



Gates Institute of Technology
(UGC Autonomous)

Gooty, Ananthapuramu Dist. – 515 002 (AP) India

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B. Tech (Regular-Full time)

(Effective for the students admitted into I B.Tech from the Academic B.Tech 2023-24 onwards)

CSE – DATA SCIENCE

COURSE STRUCTURE

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SYLLABUS

III B.Tech I Semester (Data Science)

S.No.	Course Code	Title	L	T	P	Credits
1	23CST15	Machine Learning	3	0	0	3
2	23CST20	Operating Systems	3	0	0	3
3	23CST21	Fundamentals of Software Engineering	3	0	0	3
4	23CST12	Introduction to Quantum Technologies and Applications	3	0	0	3
5	23CST10 23CST11a 23DST03 23CST23d	Professional Elective-I 1. Automata Theory & Compiler Design 2. Object Oriented Analysis and Design 3. Soft Computing 4. Internet of Things	3	0	0	3
6		Open Elective- I	3	0	0	3
7	23CSP13	Machine Learning Lab	0	0	3	1.5
8	23CSP15	Operating Systems Lab	0	0	3	1.5
9	23CSP09	Skill Enhancement course-III Full Stack development -I	0	1	2	2
10	23ECP09	Tinkering Lab	0	0	2	1
11	23DSCSI	Evaluation of Community Service Internship	-	-	-	2
Total			14	1	10	26

12 week MOOC Swayam/NPTEL course recommended by the BoS

S.No	Course Name	Link
1	Object Oriented Analysis and Design	https://onlinecourses.nptel.ac.in/noc25_cs52/preview
2	Internet of Things	https://onlinecourses.nptel.ac.in/noc25_cs44/preview

Open Elective – I

S.No.	Course Code	Course Name	Offered by the Dept.
1	23CET12	Green Buildings	CIVIL
2	23CET13	Construction Technology and Management	
3	23EET13	Electrical Safety Practices and Standards	EEE
4	23MET14	Sustainable Energy Technologies	ME
5	23ECT17	Electronic Circuits	ECE
6	23BST19	Mathematics for Machine Learning and AI	Mathematics
7	23BST20	Materials Characterization Techniques	Physics
8	23BST21	Chemistry of Energy Systems	Chemistry
9	23BST22	English for Competitive Examinations	Humanities
10	23BST23	Entrepreneurship and New Venture Creation	

Note:

1. A student is permitted to register for Honours or a Minor in IV semester after the results of III Semester are declared and students may be allowed to take maximum two subjects per semester pertaining to their Minor from V Semester onwards.
2. A student shall not be permitted to take courses as Open Electives/Minor/Honours with content substantially equivalent to the courses pursued in the student's primary major.
3. A student is permitted to select a Minor program only if the institution is already offering a Major degree program in that discipline.

III B.Tech I Semester

23CST15	MACHINE LEARNING	L	T	P	C
		3	0	0	3

Course Objectives: The objectives of the course are

- Define machine learning and its different types (supervised and unsupervised) and understand their applications.
- Apply supervised learning algorithms including decision trees and k-nearest neighbors (k-NN).
- Implement unsupervised learning techniques, such as K-means clustering.

Course Outcomes:

- CO1: Identify machine learning techniques suitable for a given problem. (L3)
- CO2: Solve real-world problems using various machine learning techniques. (L3)
- CO3: Apply Dimensionality reduction techniques for data preprocessing. (L3)
- CO4: Explain what is learning and why it is essential in the design of intelligent machines. (L2)
- CO5: Evaluate Advanced learning models for language, vision, speech, decision making etc. (L5)

UNIT-I: Introduction to Machine Learning: Evolution of Machine Learning, Paradigms for ML, Learning by Rote, Learning by Induction, Reinforcement Learning, Types of Data, Matching, Stages in Machine Learning, Data Acquisition, Feature Engineering, Data Representation, Model Selection, Model Learning, Model Evaluation, Model Prediction, Search and Learning, Data Sets.

UNIT-II: Nearest Neighbor-Based Models: Introduction to Proximity Measures, Distance Measures, Non-Metric Similarity Functions, Proximity Between Binary Patterns, Different Classification Algorithms Based on the Distance Measures ,K-Nearest Neighbor Classifier, Radius Distance Nearest Neighbor Algorithm, KNN Regression, Performance of Classifiers, Performance of Regression Algorithms.

UNIT-III: Models Based on Decision Trees: Decision Trees for Classification, Impurity Measures, Properties, Regression Based on Decision Trees, Bias–Variance Trade-off, Random Forests for Classification and Regression.

The Bayes Classifier: Introduction to the Bayes Classifier, Bayes' Rule and Inference, The Bayes Classifier and its Optimality, Multi-Class Classification | Class Conditional Independence and Naive Bayes Classifier (NBC)

UNIT-IV: Linear Discriminants for Machine Learning: Introduction to Linear Discriminants, Linear Discriminants for Classification, Perceptron Classifier, Perceptron Learning Algorithm, Support Vector Machines, Linearly Non-Separable Case, Non-linear SVM, Kernel Trick, Logistic Regression, Linear Regression, Multi-Layer Perceptrons (MLPs), Backpropagation for Training an MLP.

UNIT-V: Clustering : Introduction to Clustering, Partitioning of Data, Matrix Factorization | Clustering of Patterns, Divisive Clustering, Agglomerative Clustering, Partitional Clustering, K-Means Clustering, Soft Partitioning, Soft Clustering, Fuzzy C-Means Clustering, Rough Clustering, Rough K-Means Clustering Algorithm, Expectation Maximization-Based Clustering, Spectral Clustering.

Textbooks:

- 1.—Machine Learning Theory and Practice, M N Murthy, V S Ananthanarayana, Universities Press (India), 2024

Reference Books:

- 1.—Machine Learning, Tom M. Mitchell, McGraw-Hill Publication, 2017
- 2.—Machine Learning in Action, Peter Harrington, DreamTech
- 3.—Introduction to Data Mining, Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7th Edition, 2019.

III B.Tech I Semester

23CST20	OPERATING SYSTEMS	L	T	P	C
		3	0	0	3

Course Objectives: The main objectives of the course is to make student

- Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Illustrate different conditions for deadlock and their possible solutions.

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

CO1: Describe the basics of the operating systems, mechanisms of OS to handle processes, threads, and their communication. (L1)

CO2: Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection. (L2)

CO3: Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system. (L3)

CO4: Illustrate different conditions for deadlock and their possible solutions. (L2) □Analyze the memory management and its allocation policies. (L4)

CO5: Able to design and implement file systems, focusing on file access methods, directory structure, free space management, and also explore various protection mechanisms,

UNIT - I Operating Systems Overview, System Structures

Lecture 8Hrs

Operating Systems Overview: Introduction, Operating system functions, Operating systems operations, Computing environments, Open-Source Operating Systems System Structures: Operating System Services, User and Operating-System Interface, systems calls, Types of System Calls, system programs, Operating system Design and Implementation, Operating system structure, Operating system debugging, System Boot.

UNIT - II Process Concept, Multithreaded Programming, Process Scheduling, Inter-process Communication

Lecture 10Hrs

Process Concept: Process scheduling, Operations on processes, Inter-process communication, Communication in client server systems. Multithreaded Programming: Multithreading models, Thread libraries, Threading issues, Examples. Process Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Thread scheduling, Examples. Inter-process Communication: Race conditions, Critical Regions, Mutual exclusion with busy waiting, Sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing, Barriers, Classical IPC Problems - Dining philosophers problem, Readers and writers problem.

UNIT - III Memory-Management Strategies, Virtual Memory Management

Lecture 8Hrs

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation, Examples. Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Frame allocation, Thrashing, Memory-mapped files, Kernel memory allocation, Examples.

UNIT - IV Deadlocks, File Systems

Lecture 9Hrs

Deadlocks: Resources, Conditions for resource deadlocks, Ostrich algorithm, Deadlock detection And recovery, Deadlock avoidance, Deadlock prevention. File Systems: Files, Directories, File system implementation, management and optimization. Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure, Stable storage implementation.

UNIT - V System Protection, System Security

Lecture 8Hrs

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights. System Security: Introduction, Program threats, System and network threats, Cryptography as a security, User authentication, implementing security defenses, firewalling to protect systems and networks, Computer security classification. Case Studies: Linux, Microsoft Windows.

Textbooks:

1. Silberschatz A, Galvin P B, and Gagne G, Operating System Concepts, 9th edition, Wiley, 2016.
2. Tanenbaum A S, Modern Operating Systems, 3rd edition, Pearson Education, 2008. (Topics: Inter-process Communication and File systems.)

Reference Books:

1. Tanenbaum A S, Woodhull A S, Operating Systems Design and Implementation, 3rd edition, PHI, 2006.
2. Dhamdhare D M, Operating Systems A Concept Based Approach, 3rd edition, Tata McGraw Hill, 2012.
3. Stallings W, Operating Systems -Internals and Design Principles, 6th edition, Pearson Education, 2009
4. Nutt G, Operating Systems, 3rd edition, Pearson Education, 2004

Online Learning Resources:

<https://nptel.ac.in/courses/106/106/106106144/>
<http://peterindia.net/OperatingSystems.html>

III B.TechI Semester

23CST21	FUNDAMENTLS OF SOFTWARE ENGINEERING	L	T	P	C
		3	0	0	3

Course Objectives:

- To learn the basic concepts of software engineering and life cycle models
- To explore the issues in software requirements specification and enable to write SRS documents for software development problems
- To elucidate the basic concepts of software design and enable to carry out procedural and object oriented design of software development problems
- To understand the basic concepts of black box and white box software testing and enable to design test cases for unit, integration, and system testing
- To reveal the basic concepts in software project management

Course Outcomes (CO): After completion of the course, students will be able to

- Obtain basic software life cycle activity skills.
- Design software requirements specifications for given problems.
- Implement structure, object oriented analysis and design for given problems.
- Design test cases for given problems.
- Apply quality management concepts at the application level.
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UNIT - I Basic concepts in software engineering and software project managementLecture 8HrsBasic concepts: abstraction versus decomposition, evolution of software engineering techniques, Software development life cycle (SDLC) models: Iterative waterfall model, Prototype model, Evolutionary model, Spiral model, RAD model, Agile models, software project management: project planning, project estimation, COCOMO, Halstead's Software Science, project scheduling, staffing, Organization and team structure, risk management, configuration management.

