SEMESTER – IV

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
207003 : Engineering Mathematics III

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Theory (TH) : 03 hrs/week	03	Mid_Semester: 30 Marks End_Semester: 70 Marks

Prerequisites: Differential & Integral calculus, Taylor series, Differential equations of first order and first degree, Fourier series, Collection, Classification and Representation of data.

Course Objectives:

1. To make the students familiarize with concepts and techniques in Linear differential equations, Fourier transform& Z-transform, Statistical methods, Probability theory and Numerical methods.2. The aim is to equip them with the techniques to understand advanced level mathematics and its applications that would enhance thinking power, useful in their disciplines.

Course Outcomes:

On completion of this course student will be able to –

CO1: Solve Linear differential equations, essential in modelling and design of computer-based systems.

CO2: Apply concept of Fourier transform and Z-transform and its applications to continuous and discrete systems and image processing.

CO3: Apply Statistical methods like correlation& regression analysis and probability theory for data analysis and predictions in machine learning.

CO4: Solve Algebraic &Transcendental equations and System of linear equations using numerical techniques.

CO5: Obtain Interpolating polynomials, numerical differentiation and integration, numerical solutions of ordinary differential equations used in modern scientific computing.

COURSE CONTENTS

Unit I	Linear Differential Equations	06 hrs

LDE of n^{th} order with constant coefficients, Complementary function, Particular integral, General method, Short methods, Method of variation of parameters, Cauchy's & Legendre's DE, Simultaneous & Symmetric simultaneous DE.

Unit II	Transforms	06 hrs

Fourier Transform (FT): Complex exponential form of Fourier series, Fourier integral theorem, Fourier Sine & Cosine integrals, Fourier transform, Fourier Sine & Cosine transforms and their inverses, Discrete Fourier Transform.

Z –Transform(ZT): Introduction, Definition, Standard properties, ZT of standard sequences and their inverses. Solution of difference equations.

Unit III	Statistics	06 hrs

Measures of central tendency, Measures of dispersion, Coefficient of variation, Moments, Skewness and Kurtosis, Curve fitting: fitting of straight line, parabola and related curves, Correlation and Regression, Reliability of Regression Estimates.

Unit IV	**Probability and Probability Distributions**	**06 hrs**

Probability, Theorems on Probability, Bayes theorem, Random variables, Mathematical Expectation, Probability density function, Probability distributions: Binomial, Poisson, Normal and Hyper geometric, Sampling distributions, Test of Hypothesis: Chi-Square test, t-test.

Unit V	**Numerical Methods**	**06 hrs**

Numerical Solution of Algebraic and Transcendental equations: Bisection, Secant, Regula-Falsi, Newton–Raphson and Successive Approximation Methods, Convergence and Stability.
Numerical Solutions of System of linear equations: Gauss elimination, LU Decomposition, Cholesky, Jacobi and Gauss-Seidel Methods.

Unit VI	**Numerical Methods**	**06hrs**

Interpolation: Finite Differences, Newton's and Lagrange's Interpolation formulae, Numerical Differentiation. Numerical Integration: Trapezoidal and Simpson's rules, Bound of truncation error. Solution of Ordinary differential equations: Euler's, Modified Euler's, Runge-Kutta 4^{th} order methods and Predictor-Corrector methods

Text Books:

1. B.V. Ramana, "Higher Engineering Mathematics", Tata McGraw-Hill
2. B. S. Grewal, "Higher Engineering Mathematics", Khanna Publication, Delhi

Reference Books:

1. Erwin Kreyszig, "Advanced Engineering Mathematics", 10ed, Wiley India
2. M. D. Greenberg, "Advanced Engineering Mathematics", 2edPearson Education
3. Peter V. O'Neil , "Advanced Engineering Mathematics", 7ed,Cengage Learning
4. S. L. Ross , "Differential Equations", 3e, Wiley India
5. Sheldon M. Ross, "Introduction to Probability and Statistics for Engineers and Scientists", 5e, Elsevier Academic Press
6. M. K. Jain, S. R. K. Iyengar And R. K. Jain1, "Numerical Methods for Scientific and Engineering Computation", 5e,New Age International Publication

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218552 : Operating Systems

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Theory (TH) : 3 hrs/week	3	Mid_Semester : 30 Marks End_Semester : 70 Marks

Prerequisite Courses, if any:

1. Computer Organization and Architecture.
2. Fundamentals of Data Structures.

Companion Course, if any:

Course Objectives:

1. To introduce basic concepts and functions of modern operating systems.
2. To understand the concept of process, thread management and scheduling.
3. To understand the concept of concurrency control.
4. To understand various Memory Management techniques.
5. To understand the concept of I/O and File management.
6. To understand different system software's like Assembler, Compiler, Macro-processor and Loaders / Linkers.

Course Outcomes:

On completion of the course, students will be able to –

CO1: Describe the role of Modern Operating Systems and **make use of** shell commands to **build** shell scripts.

CO2: Describe the concept of thread and process management, **compare** different process scheduling algorithms, and **justify** what algorithm to use in given scenario.

CO3: Explain synchronization and deadlock; **analyze** classical IPC problems, also **infer** the existence of deadlock in the system.

CO4: Apply the concepts of various memory management techniques.

CO5: Make use of concept of I/O management and File system.

CO6: Understand the concepts of different system softwares.

COURSE CONTENTS

Unit I	OVERVIEW OF OPERATING SYSTEM	(6 hrs)

Operating System Objectives and Functions, The Evolution of Operating Systems, Developments leading to Modern Operating Systems, Virtual Machines. Introduction to Linux OS, BASH Shell Scripting: Basic shell commands.

Mapping of Course Outcomes for Unit I	CO1

Unit II	PROCESS MANAGEMENT	(7 hrs)

Process: Concept of a Process, Process States, Process Description, Process Control.
Threads: Processes and Threads, Concept of Multithreading, Types of Threads, Thread programming Using Pthreads.
Scheduling: Types of Scheduling, Scheduling Algorithms (FCFS, SJF, Priority, RR).

Case Study: Process and Thread Management under Windows 8 versus Linux.

Mapping of Course Outcomes for Unit II	**CO2**

Unit III	**CONCURRENCY CONTROL**	**(7 hrs)**

Process/thread Synchronization and Mutual Exclusion: Principles of Concurrency, Requirements for Mutual Exclusion, Mutual Exclusion: Operating System Support (Semaphores and Mutex).
Classical synchronization problems: Readers/Writers Problem, Producer and Consumer problem, Inter-process communication (Pipes, Shared Memory).
Deadlock: Principles of Deadlock, Deadlock Modeling and Strategies to deal with deadlock: Prevention, Avoidance, Detection and Recovery. Example: Dining Philosophers Problem / Banker's Algorithm.
Case Study: Linux Inter Process communication.

Mapping of Course Outcomes for Unit III	**CO3**

Unit IV	**MEMORY MANAGEMENT**	**(6 hrs)**

Memory Management: Memory Management Requirements, Memory Partitioning: Fixed Partitioning, Dynamic Partitioning, Buddy System, Relocation, Paging, Page table structure, Segmentation.
Virtual Memory: Background, Demand Paging, Page Replacement (FIFO, LRU, Optimal), Allocation of frames, Thrashing.
Case Study: Linux Memory Management versus Windows Memory Management.

Mapping of Course Outcomes for Unit IV	**CO4**

Unit V	**INPUT/OUTPUT AND FILE MANAGEMENT**	**(6 hrs)**

I/O Management and Disk Scheduling: I/O Devices, Organization of the I/O Function, I/O Buffering, Disk Scheduling (FIFO, SSTF, SCAN, C-SCAN, LOOK, C-LOOK).
File Management: Overview-Files and File Systems, File structure. File Organization and Access, File Directories, File Sharing, Record Blocking, Secondary Storage Management.
Case Study: Linux File Management versus Windows File Management

Mapping of Course Outcomes for Unit V	**CO5**

Unit VI	**INTRODUCTION TO SYSTEMS SOFTWARE**	**(4 hrs)**

Need of System Software, study of various components of system software.
Assemblers: Elements of Assembly Language Programming, A simple Assembly Scheme and pass structure of Assemblers.
Introduction to compilers: Phase structure of Compiler and entire compilation process.
Introduction to Macro processors, Loaders and Linkers.

Mapping of Course Outcomes for Unit VI	**CO6**

Text Books:

1. William Stallings, Operating System: Internals and Design Principles, Prentice Hall, 8th Edition,2014, ISBN-10: 0133805913 • ISBN-13: 9780133805918
2. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, Operating System Concepts, John Wiley & Sons ,Inc., 9th Edition,2012, ISBN 978-1-118-06333-0
3. D. M. Dhamdhere, Systems Programming and Operating Systems, Tata McGraw-Hill, ISBN 13:978-0-07-463579-7, Second Revised Edition.

1. Tom Adelstein and Bill Lubanovic, Linux System Administration, O'Reilly Media, ISBN-10: 0596009526, ISBN-13: 978-0596009526.
2. Harvey M. Deitel, Operating Systems, Prentice Hall, ISBN-10: 0131828274, ISBN-13: 978-0131828278.
3. Thomas W. Doeppner, Operating System in depth: Design and Programming, WILEY, ISBN: 978-0-471-68723-8.
4. Mendel Cooper, Advanced Shell Scripting, Linux Documentation Project.
5. Andrew S. Tanenbaum & Herbert Bos, Modern Operating System, Pearson, ISBN-13: 9780133592221, 4th Edition.
6. J. J. Donovan, Systems Programming, McGraw-Hill, ISBN 13:978-0-07-460482-3, Indian Edition.

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218553: Fundamentals of Artificial Intelligence and Machine Learning

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Theory(TH):03hrs/week	03	Mid_Semester: 30 Marks End_Semester: 70 Marks

Prerequisite Courses, if any: Discrete Mathematics, Any Programming Knowledge (Python/ Matlab /Java).

