

CS3452**THEORY OF COMPUTATION****L T P C
3 0 0 3****UNIT I AUTOMATA AND REGULAR EXPRESSIONS****9**

Need for automata theory - Introduction to formal proof – Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Equivalence between NFA and DFA – Finite Automata with Epsilon transitions – Equivalence of NFA and DFA- Equivalence of NFAs with and without ϵ -moves- Conversion of NFA into DFA – Minimization of DFAs.

UNIT II REGULAR EXPRESSIONS AND LANGUAGES**9**

Regular expression – Regular Languages- Equivalence of Finite Automata and regular expressions – Proving languages to be not regular (Pumping Lemma) – Closure properties of regular languages.

UNIT III CONTEXT FREE GRAMMAR AND PUSH DOWN AUTOMATA**9**

Types of Grammar - Chomsky's hierarchy of languages -Context-Free Grammar (CFG) and Languages – Derivations and Parse trees – Ambiguity in grammars and languages – Push Down Automata (PDA): Definition – Moves - Instantaneous descriptions -Languages of pushdown automata – Equivalence of pushdown automata and CFG-CFG to PDA-PDA to CFG – Deterministic Pushdown Automata.

UNIT IV NORMAL FORMS AND TURING MACHINES**9**

Normal forms for CFG – Simplification of CFG- Chomsky Normal Form (CNF) and Greibach Normal Form (GNF) – Pumping lemma for CFL – Closure properties of Context Free Languages –Turing Machine : Basic model – definition and representation – Instantaneous Description – Language acceptance by TM – TM as Computer of Integer functions – Programming techniques for Turing machines (subroutines).

UNIT V UNDECIDABILITY**9**

Unsolvable Problems and Computable Functions –PCP-MPCP- Recursive and recursively enumerable languages – Properties - Universal Turing machine -Tractable and Intractable problems

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ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

UNIT I PROBLEM SOLVING

9

Introduction to AI - AI Applications - Problem solving agents – search algorithms – uninformed search strategies – Heuristic search strategies – Local search and optimization problems – adversarial search – constraint satisfaction problems (CSP)

UNIT II PROBABILISTIC REASONING

9

Acting under uncertainty – Bayesian inference – naïve bayes models. Probabilistic reasoning – Bayesian networks – exact inference in BN – approximate inference in BN – causal networks.

UNIT III SUPERVISED LEARNING

9

Introduction to machine learning – Linear Regression Models: Least squares, single & multiple variables, Bayesian linear regression, gradient descent, Linear Classification Models: Discriminant function – Probabilistic discriminative model - Logistic regression, Probabilistic generative model – Naive Bayes, Maximum margin classifier – Support vector machine, Decision Tree, Random forests

UNIT IV ENSEMBLE TECHNIQUES AND UNSUPERVISED LEARNING

9

Combining multiple learners: Model combination schemes, Voting, Ensemble Learning - bagging, boosting, stacking, Unsupervised learning: K-means, Instance Based Learning: KNN, Gaussian mixture models and Expectation maximization

UNIT V NEURAL NETWORKS

9

Perceptron - Multilayer perceptron, activation functions, network training – gradient descent optimization – stochastic gradient descent, error backpropagation, from shallow networks to deep networks –Unit saturation (aka the vanishing gradient problem) – ReLU, hyperparameter tuning, batch normalization, regularization, dropout.

UNIT I RELATIONAL DATABASES

10

Purpose of Database System – Views of data – Data Models – Database System Architecture – Introduction to relational databases – Relational Model – Keys – Relational Algebra – SQL fundamentals – Advanced SQL features – Embedded SQL– Dynamic SQL

UNIT II DATABASE DESIGN

8

Entity-Relationship model – E-R Diagrams – Enhanced-ER Model – ER-to-Relational Mapping – Functional Dependencies – Non-loss Decomposition – First, Second, Third Normal Forms, Dependency Preservation – Boyce/Codd Normal Form – Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form

UNIT III TRANSACTIONS

9

Transaction Concepts – ACID Properties – Schedules – Serializability – Transaction support in SQL
– Need for Concurrency – Concurrency control – Two Phase Locking- Timestamp – Multiversion –
Validation and Snapshot isolation– Multiple Granularity locking – Deadlock Handling – Recovery
Concepts – Recovery based on deferred and immediate update – Shadow paging – ARIES Algorithm