UNIT - II Requirements analysis and specification

Lecture 8Hrs

The nature of software, The Unique nature of Webapps, Software Myths, Requirements gathering and analysis, software requirements specification, Traceability, Characteristics of a Good SRS Document, IEEE 830 guidelines, representing complex requirements using decision tables and decision trees, overview of formal system development techniques, axiomatic specification, algebraic specification.

UNIT - III Software Design

Lecture 9Hrs

Good Software Design, Cohesion and coupling, Control Hierarchy: Layering, Control Abstraction, Depth and width, Fan-out, Fan-in, Software design approaches, object oriented vs. function oriented design. Overview of SA/SD methodology, structured analysis, Data flow diagram, Extending DFD technique to real life systems, Basic Object oriented concepts, UML Diagrams, Structured design, Detailed design, Design review, Characteristics of a good user interface, User Guidance and Online Help, Mode-based vs Mode-less Interface, Types of user interfaces, Component-based GUI development, User interface design methodology: GUI design methodology.

UNIT - IV Coding and Testing

Lecture 9Hrs

Coding standards and guidelines, code review, software documentation, Testing, Black Box Testing, White Box Testing, debugging, integration testing, Program Analysis Tools, system testing, performance testing, regression testing, Testing Object Oriented Programs.

UNIT - V Software quality, reliability, and other issues

Lecture 9Hrs

Software reliability, Statistical testing, Software quality and management, ISO 9000, SEI capability maturity model (CMM), Personal software process (PSP), Six sigma, Software quality metrics, CASE and its scope, CASE environment, CASE support in software life cycle, Characteristics of software maintenance, Software reverse engineering, Software maintenance processes model, Estimation maintenance cost. Basic issues in any reuse program, Reuse approach, Reuse at organization level.

Textbooks:

1. Rajib Mall, —Fundamentals of Software Engineering, 5th Edition, PHI, 2018.
2. Pressman R, —Software Engineering- Practioner Approach, McGraw Hill.

Reference Books:

1. Somerville, —Software Engineering, Pearson 2.
2. Richard Fairley, —Software Engineering Concepts, Tata McGraw Hill.
3. Jalote Pankaj, —An integrated approach to Software Engineering, Narosa

Online Learning Resources:

<https://nptel.ac.in/courses/106/105/106105182/>

<http://peterindia.net/SoftwareDevelopment.html>

III B.TechI Semester

23CST12	INTRODUCTION TO QUANTUM TECHNOLOGIES AND APPLICATIONS (Qualitative Treatment)	L	T	P	C
		3	0	0	3

Course Objectives (COB):

- Introduce fundamental quantum concepts like superposition and entanglement.
- Understand theoretical structure of qubits and quantum information.
- Explore conceptual challenges in building quantum computers.
- Explain principles of quantum communication and computing.
- Examine real-world applications and the future of quantum technologies.

Course Outcomes (CO):

- Explain core quantum principles in a non-mathematical manner.
- Compare classical and quantum information systems.
- Identify theoretical issues in building quantum computers.
- Discuss quantum communication and computing concepts.
- Recognize applications, industry trends, and career paths in quantum technology.

Unit 1: Introduction to Quantum Theory and Technologies

The transition from classical to quantum physics, Fundamental principles explained conceptually: Superposition, Entanglement, Uncertainty Principle, Wave-particle duality, Classical vs Quantum mechanics – theoretical comparison, Quantum states and measurement: nature of observation, Overview of quantum systems: electrons, photons, atoms, The concept of quantization: discrete energy levels, Why quantum? Strategic, scientific, and technological significance, A snapshot of quantum technologies: Computing, Communication, and Sensing, National and global quantum missions: India's Quantum Mission, EU, USA, China

Unit 2: Theoretical Structure of Quantum Information Systems

What is a qubit? Conceptual understanding using spin and polarization, Comparison: classical bits vs quantum bits, Quantum systems: trapped ions, superconducting circuits, photons (non-engineering view), Quantum coherence and decoherence – intuitive explanation, Theoretical concepts: Hilbert spaces, quantum states, operators – only interpreted in abstract, The role of entanglement and non-locality in systems, Quantum information vs classical information: principles and differences, Philosophical implications: randomness, determinism, and observer role

Unit 3: Building a Quantum Computer – Theoretical Challenges and Requirements

What is required to build a quantum computer (conceptual overview)?, Fragility of quantum systems: decoherence, noise, and control, Conditions for a functional quantum system: Isolation, Error management, Scalability, Stability, Theoretical barriers:

Why maintaining entanglement is difficult, Error correction as a theoretical necessity, Quantum hardware platforms (brief conceptual comparison), Superconducting circuits, Trapped ions, Photonics, Vision vs reality: what's working and what remains elusive, The role of quantum software in managing theoretical complexities

Unit 4: Quantum Communication and Computing – Theoretical Perspective

Quantum vs Classical Information, Basics of Quantum Communication, Quantum Key Distribution (QKD), Role of Entanglement in Communication, The Idea of the Quantum Internet – Secure Global Networking, Introduction to Quantum Computing, Quantum Parallelism (Many States at Once), Classical vs Quantum Gates, Challenges: Decoherence and Error Correction, Real-World Importance and Future Potential

Unit 5: Applications, Use Cases, and the Quantum Future

Real-world application domains: Healthcare (drug discovery), Material science, Logistics and optimization, Quantum sensing and precision timing, Industrial case studies: IBM, Google, Microsoft, PsiQuantum, Ethical, societal, and policy considerations, Challenges to adoption: cost, skills, standardization, Emerging careers in quantum: roles, skillsets, and preparation pathways, Educational and research landscape – India's opportunity in the global quantum race

Textbooks:

1. Michael A. Nielsen, Isaac L. Chuang, *Quantum Computation and Quantum Information*, Cambridge University Press, 10th Anniversary Edition, 2010.
2. Eleanor Rieffel and Wolfgang Polak, *Quantum Computing: A Gentle Introduction*, MIT Press, 2011.
3. Chris Bernhardt, *Quantum Computing for Everyone*, MIT Press, 2019.

Reference Books:

1. David McMahon, *Quantum Computing Explained*, Wiley, 2008.
2. Phillip Kaye, Raymond Laflamme, Michele Mosca, *An Introduction to Quantum Computing*, Oxford University Press, 2007.
3. Scott Aaronson, *Quantum Computing Since Democritus*, Cambridge University Press, 2013.
4. **Alastair I.M. Rae**, *Quantum Physics: A Beginner's Guide*, Oneworld Publications, Revised Edition, 2005.
5. **Eleanor G. Rieffel, Wolfgang H. Polak**, *Quantum Computing: A Gentle Introduction*, MIT Press, 2011.
6. **Leonard Susskind, Art Friedman**, *Quantum Mechanics: The Theoretical Minimum*, Basic Books, 2014.
7. **Bruce Rosenblum, Fred Kuttner**, *Quantum Enigma: Physics Encounters Consciousness*, Oxford University Press, 2nd Edition, 2011.
8. **Giuliano Benenti, Giulio Casati, Giuliano Strini**, *Principles of Quantum Computation and Information, Volume I: Basic Concepts*, World Scientific Publishing, 2004.
9. **K.B. Whaley et al.**, *Quantum Technologies and Industrial Applications: European Roadmap and Strategy Document*, Quantum Flagship, European Commission, 2020.
10. **Department of Science & Technology (DST), Government of India**, *National Mission on Quantum Technologies & Applications – Official Reports and Whitepapers*, MeitY/DST Publications, 2020 onward.

Online Learning Resources:

- [IBM Quantum Experience and Qiskit Tutorials](#)
- [Coursera – Quantum Mechanics and Quantum Computation by UC Berkeley](#)
- [edX – The Quantum Internet and Quantum Computers](#)
- [YouTube – Quantum Computing for the Determined by Michael Nielsen](#)
- Qiskit Textbook – IBM Quantum

III B.Tech I Semester

23CST10	AUTOMATA THEORY & COMPILER DESIGN Professional Elective-I	L	T	P	C
		3	0	0	3

Course Objectives:

1. Able to understand the concept of abstract machines, construct FA, Regular Expressions for the regular languages and equivalent FSMs.
2. Able to construct pushdown automata equivalent to Context free Grammars, construct Turing Machines and understand undecidability.
3. Emphasize the concepts learnt in phases of compiler, lexical analyser and Top-down parser.
4. Able to understand the concepts of Bottom-up parser, Intermediate Code Generation.
5. Able to understand the concepts of Code optimizer and Code Generation.

Course Outcomes:

1. Demonstrate knowledge on Automata Theory, Regular Expression and Analyze and Design of finite automata, and prove equivalence of various finite automata.
2. Demonstrate knowledge on context free grammar, Analyze and design of PDA and TM.
3. Understand the basic concept of compiler design, and its different phases which will be helpful to construct new tools like LEX, YACC, etc.
4. Ability to implement semantic rules into a parser that performs attribution while parsing and apply error detection and correction methods.
5. Apply the code optimization techniques to improve the space and time complexity of programs while programming and Ability to design a compiler.

*Unit-I: Introduction to Automata and Regular Expressions**12 Hrs*

Introduction, Alphabets, Strings and Languages, Chomsky Hierarchy, Automata and Grammars, Regular Grammar and Language, Finite Automata, Deterministic finite Automata (DFA), Nondeterministic finite Automata (NFA), Equivalence of NFA and DFA, Minimization of Finite Automata, Regular Expressions, Converting Regular Grammar and Expression into Finite Automata, Pumping lemma for regular sets, Closure properties of regular sets (Without proof).