Course Objectives: The objectives of this course is

1. To understand the basic concept of AI & ML.
2. To understand strength and weakness of problem solving and search algorithms.
3. To know about basic concepts of knowledge, and reasoning, Machine Learning.
4. To optimize the different linear methods of regression and classification.
5. To interpret the different supervised classification methods of support vector machine and tree based models.

Course Outcomes:

On completion of this course student will be able to --

CO1: Evaluate Artificial Intelligence (AI) methods and describe their foundations.
CO2: Analyze and illustrate how search algorithms play vital role in problem solving, inference, perception, knowledge representation and learning.
CO3: Demonstrate knowledge of reasoning and knowledge representation for solving real world problems
CO4: Recognize the characteristics of machine learning that makes it useful to real-world problems
CO5: Apply the different supervised learning methods of support vector machine and tree based models.
CO6: Use different linear methods for regression and classification with their optimization through different regularization techniques.

COURSE CONTENTS

Unit I	Introduction to AI	06 hrs

Basic Definitions and terminology, Foundation and History of AI, Overview of AI problems, Evolution of AI,- Applications of AI, Classification/Types of AI. Artificial Intelligence vs Machine learning.

Intelligent Agent: Types of AI Agent, Concept of Rationality, nature of environment, structure of agents. Turing Test in AI.

Mapping of Course Outcomes for Unit I	CO1

Unit II	Problem Solving	06 hrs

Search Algorithms in Artificial Intelligence: Terminologies, Properties of search Algorithms, Types of search algorithms: uninformed search and informed search, State Space search **Heuristic Search Techniques: Generate-and-Test; Hill Climbing; Properties of A* algorithm, Best-first Search; Problem Reduction.**

Constraint Satisfaction problem: Interference in CSPs; Back tracking search for CSPs; Local Search for CSPs; structure of CSP Problem.

Beyond Classical Search: Local search algorithms and optimization problem, local search in continuous spaces, searching with nondeterministic action and partial observation, online search agent and unknown environments.

Mapping of Course Outcomes for Unit II	**CO2**

Unit III	**Knowledge and Reasoning**	**06 hrs**

Knowledge-Based Agent in Artificial intelligence: Architecture, Approaches to designing a knowledge-based agent, knowledge representation: Techniques of knowledge representation, Propositional logic, Rules of Inference, First-Order Logic, Forward Chaining and backward chaining in AI,

Reasoning in Artificial intelligence: Types of Reasoning and Probabilistic reasoning, Uncertainty.

Mapping of Course Outcomes for Unit III	**CO3**

Unit IV	**Introduction to ML**	**06 hrs**

Introduction to Machine Learning: History of ML Examples of Machine Learning Applications, Learning Types, ML Life cycle, AI & ML, dataset for ML, Data Pre-processing, Training versus Testing, Positive and Negative Class, Cross-validation.

Mapping of Course Outcomes for Unit IV	**CO4**

Unit V	**Learning**	**06 hrs**

Types of Learning: Supervised, Unsupervised and Semi-Supervised Learning.

Supervised: Learning a Class from Examples, Types of supervised Machine learning Algorithms,

Unsupervised: Types of Unsupervised Learning Algorithm, Dimensionality Reduction: Introduction to Dimensionality Reduction, Subset Selection, and Introduction to Principal Component Analysis.

Mapping of Course Outcomes for Unit V	**CO5**

Unit VI	**Classification & Regression**	**06 hrs**

Classification: Binary and Multiclass Classification: , Assessing Classification Performance, Handling more than two classes, Multiclass Classification-One vs One, One vs Rest.

Regression: Assessing performance of Regression – Error measures, Overfitting and Underfitting,

Catalysts for Overfitting, VC Dimensions.	
Mapping of Course Outcomes for Unit VI	**CO6**

Text Books:

1. Russell, S. and Norvig, P. 2015. Artificial Intelligence - A Modern Approach, 3rd edition, Prentice Hall
2. J. Gabriel, Artificial Intelligence: Artificial Intelligence for Humans (Artificial Intelligence, Machine Learning), Create Space Independent Publishing Platform, First edition , 2016
3. Peter Flach: Machine Learning: The Art and Science of Algorithms that Make Sense of Data, Cambridge University Press, Edition 2012.

Reference Books:

1. Introduction to Artificial Intelligence & Expert Systems, Dan W Patterson, PHI., 2010 2. S Kaushik, Artificial Intelligence, Cengage Learning, 1st ed.2011.
2. Ric, E., Knight, K and Shankar, B. 2009. Artificial Intelligence, 3rd edition, Tata McGraw Hill.
3. Luger, G.F. 2008. Artificial Intelligence -Structures and Strategies for Complex Problem Solving, 6th edition, Pearson.
4. Alpaydin, E. 2010. Introduction to Machine Learning. 2nd edition, MIT.
5. Ethem Alpaydin: Introduction to Machine Learning, PHI 2nd Edition-2013.
6. Nilsson Nils J, “Artificial Intelligence: A new Synthesis, Morgan Kaufmann Publishers Inc. San Francisco, CA, ISBN: 978-1-55-860467-4.

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218554 : Database Management System

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Theory(TH):03hrs/week	03	Mid_Semester: 30 Marks End_Semester: 70 Marks

Prerequisite Courses, if any: Discrete Mathematics

Course Objectives:

1. The objective of the course is to present an introduction to database management system as a subject in its own right.
2. To understand the fundamental concepts of Relational Database management system.
3. To present SQL and procedural interfaces to SQL comprehensively.
4. To provide a strong formal foundation in Relational Database Concepts, database concepts, technology and practice &to introduce the concepts of Query Processing.
5. To introduce the concepts of Transaction Processing and to present the issues and techniques relating to concurrency and recovery in multi-user database environments.
6. To introduce the recent trends in database technology.

Course Outcomes:

On completion of this course student will be able to --

CO1: Apply fundamental elements of database management systems.
CO2: Design ER-models to represent simple database application scenarios.
CO3: Formulate SQL queries on data for relational databases.
CO4: Improve the database design by normalization & to incorporate query processing.
CO5: Apply ACID properties for transaction management and concurrency control.
CO6: Analyze various database architectures and technologies.

COURSE CONTENTS

Unit I	Introduction to DBMS	06 hrs

Introduction : Basic concepts, Advantages of DBMS over file processing systems, Data abstraction, Database languages, Data models, Data independence, Components of a DBMS, Overall structure of DBMS, Multi-user DBMS architecture, System catalogs, Data Modeling: Basic concepts, Entity, attributes, relationships, constraints, keys.

Case Study	**MySQL Database**
Mapping of Course Outcomes for Unit I	**CO1**

Unit II	Relational Model	06 hrs

ER and EER diagrams: Components of ER model, Conventions, Converting ER diagrams into tables Relational Model: Basic concepts, Attributes and Domains, Codd's rules.

Relational Integrity: Nulls, Entity, Referential integrities, Enterprise constraints, Views, Schema diagram		
Case Study	**Student / Timetable / Reservation / any data Management System**	
Mapping of Course Outcomes for Unit II	**CO2**	
Unit III	**Introduction to SQL - PL/SQL**	**06 hrs**
Introduction to SQL: Characteristics and advantages SQL Data Types, Literals, DDL, DML, SQL Operators Tables: Creating, Modifying, Deleting, Views: Creating, Dropping, Updation using Views, Indexes, Nulls. **SQL DML Queries**: SELECT query and clauses, Set operations, Tuple Variables, Set comparison, Ordering of Tuples , Aggregate Functions, Nested Queries, Database Modification using SQL Insert, Update, Delete Queries, Stored Procedure, Triggers, Programmatic **SQL** : Embedded SQL, Dynamic SQL, ODBC		
Case Study	**Employee database system**	
Mapping of Course Outcomes for Unit III	**CO3**	
Unit IV	**Database Design & Query Processing**	**06 hrs**
Relational Databases Design: Purpose of Normalization, Data Redundancy and Update Anomalies, Functional Dependencies. The process of Normalization: 1NF, 2NF, 3NF, BCNF. Introduction to **Query Processing:** Overview, Measures of Query cost, Selection and Join operations, Evaluation of Expressions **Introduction to Query optimization:** Estimation, Transformation of Relational Expression		
Case Study	**Employee Database design**	
Mapping of Course Outcomes for Unit IV	**CO4**	
Unit V	**Transaction & Concurrency Control**	**06 hrs**
Transaction Management: Basic concept of a Transaction, Properties of Transactions, Database Architecture, Concept of Schedule, Serial Schedule. **Serializability:** Conflict and View, Cascaded aborts Recoverable and Non-recoverable Schedules. **Concurrency Control:** Need Locking methods Dead locks, Time stamping Methods. Optimistic Techniques, Multi-version Concurrency Control. **Different crash recovery methods:** Shadow-Paging, Log-based Recovery: Deferred and Immediate, Check Points		
Case Study	**Banking Transaction**	

Mapping of Course Outcomes for Unit V	**CO5**	
Unit VI	**Advanced Databases**	**06 hrs**
Database Architectures: Centralized and Client-Server Architectures, 2 Tier and 3 Tier Architecture, Introduction to Parallel Databases, Key elements of Parallel Database Processing, Architecture of Parallel Databases, Introduction to Distributed Databases, Architecture of Distributed Databases, Distributed Database Design. **Emerging Database Technologies:** Introduction, No SQL Databases- Internet Databases, Cloud databases, Mobile Databases, SQLite database, XML databases		
Case Study	**RealmDB, ORMLite, Couchbase Lite**	
Mapping of Course Outcomes for Unit VI	**CO6**	

Text Books:

1. Silberschatz A., Korth H., Sudarshan S. "Database System Concepts", 6th edition, Tata McGraw Hill Publishers
2. G. K. Gupta "Database Management Systems" , Tata McGraw Hill

Reference Books:

1. Rab P., Coronel C. "Database Systems Design, Implementation and Management", 5th edition, Thomson Course Technology, 2002
2. Elmasri R., Navathe S. " Fundamentals of Database Systems", 4th edition, Pearson Education, 2003
3. Date C. " An Introduction to Database Systems", 7th edition, Pearson Education, 2002
4. Ramkrishna R., Gehrke J. " Database Management Systems", 3rd edition, McGraw Hill

Web Resources:

https://nptel.ac.in/courses/106/105/106105175/

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218555 : Computer Graphics

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Theory (TH): 03 hrs/week	03	Mid_Semester: 30 Marks End_Semester: 70 Marks

Prerequisite Courses, if any: Basic Geometry, Trigonometry, Vectors and Matrices, Data Structures and Algorithms.

