

CSE400 – Project Kickoff

Weightage: 30%

1 Project Team Formation

- **Deadline:**

- 17th January 2026, Saturday – End of Day

2 Project Execution Guidelines

- **Overall Weightage:**

- 30%

- **Major Milestones:**

- Total of **6 milestones (M1–M6)**
 - **One submission per group per milestone**

- **Milestone Components:**

1. **Concept Evolution Maps**
2. **Scribe: Process & Decision-Making**
 - Decision Logs (Why X over Y?)
 - Constraints
 - Alternatives considered
 - Final decision
 - Evidence used
 - Trade-off matrices (Cost vs. Performance vs. Risk)
3. **Multimodal Artifacts (Video / Audio / Visual)**
 - Think-Aloud Videos
 - One-Minute Insight Videos
 - Project Demo
4. **Question-Driven Artifacts**
 - Probing depth of understanding
5. **Collaboration & Team Dynamics Artifacts**

- **Deliverables:**

- Codes, reports, videos, etc., as and when specified

- **Team Assessment:**

- Before mid-semester

- After mid-semester
- **Project Viva and Final Submission:**
 - Towards the end of the course

3 Project Kickstart and Milestone Structure

M1: Kickstart

- Team formation
- Area identification
- Background
- Motivation
- Problem formulation

M2: Mathematical Modeling

- Mathematical modelling of the selected problem in **any domain**
- Topics include:
 - Random Variables (RV)
 - PMF / PDF
 - CDF
 - Multivariate Random Variables
 - Joint PMF / PDF / CDF

M3: Coding

- Simulation
- Computation

M4: Inference

- Choose a randomized algorithm
- Understand the algorithm
- Code the algorithm

M5: Randomized Algorithms

- Apply the randomized algorithm to the domain problem
- Obtain results
- New inferences in comparison to deterministic algorithms

M6: Derivation and Analysis

- Derive bounds
- Perform analysis
- Compile and submit final deliverables

4 Submission #1 – Concept Evolution Maps

- **Tools:**

- Miro Concept Map Tool
- diagrams.net (draw.io)

5 Submission #2 – Scribe: Learning Reflection Logs

- **Tools:**

- Strictly specified by the course

- **Types of Scribes:**

- Lecture Scribes
- Project Scribes

- **Lecture Scribes:**

- Every lecture: 2 groups assigned
- Reflect lecture content
- Include additional examples from foreign textbooks
- Minimum length: 8–10 pages

- **Project Scribe Content:**

- Process and decision-making
- Decision logs (Why X over Y?)
- Constraints
- Alternatives considered
- Final decision
- Evidence used
- Trade-off matrices (Cost vs. Performance vs. Risk)

- **Submission Frequency:**

- Total of 6 submissions
- Bi-weekly mode
- Each submission answers specific project-related questions

6 Submission #3 – Multimodal Artifacts

- **Formats:** Video / Audio / Visual
- **Expectations:** Content quality prioritized over editing skills
- **Requirements:**
 - One video per milestone
 - Duration: 10–15 minutes
 - Explanation of milestone work
 - Coding simulation if applicable
- **Presentation Tools:**
 - PowerPoint or Google Slides
 - Any screen-recording tool
- **Artifact Types:**
 - Think-Aloud Videos
 - One-Minute Insight Videos
 - Project Demo

7 Introduction to UGRP (2026–2027)

- **Founder Referenced:**
 - Dr. BJ Fogg
 - Founder of the Behavior Design Lab, Stanford University

8 Rationale for UGRP

- Reference to:
 - Tranquillo, Joe. “*The T-shaped Engineer*”, Journal of Engineering Education Transformations, 30(4), 2017
- **IBM Concept of the T-Shaped Individual:**
 - Vertical bar: Depth in a single technical discipline
 - Horizontal bar: Ability to apply knowledge across disciplines and work with others

9 Philosophy for UGRP

- Multidisciplinary:
 - Arts
 - Science
 - Management
- Experiential Learning
- Research Driven
- **4D Model:**
 - Discover
 - Design
 - Develop
 - Deliver
- **Breadth Areas:**
 - CS and CSE
 - Data Science and Applied Artificial Intelligence
 - Modern Computer System Design (Hardware and Software)
 - Networks and IoT / IoBNT / IoV

10 Current Industry and Research Activities

- 5G-enabled Intelligent Transportation Systems (ITS) Testbed in Gujarat
- AI-based ITS solutions
- Ongoing DST-GUJCOST Project
- Components include:
 - V2X communication between OBU and RSU
 - SDK testing
 - Sensor data collection
 - In-car dashboard development
- Research areas:
 - Deep learning-based crash prevention
 - Deep reinforcement learning-based smart signaling
 - mmWave beam prediction
 - C-V2X and Wi-Fi coexistence frameworks

11 International Bilateral Collaborations

- Collaborators from:
 - University of Liverpool
 - University of Manchester
 - A*STAR Singapore
 - Boston College
 - Monash University
 - UTAR Malaysia
 - University of Oulu
 - Tokyo University of Agriculture and Technology
 - Qatar University
 - University of York
 - Nanyang Technological University

12 MICxN Research Lab – Alumni and Outcomes

- Alumni working at:
 - Amazon
 - Google
 - Intel
 - American Express
 - EXL
 - LexisNexis Risk Solutions
 - Simplify Healthcare
- Publications in:
 - IEEE PIMRC
 - IEEE Transactions on Vehicular Technology
 - IEEE Access

13 Undergraduate Research Programme Outcomes

- Accepted papers at:
 - COMSNETS
 - NCC
- Awards:
 - Best Paper Award
 - Best UG Presentation Award

14 MICxN Research Lab – Current Students

- UG Thesis Scholars
- BTEP Students
- Research areas include:
 - Spectrum sensing
 - O-RAN
 - 6G ISAC
 - UAV
 - Wi-Fi sensing
 - Antenna design

15 Conclusion

- Open Q & A Session
- Contact:
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