*UNIT-II: Context Free Grammars and Pushdown Automata**12 Hrs*

Context Free Language, Context Free Grammar, Derivation and Parse tree, Ambiguity, Simplification of CFG's, Chomsky Normal Form, Greibach Normal Form, Push Down Automata (PDA), Design of PDA, Equivalence of PDA and CFL/CFG

*UNIT-III: Turing Machines and Introduction to Compilers**12 Hrs*

Turing Machine, TM Model, Language acceptance, Design of Turing Machine, Compilers, Phases of Compiler, The role of Lexical Analyzer, Input Buffering.

*UNIT-IV: Parsers and Intermediate Code Generation**12 Hrs*

Parser, Top-Down parsers: Recursive Descent Parsers, Predictive Parsers

Bottom-up Parsers: Shift-Reduce Parsing, LR parsers, Intermediate Code Generation: Three address codes.

*UNIT-V: Code Optimization and Code Generation**12 Hrs*

Code Optimization: Peephole optimization, Basic blocks and flow graphs, DAG, Principles of Source Code Optimization, Code Generation: Issues in Design of Code Generation, Simple Code Generator.

Text Books:

1. Introduction to Automata theory languages and Computation, Hopcroft H.E. and Ullman Jeffrey.D, 3/e, 2006, Pearson Education, New Delhi, India.

2. Mishra K L P and Chandrasekaran N, —Theory of Computer Science - Automata, Languages and Computationl, 2/e, 2007, PHI, New Delhi, India.
3. Compilers: Principles, Techniques, and Tools, Updated 2e July 2023 Alfred V. Aho , Monica S. Lam, Ravi Sethi , Jeffrey D. Ullman , Sorav Bansal

Reference Books:

1. Introduction to Languages and Theory of Computation, John C Martin, 1/e, 2009, Tata McGraw Hill Education, Hyderabad, India.
2. Introduction to Theory of Computation, Sipser, 2/e, 2005, Thomson, Australia.
3. Compiler Construction: Principles And Practice, Kenneth C. Loudon, Thomson/ Delmar Cengage Learning, 2006.
4. Lex &yacc, Doug Brown, John Levine and Tony Mason, 2 nd Edition, O'reilly Media
5. Engineering a compiler, Keith Cooper and Linda Torczon, 2 nd Edition, Morgan Kaufmann, 2011.

III B.Tech I Semester

23CST11a	OBJECT ORIENTED ANALYSIS AND DESIGN Professional Elective-I	L	T	P	C
		3	0	0	3

Course Objectives: This course is designed to:

- Understand the basic concepts of object-oriented techniques
- Build the Model of the software system using UML diagrams
- Elucidate design patterns as templates for good design
- Learn the object-oriented methodology in software design
- Explore testing techniques for object-oriented software .

UNIT-I: Introduction: The Structure of Complex systems, The Inherent Complexity of Software, Attributes of Complex System, Organized and Disorganized Complexity, Bringing Order to Chaos, Designing Complex Systems.

Case Study: System Architecture: Satellite-Based Navigation.

UNIT-II:Introduction to UML: Importance of modelling, principles of modelling, object oriented modelling, conceptual model of the UML, Architecture, and Software Development Life Cycle.

Basic Structural Modelling: Classes, Relationships, common Mechanisms, and diagrams.

Case Study: Control System: Traffic Management.

UNIT-III:Class & Object Diagrams: Terms, concepts, Modelling techniques for Class & Object Diagrams. Advanced Structural Modelling: Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages.

Case Study: AI: Cryptanalysis.

UNIT-IV:Basic Behavioural Modelling-I: Interactions, Interaction diagrams Use cases, Use case Diagrams, Activity Diagrams.

Case Study: Web Application: Vacation Tracking System.

UNIT-V:Advanced Behavioural Modelling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams.

Architectural Modelling: Component, Deployment, Component diagrams and Deployment diagrams
Case Study: Weather Forecasting

Text Books:

1. Dr. N. AppaRao, Dr. P. Vijay Kumar: ‘Managerial Economics and Financial Analysis’, Cengage Publications, New Delhi – 2011
2. Dr. A. R. Aryasri – Managerial Economics and Financial Analysis, TMH 2011
3. Prof.J.V.Prabhakararao, Prof. P. Venkatarao. ‘Managerial Economics and Financial Analysis’, Ravindra Publication.

Reference Books:

- 1.Dr. B. Kuberudu and Dr. T. V. Ramana: Managerial Economics & Financial Analysis, Himalaya Publishing House, 2014.
2. V. Maheswari: Managerial Economics, Sultan Chand.2014
3. Suma Damodaran: Managerial Economics, Oxford 2011.
4. VanithaAgarwal: Managerial Economics, Pearson Publications 2011.
5. Sanjay Dhameja: Financial Accounting for Managers, Pearson.
6. Maheswari: Financial Accounting, Vikas Publications.
7. S. A. Siddiqui& A. S. Siddiqui: Managerial Economics and Financial Analysis, New Age International Publishers, 2012
8. Ramesh Singh, Indian Economy, 7th Edn., TMH2015
9. Pankaj TandonA Text Book of Microeconomic Theory, Sage Publishers, 2015
10. ShailajaGajjala and UshaMunipalle, Univerties press, 2015.

III B.Tech I Semester

23DST03	SOFT COMPUTING Professional Elective-I	L	T	P	C
		3	0	0	3

Course objective: Students will get an insight of the intelligent computational approaches. Providing students, the mathematical background to carry out optimization.

Course Outcomes: The Students will be able to

1. Learn soft computing techniques and their applications.
2. Analyze various neural network architectures.
3. Define the fuzzy systems.
4. Understand the genetic algorithm concepts and their applications.
5. Identify and select a suitable Soft Computing technology to solve the problem; construct a solution and implement a Soft Computing solution.

UNIT-I - INTRODUCTION TO SOFT COMPUTING

Introduction-Artificial Intelligence-Artificial Neural Networks-Fuzzy Systems-Genetic Algorithm and Evolutionary Programming-Swarm Intelligent Systems-Classification of ANNs-McCulloch and Pitts Neuron Model-Learning Rules: Hebbian and Delta- Perceptron Network-Adaline Network-Madaline Network.

UNIT-II - ARTIFICIAL NEURAL NETWORKS

Back propagation Neural Networks - Kohonen Neural Network -Learning Vector Quantization Hamming Neural Network - Hopfield Neural Network- Bi-directional Associative Memory -Adaptive Resonance Theory Neural Networks- Support Vector Machines - Spike Neuron Models.

UNIT-III - FUZZY SYSTEMS

Introduction to Fuzzy Logic, Classical Sets and Fuzzy Sets - Classical Relations and Fuzzy Relations Membership Functions -Defuzzification - Fuzzy Arithmetic and Fuzzy Measures -Fuzzy Rule Base and Approximate Reasoning - Introduction to Fuzzy Decision Making.

UNIT-IV - GENETIC ALGORITHMS

Basic Concepts- Working Principles -Encoding- Fitness Function - Reproduction - Inheritance Operators - Cross Over - Inversion and Deletion -Mutation Operator - Bit-wise Operators - Convergence of Genetic Algorithm.

UNIT V - HYBRID SYSTEMS

Hybrid Systems -Neural Networks, Fuzzy Logic and Genetic -GA Based Weight Determination - LR Type Fuzzy Numbers - Fuzzy Neuron - Fuzzy BP Architecture - Learning in Fuzzy BP- Inference by Fuzzy BP - Fuzzy ArtMap: A Brief Introduction – Soft Computing Tools - GA in Fuzzy Logic Controller Design - Fuzzy Logic Controller.

Text Books:

1. S. Rajsekaran& G.A. VijayalakshmiPai, —Neural Networks, Fuzzy Logic and Genetic Algorithm: Synthesis and Applications, 4th Edition, Prentice Hall of India,2003.

Reference Books:

1. Timothy J Ross , "Fuzzy Logic with Engineering Applications", 3rd Edition, John Wiley and Sons,2016.
2. David E. Goldberg , "Genetic Algorithm in Search Optimization and Machine Learning " Addison Wesley,2009.
3. Karray, —Soft Computing and Intelligent Systems Design: Theory, Tools and Applications, 1st Edition, Pearson Education,2009.

III B.Tech I Semester

23CST23d	INTERNET OF THINGS Professional Elective-I	L	T	P	C
		3	0	0	3

Course Objectives:

- Understand the basics of Internet of Things and protocols.
- Discuss the requirement of IoT technology
- Introduce some of the application areas where IoT can be applied.
- Understand the vision of IoT from a global perspective, understand its applications, determine its market perspective using gateways, devices and data management

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

- Understand general concepts of Internet of Things.
- Apply design concept to IoT solutions
- Analyze various M2M and IoT architectures
- Evaluate design issues in IoT applications
- Create IoT solutions using sensors, actuators and Devices

UNIT-I Introduction to IoT Lecture 8Hrs Definition and Characteristics of IoT, physical design of IoT, IoT protocols, IoT communication models, IoT Communication APIs, Communication protocols, Embedded Systems, IoT Levels and Templates.

UNIT-II Prototyping IoT Objects using Microprocessor/Microcontroller Lecture 9Hrs
Working principles of sensors and actuators, setting up the board – Programming for IoT, Reading from Sensors, Communication: communication through Bluetooth, Wi-Fi.

UNIT-III IoT Architecture and Protocol Lecture 8Hrs
Architecture Reference Model- Introduction, Reference Model and architecture, IoT reference Model, Protocols- 6LowPAN, RPL, CoAP, MQTT, IoT frameworks- Thing Speak.

UNIT-IV Device Discovery and Cloud Services for IoT Lecture 8Hrs
Device discovery capabilities- Registering a device, Deregister a device, Introduction to Cloud Storage models and communication APIs Web-Server, Web server for IoT.

UNIT-V UAV IoT Lecture 10Hrs
Introduction to Unmanned Aerial Vehicles/Drones, Drone Types.Applications: Defense, Civil, Environmental Monitoring; UAV elements and sensors- Arms, motors, Electronic Speed Controller(ESC), GPS, IMU, Ultra sonic sensors; UAV Software –Arudpilot, Mission Planner, Internet of Drones(IoD)- Case study FlytBase.