Course Objectives:

1. Understand the foundations of computer graphics: hardware systems, math basis, light and color.
2. Understand the complexities of modeling realistic objects through modeling complex scenes using a high-level scene description language.
3. Become acquainted with some advanced topics in computer graphics. The student should gain an expanded vocabulary for discussing issues relevant to computer graphics (including both the underlying mathematics and the actual programming).
4. The student should gain an appreciation and understanding of the hardware and software utilized in constructing computer graphics applications.
5. The student should gain a comprehension of windows, clipping and view-ports in relation to images displayed on screen.
6. The student should gain an understanding of geometric, mathematical and algorithmic concepts necessary for programming computer graphics.

Course Outcomes:

On completion of the course, students will be able to–

CO1: Apply mathematical and logical aspects for developing elementary graphics operations like scan conversion of points, lines, circle, and apply it for problem solving.

CO2: Employ techniques of geometrical transforms to produce, position and manipulate Objects in 2 dimensional and 3-dimensional space respectively.

CO3: Describe mapping from a world coordinates to device coordinates, clipping, and projections in order to produce 3D images on 2D output device.

CO4: Apply concepts of rendering, shading, animation, curves and fractals using computer graphics tools in design, development and testing of 2D, 3D modeling applications.

CO5: Perceive the concepts of virtual reality.

COURSE CONTENTS

Unit – I	Computer Graphics Basic, OpenGL and Line, Circle Drawing	06 hrs

Introduction CG :Introduction to computer graphics, basics of graphics systems, raster and random scan, basic display processor

OpenGL – Introduction – Graphics function, OpenGL Interface, primitives and attributes, Control functions, programming events.

Line Drawing: DDA Line drawing algorithm, Bresenham Line drawing algorithm

Circle Drawing: Bresenham circle drawing algorithm. **Character Generation:** Stroke principle, starburst principle, bitmap method. Introduction to aliasing and anti-aliasing.		
Case Study	**Computer-generated imagery (CGI)**	
Mapping of Course Outcomes for Unit I	**CO1**	
Unit – II	**Polygons, 2D Transformations**	**06 hrs**
Polygons: Polygons and its types, inside test, Polygon filling methods: Seed Fill – Flood fill and Boundary Fill, Scan-line Fill algorithms, **2D Transformations:** Translation, Scaling, Rotation, Reflection and Shearing, Matrix representation and homogeneous coordinate system, composite transformations.		
Case Study	**Transformation of an Object in Computer Graphics: Mathematical Matrix Theory**	
Mapping of Course Outcomes for Unit II	**CO2**	
Unit – III	**Windowing, Clipping,3D Transformation, Projections**	**06 hrs**
Windowing: Concept of window and viewport, viewing transformations **Line Clipping:** Cohen Sutherland method of line clipping **Polygon Clipping:** Sutherland Hodgeman method for convex and concave polygon clipping. **3D Transformation:** Translation, scaling, rotation about X, Y, Z & arbitrary axis, and reflection about XY, YZ, XZ & arbitrary plane. **Projections:** Types of projections- Parallel, Perspective **Parallel:** oblique – Cavalier, Cabinet, Orthographic – isometric, diametric, trimetric **Perspective:** vanishing points as 1 point, 2 point and 3 point.		
Case Study	**3D Rendering and Modeling**	
Mapping of Course Outcomes for Unit III	**CO2 & CO3**	
Unit – IV	**Segments, Illumination models, colour models and shading**	**06 hrs**
Segments: Introduction, Segment table, segment creation, closing, deleting, renaming, and visibility. **Illumination models**: Light sources, ambient light, diffuse light, specular reflection, the Phong model, combined diffuse and specular reflections with multiple light sources. **Color Models:** CIE Chromaticity Diagram, Color Gamut, RGB, CMY, YCbCr,HSVcolor models. **Shading Algorithms:** Constant intensity shading, Halftone, Gourand and Phong Shading.		
Case Study	**Best practices in Day lighting& Passive Systems for Smaller Commercial Buildings**	
Mapping of Course Outcomes for Unit IV	**CO4**	

Unit – V	**Curves, fractals and Animation**	**06 hrs**
Curves: Introduction, interpolation and approximation, Spline Interpolation Methods – hermite interpolation, Bezier curves, B-Splines. **Fractals:** Introduction, Classification, fractal Dimension, Fractal dimension and surfaces, Hilbert curve, Koch Curve. **Animation:** Basics of animation, types of animation, principles of animation, design of animation sequences, animation languages, key frame, morphing, motion specification. Methods of controlling animation, frame-by-frame animation techniques, real-time animation techniques.		
Case Study	**3D Animation services for character expressions.**	
Mapping of Course Outcomes for Unit V	**CO4**	
Unit – VI	**Virtual Reality**	**06 hrs**
Introduction of Virtual Reality: Fundamental Concept, Three I's of virtual reality and Classic Components of VR systems, Applications of VR systems. **Multiple Modals of Input and Output Interface in Virtual Reality:** Input – 3D position Trackers and its types, Navigation and Manipulation Interfaces, Gesture Interfaces, Graphics Displays – HMD and CAVE, Sound Displays, Haptic Feedback **Rendering Pipeline:** Graphics rendering Pipeline, Haptics Rendering Pipeline Modeling in Virtual Reality: Concepts of Geometric Modeling, Kinematic Modeling, Physical modeling and Behavior modeling.		
Case Study	**Virtual reality in aviation and Space travel Training**	
Mapping of Course Outcomes for Unit VI	**CO5**	

Test Books

1. D. Hearn, M. Baker, "Computer Graphics – C Version", 2nd Edition, Pearson Education, 2002, ISBN81 – 7808 – 794 – 4
2. S. Harrington, "Computer Graphics", 2nd Edition, McGraw-Hill Publications, 1987, ISBN 0 – 07 – 100472 – 6
3. Grigore C. Burdea, Philippe Coiffet, "Virtual Reality Technology", second edition, Wiley India Edition, ISBN 81-265-0789-6

Reference books

1. D. Rogers, "Procedural Elements for Computer Graphics", 2nd Edition, Tata McGraw-Hill Publication, 2001, ISBN 0 – 07 – 047371 – 4.
2. J. Foley, V. Dam, S. Feiner, J. Hughes, "Computer Graphics Principles and Practice", 2nd Edition, Pearson Education, 2003, ISBN 81 – 7808 – 038 – 9.
3. Foley, "Computer Graphics: Principles & Practice in C", 2e, ISBN 9788131705056, Pearson Edu.
4. F.S. Hill JR, "Computer Graphics Using Open GL", Pearson Education.

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218556 : Operating System Laboratory

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Practical (PR) : 2 hrs/week	1	PR : 25 Marks TW : 25 Marks

Prerequisites: 1. C Programming
2. Data Structure

Course Objectives :

1. To introduce and learn Linux commands required for administration.
2. To learn shell programming concepts and applications.
3. To demonstrate the functioning of OS basic building blocks like processes, threads under the LINUX.
4. To demonstrate the functioning of OS concepts in user space like concurrency control (process synchronization, mutual exclusion), CPU Scheduling, Memory Management and Disk Scheduling in LINUX.
5. To demonstrate the functioning of Inter Process Communication under LINUX.

Course Outcomes :

On completion of the course, students will be able to–

1. To apply the basics of Linux commands.
2. To build shell scripts for various applications.
3. To implement basic building blocks like processes, threads under the Linux.
4. To develop various system programs for the functioning of OS concepts in user space like concurrency control, CPU Scheduling, Memory Management and Disk Scheduling in Linux.
5. To develop system programs for Inter Process Communication in Linux.

Guidelines for Instructor's Manual

The faculty member should prepare the laboratory manual for all the experiments and it should be made available to students and laboratory instructor/Assistant.

Guidelines for Student's Lab Journal

1. Student should submit term work in the form of handwritten journal based on specified list of assignments.
2. Practical Examination will be based on the term work.
3. Candidate is expected to know the theory involved in the experiment.
4. The practical examination should be conducted if and only if the journal of the candidate is complete in all aspects.

Guidelines for Lab /TW Assessment

1. Examiners will assess the term work based on performance of students considering the parameters such as timely conduction of practical assignment, methodology adopted for implementation of practical assignment, timely submission of assignment in the form of handwritten write-up along with results of implemented assignment, attendance etc.

2. Examiners will judge the understanding of the practical performed in the examination by asking some questions related to the theory & implementation of the experiments he/she has carried out.

3. Appropriate knowledge of usage of software and hardware related to respective laboratory should be checked by the concerned faculty member

Guidelines for Laboratory Conduction

As a conscious effort and little contribution towards Green IT and environment awareness, attaching printed papers of the program in journal may be avoided. There must be hand-written write-ups for every assignment in the journal. The DVD/CD containing students programs should be attached to the journal by every student and same to be maintained by department/lab In-charge is highly encouraged. For reference one or two journals may be maintained with program prints at Laboratory.