UNIT IV IMPLEMENTATION TECHNIQUES

9

RAID – File Organization – Organization of Records in Files – Data dictionary Storage – Column Oriented Storage- Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Query Processing Overview – Algorithms for Selection, Sorting and join operations – Query optimization using Heuristics - Cost Estimation

UNIT V ADVANCED TOPICS

9

Distributed Databases: Architecture, Data Storage, Transaction Processing, Query processing and optimization – NOSQL Databases: Introduction – CAP Theorem – Document Based systems – Key value Stores – Column Based Systems – Graph Databases. Database Security: Security issues – Access control based on privileges – Role Based access control – SQL Injection – Statistical Database security – Flow control – Encryption and Public Key infrastructures – Challenges

UNIT I INTRODUCTION**9**

Algorithm analysis: Time and space complexity - Asymptotic Notations and its properties Best case, Worst case and average case analysis – Recurrence relation: substitution method - Lower bounds – **searching:** linear search, binary search and Interpolation Search, **Pattern search:** The naïve string-matching algorithm - Rabin-Karp algorithm - Knuth-Morris-Pratt algorithm. **Sorting:** Insertion sort – heap sort

UNIT II GRAPH ALGORITHMS**9**

Graph algorithms: Representations of graphs - Graph traversal: DFS – BFS - applications - Connectivity, strong connectivity, bi-connectivity - Minimum spanning tree: Kruskal's and Prim's algorithm- Shortest path: Bellman-Ford algorithm - Dijkstra's algorithm - Floyd-Warshall algorithm Network flow: Flow networks - Ford-Fulkerson method – Matching: Maximum bipartite matching

UNIT III ALGORITHM DESIGN TECHNIQUES**9**

Divide and Conquer methodology: Finding maximum and minimum - Merge sort - Quick sort
Dynamic programming: Elements of dynamic programming – Matrix-chain multiplication - Multi stage graph – Optimal Binary Search Trees. **Greedy Technique:** Elements of the greedy strategy - Activity-selection problem -- Optimal Merge pattern – Huffman Trees.

UNIT IV STATE SPACE SEARCH ALGORITHMS**9**

Backtracking: n-Queens problem - Hamiltonian Circuit Problem - Subset Sum Problem – Graph colouring problem **Branch and Bound:** Solving 15-Puzzle problem - Assignment problem - Knapsack Problem - Travelling Salesman Problem

UNIT V NP-COMPLETE AND APPROXIMATION ALGORITHM**9**

Tractable and intractable problems: Polynomial time algorithms – Venn diagram representation - NP-algorithms - NP-hardness and NP-completeness – Bin Packing problem - Problem reduction: TSP – 3-CNF problem. **Approximation Algorithms:** TSP - **Randomized Algorithms:** concept and application - primality testing - randomized quick sort - Finding kth smallest number

CS3451 INTRODUCTION TO OPERATING SYSTEMS

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UNIT I INTRODUCTION 7

Computer System - Elements and organization; Operating System Overview - Objectives and Functions - Evolution of Operating System; Operating System Structures – Operating System Services - User Operating System Interface - System Calls – System Programs - Design and Implementation - Structuring methods.

UNIT II PROCESS MANAGEMENT 11

Processes - Process Concept - Process Scheduling - Operations on Processes - Inter-process Communication; CPU Scheduling - Scheduling criteria - Scheduling algorithms: Threads - Multithread Models – Threading issues; Process Synchronization - The Critical-Section problem - Synchronization hardware – Semaphores – Mutex - Classical problems of synchronization - Monitors; Deadlock - Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock

UNIT III MEMORY MANAGEMENT 10

Main Memory - Swapping - Contiguous Memory Allocation – Paging - Structure of the Page Table - Segmentation, Segmentation with paging; Virtual Memory - Demand Paging – Copy on Write - Page Replacement - Allocation of Frames –Thrashing.

UNIT IV STORAGE MANAGEMENT 10

Mass Storage system – Disk Structure - Disk Scheduling and Management; File-System Interface - File concept - Access methods - Directory Structure - Directory organization - File system mounting - File Sharing and Protection; File System Implementation - File System Structure - Directory implementation - Allocation Methods - Free Space Management; I/O Systems – I/O Hardware, Application I/O interface, Kernel I/O subsystem.

UNIT V VIRTUAL MACHINES AND MOBILE OS 7

Virtual Machines – History, Benefits and Features, Building Blocks, Types of Virtual Machines and their Implementations, Virtualization and Operating-System Components; Mobile OS - iOS and Android.