Textbooks:

1. Vijay Madiseti and ArshdeepBahga, —Internet of Things (A Hands-on-Approach)ll, 1st Edition, VPT, 2014.
2. Handbook of unmanned aerial vehicles, K Valavanis; George J Vachtsevanos, New York, Springer, Boston, Massachusetts : Credo Reference, 2014. 2016.

Reference Books:

1. Jan Holler, VlasiosTsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David Boyle, — From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligencel, 1st Edition, Academic Press, 2014.
2. ArshdeepBahga, Vijay Madiseti - Internet of Things: A Hands-On Approach, Universities Press, 2014.
3. The Internet of Things, Enabling technologies and use cases – Pethuru Raj, Anupama C. Raman, CRC Press.

4. Francis daCosta, —Rethinking the Internet of Things: A Scalable Approach to Connecting Everything, 1st Edition, Apress Publications, 2013
5. CunoPfister, Getting Started with the Internet of Things, O'Reilly Media, 2011, ISBN: 9781-4493-9357-1
6. DGCA RPAS Guidance Manual, Revision 3 – 2020
7. Building Your Own Drones: A Beginners' Guide to Drones, UAVs, and ROVs, John Baichtal

Online Learning Resources:

1. <https://www.arduino.cc/>
2. <https://www.raspberrypi.org/>
3. <https://nptel.ac.in/courses/106105166/5>
4. <https://nptel.ac.in/courses/108108098/4>

III B.Tech I Semester

23CSP13	MACHINE LEARNING LAB	L	T	P	C
		0	0	3	1.5

Course Objectives:

- To learn about computing central tendency measures and Data pre processing techniques
- To learn about classification and regression algorithms
- To apply different clustering algorithms for a problem.

Software Required: Python/R/Weka

Lab should cover the concepts studied in the course work, sample list of Experiments:

1. Compute Central Tendency Measures: Mean, Median, Mode Measure of Dispersion: Variance, Standard Deviation.
2. Apply the following Pre-processing techniques for a given dataset.
 - a. Attribute selection
 - b. Handling Missing Values
 - c. Discretization
 - d. Elimination of Outliers
3. Apply KNN algorithm for classification and regression
4. Demonstrate decision tree algorithm for a classification problem and perform parameter tuning for better results
5. Demonstrate decision tree algorithm for a regression problem
6. Apply Random Forest algorithm for classification and regression
7. Demonstrate Naïve Bayes Classification algorithm.
8. Apply Support Vector algorithm for classification
9. Demonstrate simple linear regression algorithm for a regression problem
10. Apply Logistic regression algorithm for a classification problem
11. Demonstrate Multi-layer Perceptron algorithm for a classification problem
12. Implement the K-means algorithm and apply it to the data you selected. Evaluate performance by measuring the sum of the Euclidean distance of each example from its class center. Test the performance of the algorithm as a function of the parameters K.
13. Demonstrate the use of Fuzzy C-Means Clustering
14. Demonstrate the use of Expectation Maximization based clustering algorithm

III B.Tech I Semester

23CSP15	OPERATING SYSTEMS LAB	L	T	P	C
		0	0	3	1.5

Course Objectives:

- To familiarize students with the architecture of OS.
- To provide necessary skills for developing and debugging CPU Scheduling algorithms.
- To elucidate the process management and scheduling and memory management.
- To explain the working of an OS as a resource manager, file system manager, process manager, memory manager, and page replacement tool.
- To provide insights into system calls, file systems and deadlock handling

Course Outcomes (CO): After completion of the course, students will be able to

- Trace different CPU Scheduling algorithms (L2).
- Implement Bankers Algorithms to Avoid and prevent the Dead Lock (L3).
- Evaluate Page replacement algorithms (L5).
- Illustrate the file organization techniques (L4).
- Illustrate shared memory process (L4).
- Design new scheduling algorithms (L6)

List of Experiments:

1. Practicing of Basic UNIX Commands.
2. Write programs using the following UNIX operating system calls Fork, exec, getpid, exit, wait, close, stat, opendir and readdir
3. Simulate UNIX commands like cp, ls, grep, etc.,
4. Simulate the following CPU scheduling algorithms a) Round Robin b) SJF c) FCFS d) Priority
5. Implement a dynamic priority scheduling algorithm.
6. Assume that there are five jobs with different weights ranging from 1 to 5. Implement round robin algorithm with time slice equivalent to weight.
7. Implement priority scheduling algorithm. While executing, no process should wait for more than 10 seconds. If the waiting time is more than 10 seconds that process has to be executed for at least 1 second before waiting again.
8. Control the number of ports opened by the operating system with a) Semaphore b) Monitors.
9. Simulate how parent and child processes use shared memory and address space.
10. Simulate sleeping barber problem.
11. Simulate dining philosopher's problem.
12. Simulate producer-consumer problem using threads.
13. Implement the following memory allocation methods for fixed partition a) First fit b) Worst fit c) Best fit
14. Simulate the following page replacement algorithms a) FIFO b) LRU c) LFU etc.,
15. Simulate Paging Technique of memory management
16. Simulate Bankers Algorithm for Dead Lock avoidance and prevention
17. Simulate the following file allocation strategies a) Sequential b) Indexed c) Linked
18. Simulate all File Organization Techniques a) Single level directory b) Two level c) Hierarchical d) DAG

References:

1. —Operating System Concepts, Abraham Silberchatz, Peter B. Galvin, Greg Gagne, Eighth Edition, John Wiley.
 2. —Operating Systems: Internals and Design Principles, Stallings, Sixth Edition–2009, Pearson Education
 3. —Modern Operating Systems, Andrew S Tanenbaum, Second Edition, PHI.
 4. —Operating Systems, S.Haldar, A.A.Aravind, Pearson Education.
 5. —Principles of Operating Systems, B.L.Stuart, Cengage learning, India Edition.2013-2014
 6. —Operating Systems, A.S.Godbole, Second Edition, TMH.
 7. —An Introduction to Operating Systems, P.C.P. Bhatt, PHI.
- Online Learning Resources/Virtual Labs:
<https://www.cse.iitb.ac.in/~mythili/os/> <http://peterindia.net/OperatingSystems.html>

III B.Tech I Semester

23CSP09	FULL STACK DEVELOPMENT – I	L	T	P	C
		0	1	2	2

Course Objectives: The main objectives of the course are to

- Make use of HTML elements and their attributes for designing static web pages
- Build a web page by applying appropriate CSS styles to HTML elements
- Experiment with JavaScript to develop dynamic web pages and validate forms

Course Outcomes:

- CO1: Design Websites. (L6)
- CO2: Apply Styling to web pages. (L4)
- CO3: Make Web pages interactive. (L6)
- CO4: Design Forms for applications. (L6)
- CO5: Choose Control Structure based on the logic to be implemented. (L3)
- CO6: Understand HTML tags, Attributes and CSS properties (L2)

Experiments covering the Topics:

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML 5 and Cascading Style Sheets, Types of CSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying JavaScript - internal and external, I/O, Type Conversion
- JavaScript Conditional Statements and Loops, Pre-defined and User-defined Objects
- JavaScript Functions and Events
- Node.js

Sample Experiments:

1. Lists, Links and Images

- Write a HTML program, to explain the working of lists.
Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.
- Write a HTML program, to explain the working of hyperlinks using <a> tag and href, target Attributes.
- Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.
- Write a HTML program, in such a way that, rather than placing large images on a page, the preferred technique is to use thumbnails by setting the height and width parameters to something like to 100*100 pixels. Each thumbnail image is also a link to a full sized version of the image. Create an image gallery using this technique

2. HTML Tables, Forms and Frames

- Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)
- Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use <caption> tag to set the caption to the table & also use cell spacing, cell padding, border, rowspan, colspan etc.).
- Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field, checkboxes, radio

buttons, list boxes using <select>&<option> tags, <text area> and two buttons ie: submit and reset. Use tables to provide a better view).

- Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame image, second frame paragraph, third frame ☐ hyperlink. And also make sure of using —no frame attribute such that frames to be fixed).

3. HTML 5 and Cascading Style Sheets, Types of CSS

- a. Write a HTML program, that makes use of <article>, <aside>, <figure>, <figcaption>, <footer>, <header>, <main>, <nav>, <section>, <div>, tags.
- b. Write a HTML program, to embed audio and video into HTML web page.
- c. Write a program to apply different types (or levels of styles or style specification formats) - inline, internal, external styles to HTML elements. (identify selector, property and value).

4. Selector forms

- a. Write a program to apply different types of selector forms
 - Simple selector (element, id, class, group, universal)
 - Combinator selector (descendant, child, adjacent sibling, general sibling)
 - Pseudo-class selector
 - Pseudo-element selector
 - Attribute selector

5. CSS with Color, Background, Font, Text and CSS Box Model

- a. Write a program to demonstrate the various ways you can reference a color in CSS.
- b. Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
- c. Write a program using the following terms related to CSS font and text:

i. font-size	ii. font-weight	iii. font-style
iv. text-decoration	v. text-transformation	vi. text-alignment
- d. Write a program, to explain the importance of CSS Box model using

i. Content	ii. Border	iii. Margin	iv. padding
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6. Applying JavaScript - internal and external, I/O, Type Conversion

- a. Write a program to embed internal and external JavaScript in a web page.
- b. Write a program to explain the different ways for displaying output.
- c. Write a program to explain the different ways for taking input.
- d. Create a webpage which uses prompt dialogue box to ask a voter for his name and age. Display the information in table format along with either the voter can vote or not

7. JavaScript Pre-defined and User-defined Objects

- a. Write a program using document object properties and methods.
- b. Write a program using window object properties and methods.
- c. Write a program using array object properties and methods.
- d. Write a program using math object properties and methods.
- e. Write a program using string object properties and methods.
- f. Write a program using regex object properties and methods.
- g. Write a program using date object properties and methods.
- h. Write a program to explain user-defined object by using properties, methods, accessors, constructors and display.