Guidelines for Practical Examination

1. There will be 2 problem statements options and student will have to perform any one.
2. All the problem statements carry equal weightage.

List of Laboratory Assignments

Assignment No. 1 a. Study of Basic Linux Commands: echo, ls, read, cat, touch, test, loops, arithmetic comparison, conditional loops, grep, sed etc. - **CO1**

b. Write a program to implement an address book with options given below: a) Create address book. b) View address book. c) Insert a record. d) Delete a record. e) Modify a record. f) Exit - **CO2**

Assignment No. 2: Process control system calls: The demonstration of FORK, EXECVE and WAIT system calls along with zombie and orphan states. – **CO3**

a. Implement the C program in which main program accepts the integers to be sorted. Main program uses the FORK system call to create a new process called a child process. Parent process sorts the integers using sorting algorithm and waits for child process using WAIT system call to sort the integers using any sorting algorithm. Also demonstrate zombie and orphan states.

b. Implement the C program in which main program accepts an array. Main program uses the FORK system call to create a new process called a child process. Parent process sorts an array and passes the sorted array to child process through the command line arguments of EXECVE system call. The child process uses EXECVE system call to load new program which display array in reverse order.

Assignment No. 3: Implement the C program for CPU Scheduling Algorithms: Shortest Job First (Preemptive) and Round Robin with different arrival time. – **CO4**

Assignment No. 4: - **CO4**

a. Thread synchronization using counting semaphores. Application to demonstrate: producer-consumer problem with counting semaphores and mutex.
b. Thread synchronization and mutual exclusion using mutex. Application to demonstrate: Reader-Writer problem with reader priority.

Assignment No. 5: Implement the C program for Deadlock Avoidance Algorithm: Bankers Algorithm. – **CO4**

Assignment No. 6: Implement the C program for Page Replacement Algorithms: FCFS, LRU, and Optimal for frame size as minimum three. – **CO4**

Assignment No. 7: Inter process communication in Linux using following. – **CO5**

a. FIFOs: Full duplex communication between two independent processes. First process accepts sentences and writes on one pipe to be read by second process and second process counts number of characters, number of words and number of lines in accepted sentences, writes this output in a text file and writes the contents of the file on second pipe to be read by first process and displays on standard output.

b. Inter-process Communication using Shared Memory using System V. Application to demonstrate: Client and Server Programs in which server process creates a shared memory segment and writes the message to the shared memory segment. Client process reads the message from the shared memory segment and displays it to the screen.

Assignment No. 8: Implement the C program for Disk Scheduling Algorithms: SSTF, SCAN, C-Look considering the initial head position moving away from the spindle. - **CO4**

Reference Books:

1. Das, Sumitabha, UNIX Concepts and Applications, TMH, ISBN-10: 0070635463, ISBN-13: 978-0070635463, 4th Edition.
2. Kay Robbins and Steve Robbins, UNIX Systems Programming, Prentice Hall, ISBN-13: 978-0134424071, ISBN-10: 0134424077, 2nd Edition.
3. Mendel Cooper, Advanced Shell Scripting Guide, Linux Documentation Project, Public domain.
4. Yashwant kanetkar, UNIX Shell Programming, BPB Publication.

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218557 : Computer Graphics Laboratory

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Practical (PR) :02hrs/week	01	PR : 25 Marks

Prerequisites: Basic Geometry, Trigonometry, Vectors and Matrices, Data Structures and Algorithms

Course Objectives :

1. To acquaint the learners with the concepts of OpenGL.
2. To acquaint the learners with the basic concepts of Computer Graphics.
3. To implement the various algorithms for generating and rendering the objects.
4. To get familiar with mathematics behind the transformations.
5. To understand and apply various methods and techniques regarding animation.

Course Outcomes :

On completion of this course student will be able to --

CO1: Apply line& circle drawing algorithms to draw the objects.

CO2: Apply polygon filling methods for the object.

CO3: Apply polygon clipping algorithms for the object.

CO4: Apply the 2D transformations on the object.

CO5: Implement the curve generation algorithms.

CO6: Demonstrate the animation of any object using animation principles.

Guidelines for Instructor's Manual

The faculty member should prepare the laboratory manual for all the experiments and it should be made available to students and laboratory instructor/Assistant.

Guidelines for Student's Lab Journal

1. Student should submit term work in the form of journal with write-ups based on specified list of assignments.
2. Practical and Oral Examination will be based on all the assignments in the lab manual
3. Candidate is expected to know the theory involved in the experiment.
4. The practical examination should be conducted if and only if the journal of the candidate is complete in all respects.

Guidelines for Lab /TW Assessment

1. Examiners will assess the student based on performance of students considering the parameters such as timely conduction of practical assignment, methodology adopted for implementation of practical assignment, timely submission of assignment in the form of write-ups along with results of implemented assignment, attendance etc.

2. Examiners will judge the understanding of the practical performed in the examination by asking some questions related to theory & implementation of experiments he/she has carried out. **3.** Appropriate knowledge of usage of software related to respective laboratory should be checked by the concerned faculty member.
Guidelines for Laboratory Conduction
1. All the assignments should be implemented in C++ with OpenGL libraries. **2.** Assignment 1 (week 1) should cover all the basic functions of openGL to get students familiar with Graphics Environment. Hence, this assignment is not included in Practical Exam. **3.** The different objects/shapes/patterns should be drawn for implementation of drawing algorithm. **4.** All the assignments should explore the conceptual understanding of students. **5.** The keyboard/Mouse interfaces should be used wherever possible.
Guidelines for PRACTICAL EXAM conduction
3. There will be 2 problem statements options and student will have to perform any one. **4.** All the problem statements carry equal weightage.
Virtual Laboratory
• **https://cse18-iiith.vlabs.ac.in/** • **http://vlabs.iitb.ac.in/vlabs-dev/labs/cglab/index.php**
Suggested List of Laboratory Assignments
1. Install and explore the OpenGL -- **CO1**
2. Implement DDA and Bresenham line drawing algorithm to draw: i) Simple Line ii) Dotted Line iii) Dashed Line iv) Solid line; using mouse interface Divide the screen in four quadrants with center as (0, 0). The line should work for all the slopes positive as well as negative.
3. Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius- **C02**
4. Implement the following polygon filling methods : i) Flood fill / Seed fill ii) Boundary fill ; using mouse click, keyboard interface and menu driven programming**- CO4**
5. Implement Cohen Sutherland polygon clipping method to clip the polygon with respect the viewport and window. Use mouse click, keyboard interface - **CO4**
6.Implement following 2D transformations on the object with respect to axis : – **CO5** i) Scaling ii) Rotation about arbitrary point iii) Reflection
7. Generate fractal patterns using i) Bezier ii) Koch Curve - **CO5**
8. Implement animation principles for any object - **CO6**
Text Books
1. S. Harrington, "Computer Graphics", 2nd Edition, McGraw-Hill Publications, 1987, ISBN 0-07-

100472-6

2. D. Rogers, "Procedural Elements for Computer Graphics", 2nd Edition, McGraw-Hill Publications, 1987, ISBN 0-07-047371-4

3. F.S. Hill JR, "Computer Graphics Using OpenGL", Pearson Education

Reference Books

1. Graphics Principles and Practice", 2nd Edition, Pearson Education, 2003, ISBN 81 – 7808 – 038 – 9

2. D.Hearn, M. Baker, "Computer Graphics – C Version", 2nd Edition, Pearson Education, 2002, ISBN81 – 7808 – 794 – 4

3. D. Rogers, J. Adams, "Mathematical Elements for Computer Graphics", 2nd Edition, Tata McGraw-Hill Publication, 2002, ISBN 0 – 07 – 048677 – 8

4. Zhigang Xiang, Roy Plastock, "Computer Graphics", Schaum's Series outlines

5. Shirley, Marschner, "Fundamentals of Computer Graphics", Third Ed, A K Peters SPD

6. D.P. Mukharjee, Debasish Jana, "Computer Graphics Algorithms and implementation", PHI Learning

7. Samuel R. Buss, "3D Computer Graphics", Cambridge University Press

8. Mario Zechner, Robert Green, "Beginning Android 4 Games Development", Apress, ISBN: 978-81-322-0575-3

9. Maurya, "Computer Graphics with Virtual Reality Systems, 2ed.", Wiley, ISBN-9788126550883

10. Foley, "Computer Graphics: Principles & Practice in C", 2e, ISBN 9788131705056, Pearson

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
: Database Management System Laboratory

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Practical (PR): 04hrs/week	02	PR: 25 Marks TW: 25 Marks

Prerequisites: Data structures and Software engineering principles and practices.

Course Objectives :

1. Understand the fundamental concepts of database management. These concepts include aspects of database design, database languages, and database-system implementation.
2. To provide a strong formal foundation in database concepts, recent technologies and best industry practices.
3. To give systematic database design approaches covering conceptual design, logical design and an overview of physical design.
4. To learn the SQL database system.
5. To learn and understand various Database Architectures and its use for application development.
6. To program PL/SQL including stored procedures, stored functions, cursors and packages.

Course Outcomes :

On completion of this course student will be able to --

CO1: Install and configure database systems.
CO2: Analyze database models & entity relationship models.
CO3 : Design and implement a database schema for a given problem-domain
CO4: Implement relational database systems.
CO5: Populate and query a database using SQL DDL / DML / DCL commands.
CO6 : Design a backend database of any one organization: CASE STUDY

Guidelines for Instructor's Manual

The faculty member should prepare the laboratory manual for all the experiments and it should be made available to students and laboratory instructor/Assistant.

Guidelines for Student's Lab Journal

1. Student should submit term work in the form of journal with write-ups based on specified list of assignments.
2. Practical and Oral Examination will be based on all the assignments in the lab manual
3. Candidate is expected to know the theory involved in the experiment.
4. The practical examination should be conducted only if the journal of the candidate is complete in all respects.