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ENVIRONMENTAL SCIENCES AND SUSTAINABILITY

UNIT I ENVIRONMENT AND BIODIVERSITY

6

Definition, scope and importance of environment – need for public awareness. Eco-system and Energy flow– ecological succession. Types of biodiversity: genetic, species and ecosystem diversity– values of biodiversity, 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.

UNIT II ENVIRONMENTAL POLLUTION

9

Causes, Effects and Preventive measures of Water, Soil, Air and Noise Pollutions. Solid, Hazardous and E-Waste management. Case studies on Occupational Health and Safety Management system (OHASMS). Environmental protection, Environmental protection acts .

UNIT III RENEWABLE SOURCES OF ENERGY

6

Energy management and conservation, New Energy Sources: Need of new sources. Different types new energy sources. Applications of- Hydrogen energy, Ocean energy resources, Tidal energy conversion. Concept, origin and power plants of geothermal energy.

UNIT IV SUSTAINABILITY AND MANAGEMENT

6

Development , GDP ,Sustainability- concept, needs and challenges-economic, social and aspects of sustainability-from unsustainability to sustainability-millennium development goals, and protocols- 87 Sustainable Development Goals-targets, indicators and intervention areas Climate change- Global, Regional and local environmental issues and possible solutions-case studies. Concept of Carbon Credit, Carbon Footprint. Environmental management in industry-A case study.

UNIT V SUSTAINABILITY PRACTICES

6

Zero waste and R concept, Circular economy, ISO 14000 Series, Material Life cycle assessment, Environmental Impact Assessment. Sustainable habitat: Green buildings, Green materials, Energy efficiency, Sustainable transports. Sustainable energy: Non-conventional Sources, Energy Cyclescarbon cycle, emission and sequestration, Green Engineering: Sustainable urbanization- Socioeconomical and technological change.

LIST OF EXPERIMENTS:

1. Installation of windows operating system
2. Illustrate UNIX commands and Shell Programming
3. Process Management using System Calls : Fork, Exit, Getpid, Wait, Close
4. Write C programs to implement the various CPU Scheduling Algorithms
5. Illustrate the inter process communication strategy
6. Implement mutual exclusion by Semaphore
7. Write C programs to avoid Deadlock using Banker's Algorithm
8. Write a C program to Implement Deadlock Detection Algorithm
9. Write C program to implement Threading
10. Implement the paging Technique using C program
11. Write C programs to implement the following Memory Allocation Methods
 - a. First Fit
 - b. Worst Fit
 - c. Best Fit
12. Write C programs to implement the various Page Replacement Algorithms
13. Write C programs to Implement the various File Organization Techniques
14. Implement the following File Allocation Strategies using C programs
 - a. Sequential
 - b. Indexed
 - c. Linked
15. Write C programs for the implementation of various disk scheduling algorithms
16. Install any guest operating system like Linux using VMware.

DATABASE MANAGEMENT SYSTEMS LABORATORY**LIST OF EXPERIMENTS:**

1. Create a database table, add constraints (primary key, unique, check, Not null), insert rows, update and delete rows using SQL DDL and DML commands.
2. Create a set of tables, add foreign key constraints and incorporate referential integrity.
3. Query the database tables using different ‘where’ clause conditions and also implement aggregate functions.
4. Query the database tables and explore sub queries and simple join operations.
5. Query the database tables and explore natural, equi and outer joins.
6. Write user defined functions and stored procedures in SQL.
7. Execute complex transactions and realize DCL and TCL commands.
8. Write SQL Triggers for insert, delete, and update operations in a database table.
9. Create View and index for database tables with a large number of records.
10. Create an XML database and validate it using XML schema.
11. Create Document, column and graph based data using NOSQL database tools.
12. Develop a simple GUI based database application and incorporate all the abovementioned features
13. Case Study using any of the real life database applications from the following list
 - a) Inventory Management for a EMart Grocery Shop
 - b) Society Financial Management
 - c) Cop Friendly App – Eseva
 - d) Property Management – eMall
 - e) Star Small and Medium Banking and Finance
 - Build Entity Model diagram. The diagram should align with the business and functional goals stated in the application.
 - Apply Normalization rules in designing the tables in scope.
 - Prepared applicable views, triggers (for auditing purposes), functions for enabling enterprise grade features.
 - Build PL SQL / Stored Procedures for Complex Functionalities, ex EOD Batch Processing for calculating the EMI for Gold Loan for each eligible Customer.
 - Ability to showcase ACID Properties with sample queries with appropriate settings