8. JavaScript Conditional Statements and Loops

- a. Write a program which asks the user to enter three integers, obtains the numbers from the user and outputs HTML text that displays the larger number followed by the words —LARGER NUMBER! in an information message dialog. If the numbers are equal, output HTML text as —EQUAL NUMBERS!.
- b. Write a program to display week days using switch case.
- c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
- d. Write a program to print data in object using for-in, for-each and for-of loops
- e. Develop a program to determine whether a given number is an 'ARMSTRONG NUMBER' or not. [Eg: 153 is an Armstrong number, since sum of the cube of the digits is equal to the number i.e., $1^3 + 5^3 + 3^3 = 153$]
- f. Write a program to display the denomination of the amount deposited in the bank in terms of 100's, 50's, 20's, 10's, 5's, 2's & 1's. (Eg: If deposited amount is Rs.163, the output should be 1-100's, 1-50's, 1- 10's, 1-2's & 1-1's)

9. Javascript Functions and Events

- a. Design a appropriate function should be called to display
 - Factorial of that number
 - Fibonacci series up to that number
 - Prime numbers up to that number
 - Is it palindrome or not
- b. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate function should be called to display
 1. Factorial of that number
 2. Fibonacci series up to that number
 3. Prime numbers up to that number
 4. Is it palindrome or not
- c. Write a program to validate the following fields in a registration page
 - i. Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
 - ii. Mobile (only numbers and length 10 digits)
 - iii. E-mail (should contain format like xxxxxxx@xxxxxx.xxx)

Textbooks:

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean, Jones & Bartlett Learning, 2019 (Chapters 1-11).
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasanth Subramanian, 2nd edition, APress, O'Reilly.

Web Links:

1. <https://www.w3schools.com/html>
2. <https://www.w3schools.com/css>
3. <https://www.w3schools.com/js/>
4. <https://www.w3schools.com/nodejs>
5. <https://www.w3schools.com/typescript>

III B.Tech I Semester

23ECP09	TINKERING LAB	L	T	P	C
		0	0	2	1

The aim of tinkering lab for engineering students is to provide a hands-on learning environment where students can explore, experiment, and innovate by building and testing prototypes. These labs are designed to demonstrate practical skills that complement theoretical knowledge.

Course objectives: The objectives of the course are to	
1	Encourage Innovation and Creativity
2	Provide Hands-on Learning and Impart Skill Development
3	Foster Collaboration and Teamwork
4	Enable Interdisciplinary Learning, Prepare for Industry and Entrepreneurship
5	Impart Problem-Solving mind-set

These labs bridge the gap between academia and industry, providing students with the practical experience. Some students may also develop entrepreneurial skills, potentially leading to start-ups or innovation-driven careers. Tinkering labs aim to cultivate the next generation of engineers by giving them the tools, space, and mind-set to experiment, innovate, and solve real-world challenges.

List of experiments:

- 1) Make your own parallel and series circuits using breadboard for any application of your choice.
- 2) Design and 3D print a Walking Robot
- 3) Design and 3D Print a Rocket.
- 4) Temperature & Humidity Monitoring System (DHT11 + LCD)
- 5) Water Level Detection and Alert System
- 6) Automatic Plant Watering System
- 7) Bluetooth-Based Door Lock System
- 8) Smart Dustbin Using Ultrasonic Sensor
- 9) Fire Detection and Alarm System
- 10) RFID-Based Attendance System
- 11) Voice-Controlled Devices via Google Assistant
- 12) Heart Rate Monitoring Using Pulse Sensor
- 13) Soil Moisture-Based Irrigation
- 14) Smart Helmet for Accident Detection
- 15) Milk Adulteration Detection System
- 16) Water Purification via Activated Carbon
- 17) Solar Dehydrator for Food Drying
- 18) Temperature-Controlled Chemical Reactor
- 19) Ethanol Mini-Plant Using Biomass
- 20) Smart Fluid Flow Control (Solenoid + pH Sensor)
- 21) Portable Water Quality Tester
- 22) AI Crop Disease Detection
- 23) AI-based Smart Irrigation
- 24) ECG Signal Acquisition and Plotting
- 25) AI-Powered Traffic Flow Prediction
- 26) Smart Grid Simulation with Load Monitoring
- 27) Smart Campus Indoor Navigator
- 28) Weather Station Prototype

- 29) Firefighting Robot with Sensor Guidance
- 30) Facial Recognition Dustbin
- 31) Barcode-Based Lab Inventory System
- 32) Growth Chamber for Plants
- 33) Biomedical Waste Alert System
- 34) Soil Classification with AI
- 35) Smart Railway Gate
- 36) Smart Bin Locator via GPS and Load Sensors
- 37) Algae-Based Water Purifier
- 38) Contactless Attendance via Face Recognition

- **Note:** The students can also design and implement their own ideas, apart from the list of experiments mentioned above.
- **Note:** A minimum of 8 to 10 experiments must be completed by the students.

III B.Tech II Semester (Data Science)

S.No.	Course Code	Title	L	T	P	Credits
1	23CST20c	Natural Language Processing	3	0	0	3
2	23DST04	Predictive Analytics	3	0	0	3
3	23DST05	Data Visualization	3	0	0	3
4	23DST06 23CST18 23CST09 23DST07 23CST24	Professional Elective-II 1. Social Network Analysis 2. Cryptography & Network Security 3. Computer Networks 4. Recommender Systems 5. Deep Learning	3	0	0	3
5	23CST20a 23AIT12b 23CST22 23CST14	Professional Elective-III 1. Software Project Management 2. Introduction to Quantum Computing 3. Computer Vision 4. Cloud Computing	3	0	0	3
6		Open Elective – II	3	0	0	3
7	23DSP04	Predictive Analytics Lab	0	0	3	1.5
8	23DSP05	NLP and Data Visualization Lab (Using Power BI / Tableau etc.,)	0	0	3	1.5
9	23BSP07	Skill Enhancement course-III Soft skills	0	1	2	2
10	23BST28	Audit Course Technical Paper Writing & IPR	2	0	0	-
Total			19	1	06	23
Mandatory Industry Internship of 08 weeks duration during summer vacation						

12 week MOOC Swayam/NPTEL course recommended by the BoS

S.No	Course Name	Link
1	Deep Learning	https://onlinecourses.nptel.ac.in/noc25_cs21
2	Cloud Computing	https://onlinecourses.nptel.ac.in/noc25_cs11/

Open Elective – II

S.No.	Course Code	Course Name	Offered by the Dept.
1	23CET19	Disaster Management	CIVIL
2	23CET20	Sustainable in Engineering Practices	
3	23EET18	Renewable Energy Sources	EEE
4	23MET19	Automation and Robotics	ME
5	23ECT25	Digital Electronics	ECE
6	23BST24	Operations Research	Mathematics
7	23BST25	Physics Of Electronic Materials And Devices	Physics
8	23BST26	Chemistry Of Polymers And Applications	Chemistry
9	23BST27	Academic Writing and Public Speaking	Humanities
10	23BST28	Technical paper writing and Intellectual proper rights	Humanities
11	23BST29	Mathematical foundation of Quantum Technologies	Mathematics

III B.Tech II Semester

23CST20c	NATURAL LANGUAGE PROCESSING	L	T	P	C
		3	0	0	3

Course Objectives:

- Explain and apply fundamental algorithms and techniques in the area of natural language processing (NLP)
- Discuss approaches to syntax and semantics in NLP.
- Examine current methods for statistical approaches to machine translation.
- Teach machine learning techniques used in NLP.

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

- Understand the various NLP Applications and Organization of Natural language, able to learn and implement realistic applications using Python.
- Apply the various Parsing techniques, Bayes Rule, Shannon game, Entropy and Cross Entropy.
- Understand the fundamentals of CFG and parsers and mechanisms in ATN's.
- Apply Semantic Interpretation and Language Modelling.
- Apply the concept of Machine Translation and multilingual Information Retrieval systems and Automatic Summarization.

UNIT-I Introduction to Natural language

Lecture 8Hrs

The Study of Language, Applications of NLP, Evaluating Language Understanding Systems, Different Levels of Language Analysis, Representations and Understanding, Organization of Natural language Understanding Systems, Linguistic Background: An outline of English Syntax.

UNIT-II Grammars and Parsing

Lecture 9Hrs

Grammars and Parsing- Top-Down and Bottom-Up Parsers, Transition Network Grammars, Feature Systems and Augmented Grammars, Morphological Analysis and the Lexicon, Parsing with Features, Augmented Transition Networks, Bayes Rule, Shannon game, Entropy and Cross Entropy.

UNIT-III Grammars for Natural Language

Lecture 8Hrs

Grammars for Natural Language, Movement Phenomenon in Language, Handling questions in Context Free Grammars, Hold Mechanisms in ATNs, Gap Threading, Human Preferences in Parsing, Shift Reduce Parsers, Deterministic Parsers.

UNIT-IV Semantic Interpretation

Lecture 8Hrs

Semantic & Logical form, Word senses & ambiguity, The basic logical form language, Encoding ambiguity in the logical Form, Verbs & States in logical form, Thematic roles, Speech acts & embedded sentences, Defining semantics structure model theory. Language Modelling Introduction, n-Gram Models, Language model Evaluation, Parameter Estimation, Language Model Adaption, Types of Language Models, Language-Specific Modelling Problems, Multilingual and Cross lingual Language Modelling.

UNIT V Machine Translation

Lecture 9 Hrs

Survey: Introduction, Problems of Machine Translation, Is Machine Translation Possible, Brief History, Possible Approaches, Current Status. Anusaraka or Language Accessor: Background, Cutting the Gordian Knot, The Problem, Structure of Anusaraka System, User Interface, Linguistic Area, Giving up Agreement in Anusarsaka Output, Language Bridges.

Multilingual Information Retrieval: Introduction, Document Pre-processing, Monolingual Information Retrieval, CLIR, MLIR, Evaluation in Information Retrieval, Tools, Software and Resources.