Guidelines for Oral /Practical Assessment

1. Examiners will assess the student based on performance of students considering the parameters such as timely conduction of practical assignment, methodology adopted for

implementation of practical assignment, timely submission of assignment in the form of handwritten write-up along with results of implemented assignment, attendance etc.

2. Examiners will judge the understanding of the practical performed in the examination by asking some questions related to theory & implementation of experiments he/she has carried out.
3. Appropriate knowledge of usage of software and hardware related to respective laboratory should be checked by the concerned faculty member.

Suggested List of Laboratory Assignments

Group A: Study of Databases

Mapping of Course Outcomes Group A -- CO1

1. Study of MySQL Open source software. Discuss the characteristics like efficiency, scalability, performance and transactional properties
2. Install and configure client and server of MySQL.(Show all commands and necessary steps for installation and configuration)
3. Study of SQLite: What is SQLite? Uses of Sqlite. Building and installing SQLite.

Group B: MySQL

Mapping of Course Outcomes Group B -- CO2, CO3, CO4, CO5

1. Design any database with at least 3 entities and relationships between them. Draw suitable ER/EER diagram for the system.
2. Design and implement a database (for assignment no 1) using DDL statements and apply normalization on them
3. Create Table with primary key and foreign key constraints.
   a. Alter table with add n modify b. Drop table
4. Perform following SQL queries on the database created in assignment 1.
   - Implementation of relational operators in SQL
   - Boolean operators and pattern matching
   - Arithmetic operations and built in functions
   - Group functions
   - Processing Date and Time functions
   - Complex queries and set operators
5. Execute DDL/DML statements which demonstrate the use of views. Update the base table using its corresponding view. Also consider restrictions on updatable views and perform view creation from multiple tables.

Group C: PL/SQL

Mapping of Course Outcomes Group C -- CO6

1. Write and execute PL/SQL stored procedure and function to perform a suitable task on the database. Demonstrate its use.
2. Write and execute suitable database triggers .Consider row level and statement level triggers.
3. Write a PL/SQL block to implement all types of cursor.

Group D: Relational Database Design
Mapping of Course Outcomes Group D -- CO5, CO6
Design and case study of any organization (back end only), Project Proposal and High Level SRS To prepare for project, do the following: 1. Form teams of around 3 to 4 people 2. Create requirements document with the following information:- a. Give one or two paragraph description of your goals for the topic(s). b. List what all types of users will be accessing your application c. List the various functionalities that your application will support. Explain each in about a paragraph worth of detail. d. List the hardware and software requirements at the backend and at the front end. e. Give an estimate of the number of users of each type, the expected load (transactions per day), and the expected database size.
Project ER Diagram and Database Design
For ER diagram and Database design following guidelines can be used: 1. Draw an ER diagram of your project. 2. Reduce this ER diagram into the tables and complete database design. 3. Subsequently, list all the functional dependencies on each table that you expect will hold. 4. Check that the database schema is in 3NF/BCNF. If it is not, apply normalization. Use non-loss decomposition and bring the database schema in 3NF/BCNF. Give the ER diagram and the data dictionary as part of the requirement specifications file which you created for the project proposal.
Reference Books:
1. Dr. P. S. Deshpande, “SQL and PL/SQL for Oracle 10g Black Book”, DreamTech 2. Ivan Bayross, “SQL, PL/SQL: The Programming Language of Oracle”, BPB Publication 3. Reese G., Yarger R., King T., Williums H, “Managing and Using MySQL”, Shroff Publishers and Distributors Pvt. Ltd., ISBN: 81 - 7366 - 465 – X, 2nd Edition 4. Eric Redmond, Jim Wilson, “Seven databases in seven weeks”, SPD, ISBN: 978-93-5023-91 5. Jay Kreibich, Using SQLite, SPD, ISBN: 978-93-5110-934-1, 1st edition

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218559 : Project Based Learning - II

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Practical (PR): 04hrs/week	02	TW : 50 Marks

Prerequisite Courses, if any:

Preamble:

Project Based Learning (PBL) is an instructional approach that emphasizes critical-thinking, collaboration and personalized learning. In PBL, student groups engage in meaningful inquiry that is of personal interest to them. These projects are based on problems, which are real-life oriented, curriculum-based and often interdisciplinary. Students decide how to approach a problem and what activities or processes they will perform. They collect information from a variety of sources, analyze, synthesize and derive understanding from it. The real-world focus of PBL activities is central to the process because it motivates students and adds value to their work. Their learning is connected to something real and involves life skills such as collaboration and reflection. The faculty assigned to the group is referred as mentor. Technology enables students and Mentor in various phases of the PBL process. At the end of the PBL, students demonstrate their newly acquired knowledge and are evaluated by how much they have learned and how well they communicate it. Students also conduct self-evaluation to assess their own growth and learning. Throughout this process, the mentor's role is to guide and advise students, rather than to direct and manage student work.

Companion Course: Online courses relevant to the project, along with expert lecture on Intellectual property rights, patents and software engineering.

Course Objectives :

1. To learn the various processes involved in project based learning.
2. To develop critical thinking and engineering problem solving skills amongst the students.
3. To explain the roles and responsibilities of IT engineers to the solution of engineering problems within the social, environmental and economic context.
4. To equip the students with knowledge and skills require to develop solutions for the problems coming from various Hackathon.

Course Outcomes

On completion of the course, student will be able to --

CO1: Design solution to real life problems and analyze its concerns through shared cognition.

CO2: Apply learning by doing approach in PBL to promote lifelong learning.

CO3: Tackle technical challenges for solving real world problems with team efforts.

CO4: Collaborate and engage in multi-disciplinary learning environments.

COURSE CONTENTS

Group Structure

Group structure should enable students to work in mentor–monitored groups. The students plan, manage and complete a task/project / activity which addresses the stated problem.

1. There should be a team of 3 to 6 students who will work cohesively.
2. A Mentor should be assigned to individual groups who will help them with learning and development process.

Selection of Project/Problem

1. The project scope/topic can be from any field/area, but selection related to IT technical aspect is desirous.
2. The project/problem done in first year engineering could be extended further, based on its potential and significance analysis.
3. Project/problem requiring solutions through conceptual model development and use of software tools should be preferred.
4. Different alternate approaches such as theoretical, practical, working model, demonstration or software analysis should be used in solving/implementing of project/problem.
5. The project/problem requiring multi-disciplinary approach to solve it, should be preferred.
6. Problem may require in depth study of specific practical, scientific or technical domain.
7. Hands-on activities, organizational and field visits, interacting with research institutes and expert consultation should be included in the approach to make students aware of latest technologies.

Assessment

The department should be committed to assess and evaluate both student performance and solution impact.

Progress of PBL will be monitored regularly on weekly basis. Weekly review of the work is necessary. During process of monitoring and continuous assessment and evaluation the individual and team performance is to be measured by mentor.

Students must maintain an institutional culture of authentic collaboration, self- motivation, peer-learning and personal responsiveness. The institution/department should support students in this regard through guidance/orientation programs and the provision of appropriate resources and services. Supervisor/mentor and students must actively participate in assessment and evaluation processes. Group may demonstrate their knowledge and skills by developing a public product and/or report and/or presentation.

1. Individual assessment for each student (Understanding individual capacity, role and involvement in the project).

2. Group assessment (roles defined, distribution of work, intra-team communication and togetherness.

3. Documentation and presentation.

Evaluation and Continuous Assessment
It is recommended that the all activities are to be recorded in PBL workbook, regular assessment of work to be done and proper documents are to be maintained at college end by both students as well as mentor. The PBL workbook will reflect accountability, punctuality, technical writing ability and work flow of the task undertaken. Continuous Assessment Sheet (CAS) is to be maintained by all mentors/department. Recommended parameters for assessment, evaluation and weightage: 1. Idea Inception (5%) 2. Outcomes of PBL/Problem Solving Skills/Solution provided/Final product**(40%)** (Individual assessment and team assessment) 3. Documentation (Gathering requirements, design & modeling, implementation/execution, use of technology and final report, other documents **(25 %)** 4. Potential for the patent **(10%)** 5. Demonstration (Presentation, User Interface, Usability etc.) **(10%)** 6. Contest Participation/ publication **(5%)** 7. Awareness /Consideration of Environment/ Social /Ethics/ Safety measures/Legal aspects **(5%).** Design the rubrics based on the above parameters for evaluation of student performance
Faculty / Mentor is expected to perform following activities
Faculty/ Mentor is expected to perform following activities: Revision of PBL concepts Skill assessment of students Formation of diversified and balanced groups Share information about patent, copyright and publications to make students aware about it Discussion of sample case studies Design of the rubrics for evaluation of student performance Discussion of the rubrics with students Weekly Assessment of the deliverables such as Presentation, Report, Concept map, logbook Scaffolding of the students Summative and Formative assessment
Reference Books:
1. Project-Based Learning, Edutopia, March 14,2016. 2. What is PBL? Buck Institute forEducation. 3. www.schoology.com 4. www.wikipedia.org 5. www.howstuffworks.com

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218560 : Code of Conduct

Teaching Scheme:	Credit Scheme:	Examination Scheme:
Tutorial : 01 hrs/week	01	Term work : 25 marks

Preamble:

Engineering is one of the important and cultured professions. With respect to any engineering profession, engineers are expected to exhibit the reasonable standards of integrity and honesty. Engineering is directly or indirectly responsible to create a vital impact on the quality of life for the society. Acceptably, the services provided by engineers require impartiality, honesty, equity and fairness and must give paramount importance to the protection of the public health, safety, and welfare. Engineers must perform under a standard of professional behavior that requires adherence to the principles of ethical conduct.
Prime aim is to recognize and evaluate ethical challenges that they will face in their professional careers through knowledge and exercises that deeply challenge their decision making processes and ethics.

