Tooth, Wireless multiple access protocols, TCP over wireless, Wireless applications, data broadcasting, Mobile IP, WAP: Architecture, protocol stack, application environment, applications.

Unit – III
Data management issues, data replication for mobile computers, adaptive clustering for mobile wireless networks, File system, Disconnected operations.

Unit - IV
Mobile Agents computing, security and fault tolerance, transaction processing in mobile computing environment.

Unit – V
Adhoc networks, localization, MAC issues, Routing protocols, global state routing (GSR), Destination sequenced distance vector routing (DSDV), Dynamic source routing (DSR), Ad Hoc on demand distance vector routing (AODV), Temporary ordered routing algorithm (TORA), QoS in Ad Hoc Networks, applications.

References:

1. J. Schiller, Mobile Communications, Addison Wesley.
2. Charles Perkins, Mobile IP, Addison Wesley.
3. Charles Perkins, Ad hoc Networks, Addison Wesley**.**
4. Upadhyaya, "Mobile Computing", Springer

ECS-088 Soft Computing

Unit-I:
ARTIFICIAL NEURAL NETWORKS
Basic concepts - Single layer perception - Multilayer Perception - Supervised and Unsupervised learning – Back propagation networks - Kohnen's self organizing networks - Hopfield network.

Unit-II:
FUZZY SYSTEMS
Fuzzy sets, Fuzzy Relations and Fuzzy reasoning, Fuzzy functions - Decomposition - Fuzzy automata and languages - Fuzzy control methods - Fuzzy decision making.

Unit-III:
NEURO - FUZZY MODELING
Adaptive networks based Fuzzy interface systems - Classification and Regression Trees - Data clustering algorithms - Rule based structure identification - Neuro-Fuzzy controls - Simulated annealing – Evolutionary computation.

Unit-IV:
GENETIC ALGORITHMS
Survival of the Fittest - Fitness Computations - Cross over - Mutation - Reproduction - Rank method - Rank space method.

Unit-V:
APPLICATION OF SOFT COMPUTING
Optimiation of traveling salesman problem using Genetic Algorithm, Genetic algorithm based Internet Search Techniques, Soft computing based hybrid fuzzy controller, Intoduction to MATLAB Environment for Soft computing Techniques.

References:

1. Sivanandam, Deepa, " Principles of Soft Computing", Wiley
2. Jang J.S.R, Sun C.T. and Mizutani E, "Neuro-Fuzzy and Soft computing", Prentice Hall
3. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", McGraw Hill
4. Laurene Fausett, "Fundamentals of Neural Networks", Prentice Hall
5. D.E. Goldberg, "Genetic Algorithms: Search, Optimization and Machine Learning", Addison Wesley
6. Wang, "Fuzzy Logic", Springer

EIT-081 Digital Image Processing

UNIT-I
Introduction and Fundamentals
Motivation and Perspective, Applications, Components of Image Processing System, Element of Visual Perception, A Simple Image Model, Sampling and Quantization.

Image Enhancement in Frequency Domain
Fourier Transform and the Frequency Domain, Basis of Filtering in Frequency Domain, Filters – Low-pass, High-pass; Correspondence Between Filtering in Spatial and Frequency Domain; Smoothing Frequency Domain Filters – Gaussian Lowpass Filters; Sharpening Frequency Domain Filters – Gaussian Highpass Filters; Homomorphic Filtering.

UNIT-II
Image Enhancement in Spatial Domain
Introduction; Basic Gray Level Functions – Piecewise-Linear Transformation Functions: Contrast Stretching; Histogram Specification; Histogram Equalization; Local Enhancement; Enhancement using Arithmetic/Logic Operations – Image Subtraction, Image Averaging; Basics of Spatial Filtering; Smoothing - Mean filter, Ordered Statistic Filter; Sharpening – The Laplacian.

UNIT-III

Image Restoration

A Model of Restoration Process, Noise Models, Restoration in the presence of Noise only-Spatial Filtering – Mean Filters: Arithmetic Mean filter, Geometric Mean Filter, Order Statistic Filters – Median Filter, Max and Min filters; Periodic Noise Reduction by Frequency Domain Filtering – Bandpass Filters; Minimum Mean-square Error Restoration.

UNIT-IV

Morphological Image Processing

Introduction, Logic Operations involving Binary Images, Dilation and Erosion, Opening and Closing, Morphological Algorithms – Boundary Extraction, Region Filling, Extraction of Connected Components, Convex Hull, Thinning, Thickening

UNIT-V Registration

Introduction, Geometric Transformation – Plane to Plane transformation, Mapping, Stereo Imaging – Algorithms to Establish Correspondence, Algorithms to Recover Depth

Segmentation

Introduction, Region Extraction, Pixel-Based Approach, Multi-level Thresholding, Local Thresholding, Region-based Approach, Edge and Line Detection: Edge Detection, Edge Operators, Pattern Fitting Approach, Edge Linking and Edge Following, Edge Elements Extraction by Thresholding, Edge Detector Performance, Line Detection, Corner Detection.

References:

1. Digital Image Processing 2nd Edition, Rafael C. Gonzalvez and Richard E. Woods. Published by: Pearson Education.
2. Digital Image Processing and Computer Vision, R.J. Schalkoff. Published by: John Wiley and Sons, NY.
3. Fundamentals of Digital Image Processing, A.K. Jain. Published by Prentice Hall, Upper Saddle River, NJ.

EIT-082 Multimedia Systems

Unit-I: Introduction

Introduction to Multimedia, Multimedia Information, Multimedia Objects, Multimedia in business and work. Convergence of Computer, Communication and Entertainment products

Stages of Multimedia Projects

Multimedia hardware, Memory & storage devices, Communication devices, Multimedia software's, presentation tools, tools for object generations, video, sound, image capturing, authoring tools, card and page based authoring tools.

Unit-II: Multimedia Building Blocks
Text, Sound MIDI, Digital Audio, audio file formats, MIDI under windows environment Audio & Video Capture.

Unit-III: Data Compression
Huffman Coding, Shannon Fano Algorithm, Huffman Algorithms, Adaptive Coding, Arithmetic Coding Higher Order Modelling. Finite Context Modelling, Dictionary based Compression, Sliding Window Compression, LZ77, LZW compression, Compression, Compression ratio loss less & lossy compression.

Unit-IV: Speech Compression & Synthesis
Digital Audio concepts, Sampling Variables, Loss less compression of sound, loss compression & silence compression.

Unit-V: Images
Multiple monitors, bitmaps, Vector drawing, lossy graphic compression, image file formatic animations Images standards, JPEG Compression, Zig Zag Coding, Multimedia Database.Content based retrieval for text and images,**Video:**Video representation, Colors, Video Compression, MPEG standards, MHEG Standard Video Streaming on net, Video Conferencing, Multimedia Broadcast Services, Indexing and retrieval of Video Database, recent development in Multimedia.

References:

1. Tay Vaughan, "Multimedia, Making IT Work", McGraw Hill.
2. Buford, "Multimedia Systems", Addison Wesley.
3. Mark Nelson, "Data Compression Hand Book", BPB.
4. Sleinreitz, "Multimedia System", Addison Wesley.