Multilingual Automatic Summarization Introduction, Approaches to Summarization, Evaluation, How to Build a Summarizer, Competitions and Datasets.

Textbooks:

1. James Allen, Natural Language Understanding, 2nd Edition, 2003, Pearson Education.
2. Multilingual Natural Language Processing Applications: From Theory To Practice-Daniel M.Bikel and ImedZitouni, Pearson Publications.
3. Natural Language Processing, Apaninian perspective, AksharBharathi, Vineetchaitanya, Prentice–Hall of India.

Reference Books:

1. Charniack, Eugene, Statistical Language Learning, MIT Press, 1993.
2. Jurafsky, Dan and Martin, James, Speech and Language Processing, 2nd Edition, Prentice Hall, 2008.
3. Manning, Christopher and Henrich, Schutze, Foundations of Statistical Natural Language Processing, MIT Press, 1999.

Online Learning Resources:

<https://nptel.ac.in/courses/106/105/106105158/>

<http://www.nptelvideos.in/2012/11/natural-language-processing.html>

III B.Tech II Semester

23DST04	PREDICTIVE ANALYTICS	L	T	P	C
		3	0	0	3

Course Objectives:

- To introduce the fundamental concepts and techniques of predictive analytics.
- To apply statistical models and machine learning algorithms for prediction.
- To interpret model performance using evaluation metrics.
- To explore feature engineering, model tuning, and cross-validation.
- To implement predictive solutions for real-world business and research problems.

Course Outcomes:

Upon successful completion of the course, students will be able to:

- Understand the principles and importance of predictive analytics.
- Apply regression and classification models for predictive tasks.
- Perform data preprocessing, feature selection, and transformation.
- Evaluate and validate models using standard metrics.
- Design predictive solutions to solve domain-specific challenges.

UNIT I: Introduction to Predictive Analytics

Introduction to Predictive Analytics and Business Intelligence, Types of Predictive Models: Classification, Regression, Time Series, Supervised vs Unsupervised Learning, Predictive Modeling Workflow, Applications in Marketing, Finance, Healthcare, Challenges in Predictive Analytics.

UNIT II: Data Preparation and Feature Engineering

Data Cleaning: Handling Missing, Noisy, and Inconsistent Data, Feature Selection and Dimensionality Reduction (PCA, LDA), Feature Scaling: Normalization, Standardization, Encoding Categorical Variables, Feature Extraction and Construction, Dealing with Imbalanced Datasets.

UNIT III: Predictive Modeling with Regression and Classification

Linear Regression and Polynomial Regression, Logistic Regression for Binary Classification, Decision Trees and Random Forest, k-Nearest Neighbors (k-NN) and Naïve Bayes, Support Vector Machines (SVM), Model Selection and Comparison.

UNIT IV: Model Evaluation and Validation

Training, Testing, and Validation Sets, Cross-Validation Techniques (k-Fold, Stratified, LOOCV), Evaluation Metrics: Accuracy, Precision, Recall, F1 Score, ROC-AUC, Confusion Matrix and Classification Report, Bias-Variance Trade-off and Overfitting, Hyperparameter Tuning: Grid Search, Random Search.

UNIT V: Advanced Topics and Applications

Ensemble Learning: Bagging, Boosting (AdaBoost, XGBoost), Predictive Analytics with Time Series (ARIMA, Prophet), Deep Learning for Predictive Modeling (ANNs, LSTM), Use of Predictive Analytics in IoT, Retail, and Healthcare, Ethics and Privacy in Predictive Analytics, Building and Deploying End-to-End Predictive Systems.

Textbooks:

1. *Dean Abbott, Applied Predictive Analytics: Principles and Techniques for the Professional Data Analyst*, Wiley, 2014.
2. *John D. Kelleher, Brendan Tierney, Data Science: Predictive Analytics and Data Mining*, MIT Press, 2018.

Reference Books:

1. *Galit Shmueli et al., Data Mining for Business Analytics: Concepts, Techniques, and Applications in R*, Wiley, 2017.
2. *Eric Siegel, Predictive Analytics: The Power to Predict Who Will Click, Buy, Lie, or Die*, Wiley, 2016.
3. *Trevor Hastie, Robert Tibshirani, Jerome Friedman, The Elements of Statistical Learning*, Springer, 2009.

Online Learning Resources:

1. <https://www.coursera.org/specializations/predictive-analytics> – Coursera Specialization
2. <https://www.edx.org/course/data-science-and-machine-learning-capstone> – edX Predictive Analytics Courses
3. <https://www.kaggle.com/learn/intro-to-machine-learning> – Kaggle Tutorials

III B.Tech I Semester

23DST05	DATA VISUALIZATION (Professional Elective-I)	L	T	P	C
		3	0	0	3

Course Objectives:

- To understand the principles, techniques, and tools of data visualization.
- To develop the ability to transform data into visual insights using different types of charts and plots.
- To introduce the cognitive and perceptual foundations of effective data visualization.
- To apply tools and programming environments (like Python, Tableau, or Power BI) for creating interactive and dynamic visualizations.
- To analyze real-world datasets and effectively communicate data-driven findings visually.

Course Outcomes:

After completion of the course, students will be able to:

- CO1: Interpret different types of data and recognize the appropriate visualization methods.
- CO2: Design effective and interactive data visualizations using various tools.
- CO3: Apply visual encoding and perceptual principles in presenting complex data.
- CO4: Analyze and visualize real-world data sets using Python libraries and dashboards.
- CO5: Create visual stories and dashboards for effective communication of insights.

UNIT I: Introduction to Data Visualization & Perception

Introduction to Data Visualization, Importance and Scope of Data Visualization, Data Types and Sources, Visual Perception: Pre-attentive Processing, Gestalt Principles, Data-Ink Ratio, Data Density, Lie Factor, Visualization Process and Design Principles, Tools Overview: Tableau, Power BI, Python Libraries

UNIT II: Visualization Techniques for Categorical & Quantitative Data

Charts for Categorical Data: Bar Charts, Pie Charts, Column Charts, Charts for Quantitative Data: Histograms, Line Charts, Boxplots, Scatter Plots, Bubble Charts, Heatmaps, Choosing the Right Chart Type, Best Practices in Labeling, Coloring, and Scaling.

UNIT III: Multidimensional, Temporal and Hierarchical Data Visualization

Visualizing Multivariate Data: Parallel Coordinates, Radar Charts, Time-Series Visualization: Time Plots, Animation over Time, Geographic Data Visualization: Maps, Choropleths, Hierarchical Data: Treemaps, Sunburst Charts, Network and Graph Visualization.

UNIT IV: Data Visualization Using Python and Dashboards

Introduction to Matplotlib, Seaborn, and Plotly, Creating Static and Interactive Charts, Pandas Visualization Capabilities, Dashboards with Dash, Streamlit, Power BI, Case Studies: Real-world Dataset Visualization.

UNIT V: Storytelling with Data and Ethical Visualization

Storytelling and Narrative Techniques in Visualization, Dashboards and Reporting, Misleading Visualizations and Bias, Ethical Principles in Data Visualization, Final Project: Create a Storytelling Dashboard with Real Data.

Textbooks:

1. Tamara Munzner, Visualization Analysis and Design, CRC Press, 2014.
2. Nathan Yau, Data Points: Visualization That Means Something, Wiley, 2013.

Reference Books:

1. Alberto Cairo, The Truthful Art: Data, Charts, and Maps for Communication, New Riders, 2016.
2. Cole Nussbaumer Knaflitz, Storytelling with Data: A Data Visualization Guide for Business Professionals, Wiley, 2015.
3. Claus O. Wilke, Fundamentals of Data Visualization, O'Reilly, 2019.
4. Rohan Chopra, Hands-On Data Visualization with Bokeh, Packt Publishing, 2019.

Online Learning Resources:

1. NPTEL: Data Visualization - IIT Madras
2. Coursera: Data Visualization with Python by IBM

III B.Tech II Semester

23DST06	SOCIAL NETWORK ANALYSIS Professional Elective-II	L	T	P	C
		3	0	0	3

Course Objectives:

- To introduce the fundamentals and key concepts of social network theory and graph theory.
- To analyze the structure and properties of large-scale social networks.
- To apply centrality, influence, and community detection measures.
- To model information diffusion and network dynamics.
- To implement real-world social network analysis using tools and datasets.

Course Outcomes:

At the end of the course, the student will be able to:

- Understand basic network models and social network structures.
- Analyze key properties like centrality, clustering, and small-world effect.
- Apply community detection algorithms and influence maximization.
- Interpret diffusion models for viral marketing and information spread.
- Use tools such as Gephi, NetworkX, or SNAP for real-world SNA.

UNIT I: Introduction to Social Networks and Graph Theory

Basic Concepts: Graphs, Nodes, Edges, Directed/Undirected Graphs, Real-world Examples: Facebook, Twitter, LinkedIn, Adjacency Matrix and Graph Representation, Types of Social Networks: Ego, Bipartite, Multilayer, Degree Distribution, Path Length, and Connectivity, Random Graph Models: Erdős–Rényi and Watts-Strogatz.

UNIT II: Structural Properties of Networks

Network Centrality Measures: Degree, Closeness, Betweenness, Eigenvector Centrality and PageRank, Network Clustering and Community Detection Basics, Triadic Closure and Clustering Coefficient, Small-world Phenomenon and Milgram's Experiment, Homophily, Influence, and Structural Balance.

UNIT III: Community Detection and Subgroup Analysis

Girvan–Newman Algorithm and Modularity, Label Propagation and Louvain Method, Clique Detection and k-Core Decomposition, Overlapping Communities and Fuzzy Clustering, Cohesive Subgroups and Structural Equivalence, Evaluation Metrics: NMI, Modularity Score.

UNIT IV: Information Diffusion and Influence in Networks

Models of Diffusion: Linear Threshold and Independent Cascade, Influence Maximization and Viral Marketing, Contagion Models and Epidemic Spreading, Rumor Propagation and Cascade Models, Information Bottlenecks and Bridges, Measuring Influence and Reach.