Course Objectives:

1. To promote ethics, honesty and professionalism.
2. To set standards that are expected to follow and to be aware that If one acts unethically what are the consequences.
3. To provide basic knowledge about engineering Ethics, Variety of moral issues and Moral dilemmas, Professional Ideals and Virtues
4. To provide basic familiarity about Engineers as responsible Experimenters, Research Ethics, Codes of Ethics, Industrial Standards, Exposure to Safety and Risk, Risk Benefit Analysis
5. To have an idea about the Collegiality and Loyalty, Collective Bargaining, Confidentiality, Occupational Crime, Professional, Employee, Intellectual Property Rights.

Course Outcomes:

On completion of the course, students will be able to–

CO1: Understand the basic perception of profession, professional ethics, various moral and social issues, industrial standards, code of ethics and role of professional ethics in engineering field.

CO2: Aware of professional rights and responsibilities of an engineer, responsibilities of an engineer for safety and risk benefit analysis.

CO3: Understand the impact of the professional Engineering solutions in societal and Environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

CO4: Acquire knowledge about various roles of engineers in variety of global issues and able to apply ethical principles to resolve situations that arise in their professional lives.

COURSE CONTENTS

The following are the certain guidelines as far as ethics and code of conduct are concerned to be clearly and elaborately explained to the students,

Fundamental norms Engineers, in the fulfillment of their professional duties, should include paying utmost attention to the safety, health, and welfare of the society. Along with that engineers should execute the services only in their areas of competence. Whenever there is a need to issue public statements then such statements should be expressed in objective and truthful manner. Engineer should extend high sense of integrity by acting for each employer or client as faithful agents or trustees. Whatever may be the working scope engineer should conduct themselves honorably, responsibly, ethically, and lawfully so as to enhance the honor, reputation, and usefulness of the profession.

As far as ethical practices are concerned engineers should not reveal facts, data, or information without the prior consent of the client or employer except as authorized or required by law or Code. Engineers should not permit the use of their name or associate in business ventures with any person or firm that they believe is engaged in fraudulent or dishonest enterprise moreover he/she should not aid or abet the unlawful practice of engineering by a person or firm.

Engineers having knowledge of any alleged violation of the Code should report thereon to appropriate professional bodies and, when relevant, also to public authorities, and cooperate with the proper authorities in furnishing such information or assistance as may be required. Engineers should disclose all known or potential conflicts of interest that could influence or appear to influence their judgment or the quality of their services. Engineers should not accept compensation, financial or otherwise, from more than one party for services on the same project, or for services pertaining to the same project, unless the circumstances are fully disclosed and agreed to by all interested parties. Engineers should not solicit or accept financial or other valuable consideration, directly or indirectly, from outside agents in connection with the work for which they are responsible.

Engineers should never falsify their qualifications or permit misrepresentation of their or their associates' qualifications. They shall not misrepresent or exaggerate their responsibility in or for the subject matter of prior assignments. Brochures or other presentations incident to the solicitation of employment shall not misrepresent pertinent facts concerning employers, employees, associates, joint ventures, or past accomplishments.

Engineers should not offer, give, solicit, or receive, either directly or indirectly, any contribution to influence the award of a contract by public authority, or which may be reasonably construed by the public as having the effect or intent of influencing the awarding of a contract. They should not offer any gift or other valuable consideration in order to secure work. They should not pay a commission, percentage, or brokerage fee in order to secure work, except to a bona fide employee or bona fide established commercial or marketing agencies retained by them. There are certain obligations accompanied with engineering profession. Engineers should acknowledge their errors and should not distort or alter the facts. Candid advises in special cases are always welcome. Engineers should not accept outside employment to the detriment of their regular work or interest. Before accepting any outside engineering employment, they will notify their employers.

Engineers should not promote their own interest at the expense of the dignity and integrity of the profession furthermore they should treat all persons with dignity, respect, fairness, and without

discrimination. Engineers should at all times strive to serve the public interest. Engineers are encouraged to participate in civic affairs; career guidance for youths; and work for the advancement of the safety, health, and well-being of their community. Engineers are encouraged to adhere to the principles of sustainable development in order to protect the environment for future generations. Engineers shall continue their professional development throughout their careers and should keep current in their specialty fields by engaging in professional practice, participating in continuing education courses, reading in the technical literature, and attending professional meetings and seminar.

Engineers should not, without consent, use equipment, supplies, laboratory, or office facilities of an employer to carry on outside private practice. They should not attempt to injure, maliciously or falsely, directly or indirectly, the professional reputation, prospects, practice, or employment of other engineers. Engineers who believe others are guilty of unethical or illegal practice shall present such information to the proper authority for action. "Sustainable development" is the challenge for the engineers meeting human needs for natural resources, industrial products, energy, food, transportation, shelter, and effective waste management while conserving and protecting environmental quality and the natural resource base essential for future development.

Following are contents to be covered in tutorial session-

1. **Introduction to Ethical Reasoning and Engineer Ethics:** Senses of 'Engineering Ethics' – Variety of moral issues – Types of inquiry – Moral dilemmas –Moral Autonomy – Kohlberg's theory – Gilligan's theory – Consensus and Controversy –Professions and Professionalism – Professional Ideals and Virtues – Uses of Ethical Theories.
2. **Professional Practice in Engineering :** Global Issues -Multinational Corporations – Business Ethics - Environmental Ethics – Computer Ethics - Role in Technological Development – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Honesty – Moral Leadership – Sample Code of Conduct.
3. **Ethics as Design - Doing Justice to Moral Problems :** Engineer's Responsibility for Safety - Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis – Reducing Risk – The Government Regulator's Approach to Risk.
4. **Workplace Responsibilities and Rights -** Collegiality and Loyalty – Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) – Discrimination.
5. **Computers, Software, and Digital Information**
6. **Responsibility for the Environment**

#Exemplar/Case Studies :

General Motors ignition switch recalls (2014), Space Shuttle Columbia disaster (2003), Space Shuttle Challenger disaster (1986), Therac-25 accidents (1985 to 1987), Chernobyl disaster (1986),Bhopal disaster (1984), Kansas City Hyatt Regency walkway collapse (1981).

Guidelines for Conduction
The course will exemplify the budding engineers the Code of Conduct and ethics pertaining to their area and scope of their work. The Instructor/Teacher shall explain the students the importance and impact of the ethics and code of conduct. Confined to various courses and project/mini-project development the possible vulnerabilities and threats need to be elaborated and the students' participation need to be encouraged in designing such document explicitly mentioning Code of Conduct and Disclaimers.
Suggested set of Activities
1. Purpose-Introduce the concept of Professional Code of Conduct. **Method** – Using Group Discussion as a platform, ask students to share one practice in their family / home that everyone has to follow. For ex. not wearing footwear in the house, taking a bath first thing in the morning, seeking blessings from elders, etc. Connect this Code of Conduct in their family to one that exists in the professional world **Outcome** – Awareness of profession-specific code of conduct and importance of adherence of that code specified. Ability to express opinions verbally and be empathetic to diverse backgrounds and values **2. Purpose-Impress upon the students, the significance of morality** **Method –** Role play a professional situation where an engineer is not competent and is trying to copy the work of a colleague and claim credit for that work. Ask observing students to react to that situation. Alternatively, a short video that clearly shows unethical behavior can be played and ask viewers their opinion about the situation. Note to teachers – read about Kohlber's theory and Gilligan's theory to understand levels of moral behavior. **Outcome** – Incite students to contemplate their own immoral behavior in public space or academic environment (like copying homework or assignment). Will coax students to introspect their own values and encourage them to choose the right path. **3. Purpose**-Highlight the importance of professional ideals like conflict management, ambition, ethical manners and accountability. **Method –** Each student will have to write a 200 word essay on any of above mentioned virtues of being a good professional. On evaluation, the top 5 essays can be displayed on the college wall magazine and rewarded if deemed appropriate. **Outcome –** Learn to express one's ideas and identify and relate to good virtues. Build writing skills, improve language and gain knowledge about how to write an impactful essay. **4. Purpose**-Make students aware of proper and globally accepted ethical way to handle work, colleagues and clients **Method** – Teacher can form groups of 6 – 7 students and assign them different cases (these can be accessed online from copyright free websites of B-school content) **Outcome** – Develop group communication skills. Learn to speak up one's opinion in a forum. Cultivate the habit of presenting solution-driven analytical arguments making them contributors in any team.

5. Purpose – Make students aware that technology can be harmful if not used wisely and ethically.
Method – Conduct a quiz on various ethical dilemmas that are relevant in today's world pertaining to privacy right, stalking, plagiarism, hacking, weaponizing technology, AI, electronic garbage creating environmental hazard etc
Outcome – Make students aware of various adverse consequences of technology development and allow them to introspect on how to use technology responsibly.

6. Purpose – Expose students to professional situations where engineers must use their skills ethically and for the betterment of society and nation
Method – Students in groups of 4 can be given an assignment in the earlier session to present in front of the class one specific case where they felt unethical treatment has been meted out to a person by an engineer – either as a witness, advisor, dishonesty, improper skills testimony etc. The group has to make a short presentation and also suggested plausible solutions to that situation. Q&A from other students must encouraged to allow healthy discussion
Outcome – Become aware of unethical code of conduct in the professional world and how to follow a moral compass especially when one reaches positions of power.

7. **Purpose** – Provide an insight into rights and ethical behavior.
Method – Movies like The Social Network can be played and students can be asked to discuss their opinion about collegiality, intellectual property, friendship and professional relationships
Outcome – help them look at success stories from an ethical point of view. Develop critical thinking and evaluation of circumstances.

8. Purpose – Make students contemplate about ideal and safe professional environment and decide on making right decisions based on codes of conduct
Method – Students can be asked to write down 5 most important codes of conduct that they feel that every computer engineer should follow. After evaluation by teacher / experts, the collection of codes can be converted into a handbook to be given to every student as a memoir to help them in their professional life.
Outcome – Introspection and think about how to shape the professional environment. Also, when they carry back with them their own codes of conduct, they could feel bound to adhere to these ethics.

Term Work Assessment Guidelines

Students must submit the report of all conducted activities. Conducted during Tutorial (Outside Classroom) of at least 04 activities (out of 07 activities) from group (of 02-03) students.

The brief guidelines for report preparations are as follows:

1. One activity report must be of maximum 3 pages;
2. Combined Report of all activities with cover pages, table of contents and certificate (signed by instructor) is to be submitted in soft copy (pdf) format only.

3. The report must contain:

- General information about the activity;
- Define the purpose of the activity;
- Detail out the activities carried out during the visit in chronological order;
- Summarize the operations / process (methods) during the activities;
- Describe what you learned (outcomes) during the activities as a student;
- Add photos of the activity;(optional)
- Add a title page to the beginning of your report;
- Write in clear and objective language; and
- Get well presented, timely and complete report submitted.

Recommended Assessment and Weightage Parameters:
(Attendance 30%, Assignments/Activities- Active participation and proactive learning 50% and report 20%)

Web Links:

- https://www.ieee.org/about/compliance.html
- https://www.cs.cmu.edu/~bmclaren/ethics/caseframes/91-7.html
- https://www.nspe.org/
- http://www.ewh.ieee.org/soc/pes/switchgear/presentations/tp_files/2017-1_Thurs_Shiffbauer_Singer_Engineering_Ethics.pdf

MOOC/ Video lectures available at:

https://swayam.gov.in/nd1_noc20_mg44/preview

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218561 (A) : Mandatory Audit course 4:
Water Supply and Management

Teaching Scheme:	Credit Scheme:	Examination Scheme:
01hrs/week	Non Credit	Audit Course

Prerequisite Courses: Basic knowledge of environmental science and mathematics

Course Objectives:

1. Enable the student to understand the various components of environment in and around the earth crust and understand the effects of it over plants, animals, etc
2. Understand the important concepts of good water supply system to a city/town or a village
3. Understand the need of conservation of rain water and its applications
4. Understand the sources, effects, prevention and control measures of water pollution and its legislative aspects.

Course Outcomes:

On completion of the course, learner will be able to --

CO1: Relate the relations between the environment and ecology, estimating water requirement for public water supply scheme.

CO2: Assess the quality of water as per BIS and select the appropriate treatment method required for the water source.

CO3: Analyze the suitable distribution system for a locality and know the appurtenances used.

CO4: Summarize the arrangement of water supply and fittings in a building.

CO5: Determine the need of conservation of water and rural water supply.

CO6: Identify the sources of water pollution and suitable control measures.

COURSE CONTENTS

Unit I	Introduction To Environment, Water Requirement And Water Sources	02 hrs

ENVIRONMENT AND ECOLOGY: Atmosphere, Lithosphere, Hydrosphere, Biosphere. Relation between Plant, Animals and Environment. Eco System, Man and Ecology.

WATER REQUIREMENT: Necessity of water supply, Methods of population forecasting (Arithmetical, Geometrical and Incremental Increase method), Water Requirements for a) Domestic Purpose b) Industrial Use c) Fire Fighting d) Public Purpose e) Losses. Per Capita Demand and Factors affecting it. Total Quantity of Water Required for a Town.

SOURCES OF WATER: Surface Sources - Lakes, Streams, Rivers. Impounded Reservoirs. Underground Sources - Infiltration Galleries, Infiltration Wells and Springs

Mapping of Course Outcomes for Unit I	CO1

Unit II	Quality And Treatment Of Water	02 hrs

QUALITY OF WATER: Impurities of water - organic and inorganic classification and examination of water. Physical - temperature, color, turbidity, taste and odour. Chemical - pH Value, Total Solids, Hardness, Chlorides, Iron and Manganese, Fluoride and Dissolved Oxygen. Bacteriological- E-coli, Most Probable Number (MPN), Quality Standards for Domestic purpose as perBIS.

TREATMENT OF WATER: Flow diagram of different units of treatment, brief description of constructional details, working and operation of the following units - plain sedimentation, sedimentation with coagulation, flocculation, filtration-Slow sand filters, Rapid sand filters and pressure filters (nodesign) Disinfection of water, Chlorination		
Mapping of Course Outcomes for Unit II	**CO2**	
Unit III	**Water Distribution System**	**02 hrs**
DISTRIBUTION SYSTEM: General Requirements, Systems of Distribution- Gravity System, Combined System, Direct Pumping. Maintenance of required pressure in Distribution Systems. Storage- Underground, Ground Level And OverheadServiceReservoirs– Sketch,NecessityandAccessories.Typesoflay- out : dead end, grid iron, radial and ring systems, their merits and demerits and their suitability **APPURTENANCES IN DISTRIBUTION SYSTEM:** Use of Sluice Valves, Check Valves, Air Valves, Scour Valves, Zero Velocity Valves, Fire Hydrants, Water Meter		
Mapping of Course Outcomes for Unit III	**CO3**	
Unit IV	**Water Supply In Buildings**	**02 hrs**
Water Supply arrangement in Buildings: General lay-outofwatersupplyarrangementforsingleandmulti-storiedbuildingsasperB.I.S code of practice. Pipe Materials- Plastic Pipes, High Density Polythene Pipes, Densified cast iron pipes, Merits and Demerits. Connections from water main to buildings. Water supply fittings - their description and uses, water main, service pipes, supply pipe, distribution pipe, domestic storage tank, stop cock, ferrule, goose neck, water tap, Modern systems of Potable water purification-(RO, UV, Activated carbon), Hot water supply - electric and solar waterheaters.		
Mapping of Course Outcomes for Unit IV	**CO4**	
Unit V	**Water Conservation**	**02hrs**
WATER CONSERVATION: Conservation of rain water, roof water harvesting, recharging of ground water. RURAL WATER SUPPLY: Rural water supply systems, Disinfection of well water.		
Case Studies:	Refer suggested list of Case studies/ Students activities	
Mapping of Course Outcomes for Unit V	**CO5**	
Unit VI	**Water Pollution And Pollution control**	**02 hrs**
WATER POLLUTION AND CONTROL: Sources of water pollution, types and its effects, Prevention and control measures of water pollution, Legal aspects regarding water pollution control.		

Mapping of Course Outcomes for Unit V	**CO6**

Reference Books :

1. S.K.Garg, Water Supply Engineering Vol-I, Khanna Publishers
2. G.S.Birdie,Water Supply & Sanitary Engineering-including Environmental Engineering, water And air pollution and Ecology, Dhanpat RaiandSons publishers,ISBN:81-87433-31-0
3. Dr. P.N. Modi, Environmental Engg.-Vol-I, Standard BookHouse
4. A.K.Chatterji,WaterSupply,WasteDisposalandEnvironmentalPollution Engineering, Khanna publishers

SUGGESTED LIST OF CASE STUDIES/STUDENTACTIVITIES

1. Collect the information about biotic and a biotic component of surrounding environment and frame relation among them
2. Estimatethetotalquantityofwaterrequiredforatown/locality/Institute
3. Prepare map and written report for surface and underground sources of water in the neighborhood
4. Visit nearby Certified Water testing laboratories and identify various tests conducted on water
5. Visit Water Treatment Plant and collect details of unit operations and processes involved in it.
6. Study the distribution system of water supply of your locality
7. Visit a newly constructed building and study plumbing work
8. Study a rooftop rain water harvesting system of existing building
9. Study a Solar water heating system and collect necessary data
10. Collect a necessary data/information about issues related to water pollution and Prepare report/presentation

Evaluation:

Students should select any one of the above topic in a group of 3 to 5. Students should submit a written report and make a presentation on the topic. The task should not be repeated among students. Report will be evaluated by the faculty as per rubrics defined by him/her/them at start of course.

Home

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218561 (B): Mandatory Audit course 4 :
Language Study Japanese : Module - II

Teaching Scheme:	Credit Scheme:	Examination Scheme:
01hrs/week	Non Credit	Audit Course

Prerequisite Courses: Audit Course 3**:** Language Study Japanese: Module-I

Course Objectives :

1. To develop the Japanese communicative competence of students with small sentence formation.to make primitive social conversation in Japanese.
2. To enable students with comprehension ability of Japanese grammar.
3. To enable students to translate simple conversations from English to Japanese and vice a versa.
4. To make students aware about Japanese Culture and Customs.

Course Outcomes :

On completion of the course, learner will be able to --

CO1: Have Japanese Communicative competence for primitive Social conversation in Japanese

CO2: Comprehend Grammar of Japanese Script

CO3: Translate simple sentences from Japanese to English and vice a versa

CO4: Be aware about Japanese society and people

COURSE CONTENTS

Unit I	Japanese Conversation	(02 hrs +04hrs Self Study)

Oral practice of conversation in situations such as declining an invitation, reporting an event, narrating a story, short formal speeches on occasions such as welcoming, introducing and thanking a guest, talking about Japanese and Indian festivals, hostel life etc

Mapping of Course Outcomes for Unit I	CO1

Unit II	Japanese Text and Kanji	(02hrs +04 hrs Self Study)

Diverse texts based on Japanese culture, customs, history, food habits, and science etc, for the development of communicative competence of students; skimming, scanning of texts with emphasis on advanced sentence patterns, grammatical structures and idiomatic phrases, reading and writing of approximately 400 *kanji*.