UNIT V: Tools, Applications, and Ethics in SNA

SNA Tools: Gephi, Pajek, NetworkX, SNAP, Case Study: Twitter and Hashtag Analysis, LinkedIn Network Mining and Graph Features, Applications in Marketing, Security, and Epidemiology, Ethical Issues in Social Network Data Mining, Building and Visualizing Your Own Social Graph.

Textbooks:

1. Wasserman, S., & Faust, K., **Social Network Analysis: Methods and Applications**, Cambridge University Press, 1994.
2. Easley, D., & Kleinberg, J., **Networks, Crowds, and Markets: Reasoning About a Highly Connected World**, Cambridge University Press, 2010.
3. Newman, M., **Networks: An Introduction**, Oxford University Press, 2010.

Reference Books:

1. Borgatti, S. P., Everett, M. G., & Johnson, J. C., **Analyzing Social Networks**, SAGE Publications, 2018.
2. Barabási, A.-L., **Linked: How Everything Is Connected to Everything Else**, Basic Books, 2014.
3. Hansen, D., Shneiderman, B., & Smith, M. A., **Analyzing Social Media Networks with NodeXL**, Elsevier, 2020.

Online Learning Resources:

- [Coursera – Social Network Analysis \(University of Michigan\)](#)
- [\[YouTube – NetworkX and Gephi Tutorials \(freeCodeCamp, TheNetNinja\)\]](#)
- [edX – Networks: Friends, Money, and Bytes \(University of California, Berkeley\)](#)
- [Khan Academy – Graph Theory](#)

III B.Tech II Semester

23CST18	CRYPTOGRAPHY & NETWORK SECURITY Professional Elective-II	L	T	P	C
		3	0	0	3

Course Objectives: This course aims at training students to master the:

- The concepts of classical encryption techniques and concepts of finite fields and number theory
- Working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes, and message digests, and public key algorithms
- Design issues and working principles of various authentication protocols, PKI standards
- Various secure communication standards including Kerberos, IPsec, TLS and email
- Concepts of cryptographic utilities and authentication mechanisms to design secure applications.

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

- Identify information security goals, classical encryption techniques and acquire fundamental knowledge on the concepts of finite fields and number theory
- Compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
- Apply the knowledge of cryptographic checksums and evaluate the performance of different message digest algorithms for verifying the integrity of varying message sizes.
- Apply different digital signature algorithms to achieve authentication and create secure applications
- Apply network security basics, analyse different attacks on networks and evaluate the performance of firewalls and security protocols like TLS, IPSec, and PGP
- Apply the knowledge of cryptographic utilities and authentication mechanisms to design secure applications

UNIT-I

Lecture 9Hrs

Computer and Network Security Concepts: Computer Security Concepts, The OSI Security Architecture, Security Attacks, Security Services, Security Mechanisms, A Model for Network Security.

Classical Encryption Techniques: Symmetric Cipher Model, Substitution Techniques, Transposition Techniques, Steganography, Block Ciphers: Traditional Block Cipher Structure, The Data Encryption Standard, Advanced Encryption Standard: AES Structure, AES Transformation Functions.

UNIT-II

Lecture 9Hrs

Number Theory: The Euclidean Algorithm, Modular Arithmetic, Fermat's and Euler's Theorems, The Chinese Remainder Theorem, Discrete Logarithms, Finite Fields: Finite Fields of the Form GF(p), Finite Fields of the Form GF(2ⁿ).

Public Key Cryptography: Principles, Public Key Cryptography Algorithms, RSA Algorithm, Diffie Hellman Key Exchange, Elliptic Curve Cryptography.

UNIT-III

Lecture 9Hrs

Cryptographic Hash Functions: Application of Cryptographic Hash Functions, Requirements & Security, Secure Hash Algorithm, Message Authentication Functions, Requirements & Security, HMAC & CMAC.

Digital Signatures: NIST Digital Signature Algorithm, Distribution of Public Keys, X.509 Certificates, Public-Key Infrastructure.

UNIT-IV

Lecture 9Hrs

User Authentication: Remote User Authentication Principles, Kerberos.

Electronic Mail Security: Pretty Good Privacy (PGP) And S/MIME. IP Security: IP Security Overview, IP Security Policy, Encapsulating Security Payload, Combining Security Associations, Internet Key Exchange.

UNIT-V

Lecture 8Hrs

Transport Level Security: Web Security Requirements, Transport Layer Security (TLS), HTTPS, Secure Shell(SSH)

Firewalls: Firewall Characteristics and Access Policy, Types of Firewalls, Firewall Location and Configurations.

Textbooks:

1. Cryptography and Network Security- William Stallings, Pearson Education, 7thEdition.
2. Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage Learning, 2010 edition.

Reference Books:

1. Cryptography and Network Security- Behrouz A Forouzan, DebdeepMukhopadhyaya, McGraw-Hill, 3rd Edition, 2015.
2. Network Security Illustrated, Jason Albanese and Wes Sonnenreich, MGH Publishers, 2003.

Online Learning Resources:

1. <https://nptel.ac.in/courses/106/105/106105031/lecture>
Dr.DebdeepMukhopadhyay IIT Kharagpur [Video Lecture]
2. <https://nptel.ac.in/courses/106/105/106105162/lecture>
Dr.SouravMukhopadhyay IIT Kharagpur [Video Lecture]
3. <https://www.mitel.com/articles/web-communication-cryptography-and-network> Security web articles by Mitel Power Connections

III B.Tech II Semester

23CST09	COMPUTER NETWORKS Professional Elective-II	L	T	P	C
		3	0	0	3

Course Objectives:

The course is designed to:

- Understand the basic concepts of Computer Networks.
- Introduce the layered approach for design of computer networks
- Expose the network protocols used in Internet environment
- Explain the format of headers of IP, TCP and UDP
- Familiarize with the applications of Internet
- Elucidate the design issues for a computer network

Course Outcomes:

After completion of the course, students will be able to:

- Identify the software and hardware components of a computer network
- Design software for a computer network
- Develop error, routing, and congestion control algorithms
- Assess critically the existing routing protocols
- Explain the functionality of each layer of a computer network
- Choose the appropriate transport protocol based on the application requirements

UNIT I:**Computer Networks and the InternetLecture: 8 Hrs**

What Is the Internet? Network Edge, The Network Core, Delay, Loss, and Throughput in Packet Switched Networks (Textbook 2), Reference Models, Multimedia Networks, Guided Transmission Media, Wireless Transmission (Textbook 1)

UNIT II:**The Data Link Layer, Access Networks, and LANsLecture: 10 Hrs**

Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols (Textbook 1)

Introduction to the Link Layer, Error-Detection and -Correction Techniques, Multiple Access Links and Protocols, Switched Local Area Networks, Link Virtualization: A Network as a Link Layer, Data Center Networking, Retrospective: A Day in the Life of a Web Page (Packet) (Textbook 2)

UNIT III:**The Network LayerLecture: 8 Hrs**

Routing Algorithms, Internetworking, The Network Layer in The Internet (Textbook 1)

UNIT IV:

The Transport LayerLecture: 9 Hrs

Connectionless Transport: UDP (Textbook 2), The Internet Transport Protocols: TCP, Congestion Control (Textbook 1)

UNIT V:

The Application LayerLecture: 8 Hrs

Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service, Peer-to-Peer Applications, Video Streaming and Content Distribution Networks (Textbook 2)

Textbooks:

1. Andrew S. Tanenbaum, David J. Wetherall, *Computer Networks*, 6th Edition, PEARSON.
2. James F. Kurose, Keith W. Ross, *Computer Networking: A Top-Down Approach*, 6th Edition, Pearson, 2019.

Reference Books:

1. Forouzan, *Data Communications and Networking*, 5th Edition, McGraw Hill Publication.
2. Youlu Zheng, Shakil Akhtar, *Networks for Computer Scientists and Engineers*, Oxford Publishers, 2016.

Online Learning Resources:

1. <https://nptel.ac.in/courses/106105183/25>
2. <https://www.nptelvideos.in/2012/11/computer-networks.html>
3. <https://nptel.ac.in/courses/106105183/3>

III B.Tech II Semester

23DST07	RECOMMENDER SYSTEMS Professional Elective-II	L	T	P	C
		3	0	0	3

Course Objectives:

- To provide students with basic concepts and its application in various domain
- To make the students understand different techniques that a data scientist needs to know for analysing big data
- To design and build a complete machine learning solution in many application domains.

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

- Aware of various issues related to Personalization and Recommendations.
- Design and implement a set of well-known Recommender System approaches used in E commerce and Tourism industry.
- Develop new Recommender Systems for a number of domains especially, Education, Health-care.

UNIT-I An Introduction to Recommender Systems, Neighborhood-Based Collaborative Filtering

Lecture 8Hrs

Introduction, Goals of Recommender Systems, Basic Models of Recommender Systems, Domain Specific Challenges in Recommender Systems. Advanced Topics and Applications. Introduction, Key Properties of Ratings Matrices, Predicting Ratings with Neighborhood- Neighborhood-Based Collaborative Filtering: Based Methods, Clustering and Neighborhood-Based Methods, Dimensionality Reduction and Neighborhood Methods, Graph Models for Neighborhood-Based Methods, A Regression Modelling View of Neighborhood Methods.

UNIT-II Model-Based Collaborative Filtering, Content-Based Recommender Systems Lecture 9Hrs

Introduction, Decision and Regression Trees, Rule-Based Collaborative Filtering, Naive Bayes Collaborative Filtering, Using an Arbitrary Classification Model as a Black-Box, Latent Factor Models, Integrating Factorization and Neighborhood Models. Content-Based Recommender Systems: Introduction, Basic Components of Content-Based Systems, Preprocessing and Feature Extraction, Learning User Profiles and Filtering, Content-Based Versus Collaborative Recommendations, Using Content-Based Models for Collaborative Filtering, Summary.