Mapping of Course Outcomes for Unit II	CO2,CO3

Unit III	Japanese Grammar and Composition	(02 hrs +04 hrs Self Study)

Basic sentence patterns to be applied in self-introduction, identifying things; time of the day; calendar; counting using Japanese numerical classifiers; describing things; making comparisons; talking of daily activities; kinship terms used for address and reference; seasons; giving and receiving; shopping; making requests; talking of one's likes and dislikes

Mapping of Course Outcomes for Unit III	**CO2, CO3**	
Unit IV	**Japanese – English Translation**	**(02hrs +04 hrs Self Study)**
Practice in English to Japanese and Japanese to English translation of short passages on various topics such as culture, society, religion and life style taken from books, newspapers, magazines, internet etc.		
Mapping of Course Outcomes for Unit IV	**CO3**	
Unit V	**Language and Literature of Japan**	**(02 hrs.)**
History of Japanese language, literary trends, religions, spread of Chinese influence, development of art and culture in Japan.		
Mapping of Course Outcomes for Unit V	**CO4**	

E-Resources for Learning Support:

1. **https://www.duolingo.com/course/ja/en/Learn-Japanese**https://www.duolingo.com/enroll/ja/en/Learn-Japanese
2. **https://www.freejapaneselessons.com/**
3. **https://minato-jf.jp/(Japan Foundation)**

Text Books:

1. EriBanno, Genki I: An Integrated Course in Elementary Japanese , 3rd Edition 2020, The Japan Times, (ISBN13: 9784789017305)
2. George Trombley , Yukari Takenaka, Japanese From Zero, 6th Edition, Learn From Zero Publishers (ISBN10- 0976998122, ISBN13-9780976998129)
3. Tae Kim, A Guide to Japanese Grammar, 2012, CreateSpace Publishing, (ISBN-1469968142, ISBN13- 9781469968148) http://www.guidetojapanese.org/learn/grammar

Reference Books:

1. Yukiko Ogata, Kana Sumitani, Yasuko Hidari, Yukiko Watanabe, Nihongo fun and Easy -II, Basic Grammar for Conversation
2. Nobuo Akiyama, Carol Akiyama, Japanese Grammar (Barron's Grammar), 3rd edition 2012, Barrons Educational Series
3. Storry Richard, A History Of Modern Japan, 1973, Penguin Books Ltd,
4. James W. Heisig, Remembering the Kanji 1 : A Complete Course on How Not To Forget the Meaning and Writing of Japanese Characters, 6h Edition, University of Hawai'i Press (ISBN10-0824835921, ISBN13-9780824835927)

Evaluation:

Students should select any one of the above topic in a group of 3 to 5. Students should submit a written report and make a presentation on the topic. The task should not be repeated among students. Report will be evaluated by the faculty as per rubrics defined by him/her/them at start of course.

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218561 (C): Mandatory Audit course 4 :
e-Waste Management and Pollution Control

Home

Teaching Scheme:	Credit Scheme:	Examination Scheme:
01hrs/week	Non Credit course	Audit Course

Prerequisite Courses: if any: --

Course Objectives :

1. To make the students aware about importance of environmental study.
2. To study impact of professional engineering products in societal contexts.
3. To understand impact of professional engineering products in environmental contexts.
4. To learn e-waste management and e-waste recycling process.
5. To understand causes, effects and control measures of environment pollutions.
6. To learn impact of environment controlling methods on human health.

Course Outcomes :

On completion of the course, learner will be able to --

CO1: Discuss various types of e-waste sources.
CO2: Understand impact of various e-wastes.
CO3: Identify characteristics of various e-Waste pollutants.
CO4: Understand process of e-Waste Recycling and relevant technologies.
CO5: Discuss causes, effects and control measures of different environment pollution.
CO6: Demonstrate Safe methods for disposal of e-waste and controlling the pollution.

COURSE CONTENTS

Unit I	E-Waste Overview and Sources	02 hrs

e-waste Overview: What is e-waste, E-waste growth- An overview, hazards of e-waste **Sources of e-wastes:** Discarded computers, televisions. VCRs. stereos, copiers, fax machines, electric lamps, cell phones, audio equipment and batteries if improperly disposed.

Mapping of Course Outcomes for Unit I	CO1

Unit II	Impact of various e-wastes	02 hrs

Solder in printed circuit boards, glass panels and monitors, Chip resistors and semiconductors, Relays and switches, Printed Circuit Boards, Cabling and computer housing, Plastic housing of electronic equipment and circuit boards, Front panel of CRTs, Motherboards.

Mapping of Course Outcomes for Unit II	CO2

Unit III	E- Waste pollutants and Characteristics	02 hrs

Digital dump yard, how to minimize e-waste, Hazardous substances waste Electrical and Electronic

Equipment, characteristics of pollutants, batteries, electrical and electronic components, plastic and flame retardants, circuit boards, pollutants in waste electrical and electronic equipment.		
Mapping of Course Outcomes for Unit III	**CO3**	
Unit IV	**E-Waste Recycling**	**02 hrs**
Overview of e-Waste recycling, Technologies for recovery of resources from electronic waste, resource recovery potential of e-waste, steps in recycling and recovery of materials-mechanical processing, technologies for recovery of materials		
Mapping of Course Outcomes for Unit IV	**CO4**	
Unit V	**Environmental Pollution**	**02 hrs**
Causes and effects and control measures of: Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, nuclear hazards, Role of an individual in prevention of pollution, Pollution case studies: Pollution caused because of electronic waste material and measures for controlling.		
Mapping of Course Outcomes for Unit V	**CO5**	
Unit VI	**Impact on human health and Pollution Controlling**	**02 hrs**
Impact of products from e-waste in human health, Current disposal methods of e-waste, e-waste recycling technologies and methods recycling pose a risk to environmental and human health. Safe methods for disposal of e-waste and controlling relevant pollution.		
Mapping of Course Outcomes for Unit VI	**CO6**	

E-Resources from Learning Support

1.https://nptel.ac.in/courses/105/105/105105169/

2.https://www.ugc.ac.in/oldpdf/modelcurriculum/env.pdfhttps://www.ugc.ac.in/oldpdf/modelcurriculum/env.pdf

Text Books

1. E-Waste Managing the Digital Dump Yard, Edited by Vishakha Munshi,ICFAI University Press,2007.
2. Text Book of Environmental Studies for undergraduate Courses by Bharucha Erach,University Press, II- Edition 2013 Available online free edition.

Reference Books

1. E-waste: Implications, Regulations and Management in India and Current Global Best Practices, Edited by Rakesh Johri, The Energy and Resources Institute, New Delhi,2008

Evaluation:

Students should select any one of the above topic in a group of 3 to 5. Students should submit a written report and make a presentation on the topic. The task should not be repeated among students. Report will be evaluated by the faculty as per rubrics defined by him/her/them at start of

course.

Savitribai Phule Pune University, Pune
Second Year Artificial Intelligence & Machine Learning (2020 Course)
218561 (D): Mandatory Audit course 4 :
Intellectual Property Rights

Home

Teaching Scheme:	Credit Scheme:	Examination Scheme:
01hrs/week	Non Credit	Audit Course

Prerequisite Courses, if any: ---

Course Objectives

1. To introduce fundamental aspects of Intellectual property Rights (IPR)
2. To disseminate knowledge about types of IP like Patents, Copyrights, Trade Secrets
3. To make students aware about current trends in IPR and their importance
4. To motivate students for innovative thinking and making inventions

Course Outcomes

On completion of the course, learner will be able to --

CO1: Exhibit the concepts of Intellectual Property Rights

CO2: Differentiate among different IPR

CO3: Formulate and characterize innovative ideas and inventions into IPR

CO4: Demonstrate knowledge of advances in patent law and IP regulations

COURSE CONTENTS

Unit I	Overview Of Intellectual Property	02 hrs
Introduction and the need for intellectual property right (IPR) - Types of Intellectual Property Rights: Patent, Copyright, Trade Mark, Design, Geographical Indication, Plant Varieties and Layout Design – Genetic Resources and Traditional Knowledge – Trade Secret.		
Mapping of Course Outcomes for Unit I	**CO1, CO2**	
Unit II	**Patents**	**04 hrs**
What is invention? Patentability criteria: Novelty, Non-Obviousness (Inventive Steps), Industrial Application, Non- Patentable Subject Matter, Patent Search, Patent Registration Procedure, Rights and Duties of Patentee, Assignment and license, Infringement.		
Mapping of Course Outcomes for Unit II	**CO3, CO4**	
Unit III	**Copyrights**	**02 hrs**
Concept of Copyright –Copyright Subject matter: original literary, dramatic, musical, artistic works; cinematograph films and sound recordings - Registration Procedure, Term of protection, Ownership of copyright, Assignment and license of copyright - Infringement		
Mapping of Course Outcomes for Unit III	**CO3**	

Unit IV	**Trademarks**	**02 hrs**
Nature of Trademarks - Different kinds of trademarks (, logos, signatures, symbols, well known marks, brand names, certification and service marks) – Trademarks that can't be registered–Trademarks registration procedure - Rights of holder and assignment and licensing of marks - Infringement		
Mapping of Course Outcomes for Unit IV	**CO3**	
Unit V	**Advances in IP Laws and Government policies**	**02 hrs**
Amendments and India`s New National IP Policy, Promoting IPR policy for Start-ups, Career Opportunities in IP - IPR in current scenario		
Mapping of Course Outcomes for Unit V	**CO4**	

Text Books

1. Niraja Pandey, Khush deep Dharni (2014), "Intellectual Property Rights", PHI
2. Nithyananda K V. (2019). Intellectual Property Rights: Protection and Management. India, IN: Cengage Learning India Private Limited

Reference Books

1. Mishra, "An introduction to Intellectual property Rights", Central Law Publications
2. Ahuja, V K. (2017). Law relating to Intellectual Property Rights. India, IN: Lexis Nexis

Evaluation:

Students should select any one of the above topic in a group of 3 to 5. Students should submit a written report and make a presentation on the topic. The task should not be repeated among students. Report will be evaluated by the faculty as per rubrics defined by him/her/them at start of course.