UNIT-III Knowledge-Based Recommender Systems, Ensemble Based and Hybrid Recommender Systems

Lecture 9Hrs

Introduction, Constraint-Based Recommender Systems, Case-Based Recommenders, Persistent Personalization in Knowledge-Based Systems, Summary. Introduction, Ensemble Methods from the Classification Perspective, Weighted Hybrids, Switching Hybrids, Cascade Hybrids, Feature Augmentation Hybrids, Meta-Level Hybrids, Feature Combination Hybrids, Summary.

UNIT-IV Evaluating Recommender Systems, Context-Sensitive Recommender Systems Lecture 8Hrs

Introduction, Evaluation Paradigms, General Goals of Evaluation Design, Design Issues in Offline Recommender Evaluation, Accuracy Metrics in Offline Evaluation, Limitations of Evaluation Measures, Limitations of Evaluation Measures. Introduction, The Multidimensional Approach, Contextual Pre-filtering: A Reduction-Based Approach, Contextual Pre-filtering: A Reduction-Based Approach, Contextual Modelling.

UNIT-V Time- and Location-Sensitive Recommender Systems

Lecture 8Hrs

Introduction, Temporal Collaborative Filtering, Discrete Temporal Models, Location-Aware Recommender Systems, Location-Aware Recommender Systems Location-Aware Recommender Systems, Summary.

Textbooks:

1. Charu C. Aggarwal, —Recommender Systems, Springer, 2016.

Reference Books:

1. Francesco Ricci, Lior Rokach, —Recommender Systems Handbook, 2nd ed., Springer, 2015 Edition

Online Learning Resources:

1. Recommendation System -Understanding The Basic Concepts (analyticsvidhya.com)
2. Recommender Systems | Coursera

III B.Tech II Semester

23CST24	DEEP LEARNING Professional Elective-II	L	T	P	C
		3	0	0	3

Course Objectives:

- Demonstrate the major technology trends driving Deep Learning
- Build, train, and apply fully connected deep neural networks
- Implement efficient (vector zed) neural networks
 - Analyse the key parameters and hyper parameters in a neural network's architecture

Course Outcomes:

After completion of the course, students will be able to

- Demonstrate the mathematical foundation of neural network
- Describe the machine learning basics
- Differentiate architecture of deep neural network
- Build a convolution neural network
- Build and train RNN and LSTMs

UNIT-I

Lecture 8Hrs

Linear Algebra: Scalars, Vectors, Matrices and Tensors, Matrix operations, types of matrices, Norms, Eigen decomposition, Singular Value Decomposition, Principal Components Analysis. Probability and Information Theory: Random Variables, Probability Distributions, Marginal Probability, Conditional Probability, Expectation, Variance and Covariance, Bays' Rule, Information Theory. Numerical Computation: Overflow and Underflow, Gradient-Based Optimization, Constrained Optimization, Linear Least Squares.

UNIT- II

Lecture 9Hrs

Machine Learning: Basics and Under fitting, Hyper parameters and Validation Sets, Estimators, Bias and Variance, Maximum Likelihood, Bayesian Statistics, Supervised and Unsupervised Learning, Stochastic Gradient Descent, Challenges Motivating Deep Learning. Deep Feed forward Networks: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and other Differentiation Algorithms.

UNIT-III

Lecture 8Hrs

Regularization for Deep Learning: Parameter Norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under-Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised Learning, Multi-Task Learning, Early Stopping, Parameter Tying and Parameter Sharing, Sparse Representations, Bagging and Other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, Tangent Prop and Manifold Tangent Classifier. Optimization for Training Deep Models: Pure Optimization, Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates, Approximate Second- Order Methods, Optimization Strategies and Meta-Algorithms.

UNIT-IV

Lecture 9Hrs

Convolution Networks: The Convolution Operation, Pooling, Convolution, Basic Convolution Functions, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features, Basis for Convolution Networks.

UNIT-V

Lecture 8Hrs

Sequence Modelling: Recurrent and Recursive Nets: Unfolding Computational Graphs, Recurrent Neural Networks, Bidirectional RNNs, Encoder-Decoder Sequence-to-Sequence Architectures, Deep Recurrent Networks, Recursive Neural Networks, Echo State Networks, LSTM, Gated RNNs, Optimization for Long-Term Dependencies, Auto encoders, Deep Generative Models.

Textbooks:

1. Ian Good fellow, Joshua Bagnio, Aaron Carville, —Deep Learning, MIT Press,2016.
2. Josh Patterson and Adam Gibson, —Deep learning: A practitioner's approach, O'Reilly Media, First Edition,2017.

Reference Books:

1. Fundamentals of Deep Learning, Designing next-generation machine intelligence algorithms, Nikhil Baume, O'Reilly, Sheriff Publishers,2019.
2. Deep learning Cook Book, Practical recipes to get started Quickly, Douse Using, O'Reilly, Sheriff Publishers, 2019

Online Learning Resources:

1. <https://keras.io/datasets/>
2. <http://deeplearning.net/tutorial/deeplearning.pdf>
3. <https://arxiv.org/pdf/1404.7828v4.pdf>
4. <https://www.cse.iitm.ac.in/~miteshk/CS7015.html>
5. <https://www.deeplearningbook.org>
6. <https://nptel.ac.in/courses/106105215>

III B.Tech II Semester

23CST20a	SOFTWARE PROJECT MANAGEMENT Professional Elective-III	L	T	P	C
		3	0	0	3

Course Objectives: This course is designed to enable the students to understand the fundamental principles of Software Project management & will also have a good knowledge of the responsibilities of a project manager and how to handle them.

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

- Describe the fundamentals of Project Management
- Recognize and use Project Scheduling Techniques
- Familiarize with Project Control Mechanisms
- Understand Team Management
- Recognize the importance of Project Documentation and Evaluation

UNIT-I

Lecture 9Hrs

Conventional Software Management: The waterfall model, conventional software Management performance

Evolution of Software Economics: software Economics. Pragmatic Software Cost Estimation

Improving Software Economics: Reducing Software Product Size, Improving Software Processes, Improving Team Effectiveness, Improving Automation, Achieving Required Quality, Peer Inspections.

UNIT-II

Lecture 9Hrs

The old way and the new: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

Life cycle phases: Engineering and production stages, inception, Elaboration, construction, transition phases. **Artifacts of the process:** The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT-III

Lecture 9Hrs

Work Flows of the process: Software process workflows, Inter Trans workflows. **Checkpoints of the Process:** Major Mile Stones, Minor Milestones, Periodic status assessments. **Iterative Process Planning:** work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.

UNIT-IV

Lecture 9Hrs

Process Automation: Automation Building Blocks, The Project Environment.

Project Control and Process instrumentation: The seven core Metrics, Management indicators, quality indicators **Tailoring the Process:** Process discriminates. Managing people and organizing teams.

UNIT-V

Lecture 9Hrs

Project Organizations and Responsibilities: Line-of-Business Organizations, Project Organizations, evolution of Organizations.

Future Software Project Management: Modern Project Profiles, Next generation Software economics, modern process transitions.

Case Study: The Command Center Processing and Display System-Replacement (CCPDS-R)

Textbooks:

1. Software Project Management, Walker Royce, Pearson Education, 2012
2. Bob Hughes, Mike Cotterell and Rajib Mall —Software Project Management, 6th Edition, McGraw Hill Edition, 2017.

Reference Books:

1. PankajJalote, —Software Project Management in practice, 5th Edition, Pearson Education, 2017.
2. Murali K. Chemuturi, Thomas M. Cagley Jr. Mastering Software Project Management: Best Practices, Tools and Techniques, J. Ross Publishing, 2010
3. Sanjay Mohapatra, —Software Project Management, Cengage Learning, 2011

Online Learning Resources:

<http://nptel.ac.in/courses/106101061/29>

III B.Tech II Semester

23AIT12b	INTRODUCTION TO QUANTUM COMPUTING Professional Elective-III	L	T	P	C
		3	0	0	3

Course Objectives:

- To introduce the principles and mathematical foundations of quantum computation.
- To understand quantum gates, circuits, and computation models.
- To explore quantum algorithms and their advantages over classical ones.
- To develop the ability to simulate and write basic quantum programs.
- To understand real-world applications and the future of quantum computing in AI, cryptography, and optimization.

Course Outcomes:

Upon successful completion of this course, students will be able to:

- Explain the fundamental concepts of quantum mechanics used in computing.
- Construct and analyze quantum circuits using standard gates.
- Apply quantum algorithms like Deutsch-Jozsa, Grover's, and Shor's.
- Develop simple quantum programs using Qiskit or similar platforms.
- Analyze applications and challenges of quantum computing in real-world domains.

UNIT I: Fundamentals of Quantum Mechanics and Linear Algebra

Classical vs Quantum Computation, Complex Numbers, Vectors, and Matrices, Hilbert Spaces and Dirac Notation, Quantum States and Qubits, Superposition and Measurement, Tensor Products and Multi-Qubit Systems.

UNIT II: Quantum Gates and Circuits

Quantum Logic Gates: Pauli, Hadamard, Phase, Controlled Gates and CNOT, Unitary Operations and Reversibility, Quantum Circuit Representation, Quantum Teleportation, Simulation of Quantum Circuits.

UNIT III: Quantum Algorithms and Complexity

Quantum Parallelism and Interference, Deutsch and Deutsch-Jozsa Algorithms, Grover's Search Algorithm, Shor's Factoring Algorithm, Quantum Fourier Transform, Complexity Classes: BQP, P, NP, and QMA.

UNIT IV: Quantum Programming and Simulation Platforms

Introduction to Qiskit and IBM Quantum Experience, Writing Quantum Circuits in Qiskit, Measuring Qubits and Results, Classical-Quantum Hybrid Programs, Noisy Intermediate-Scale Quantum (NISQ) Systems, Limitations and Current State of Quantum Hardware.

UNIT V: Applications and Future of Quantum Computing

Quantum Machine Learning: Basics and Models, Quantum Cryptography and Quantum Key Distribution, Quantum Algorithms in AI and Optimization, Quantum Advantage and Supremacy, Ethical and Societal Impact of Quantum Technologies, Future Trends and Research Directions.

Textbooks:

1. Michael A. Nielsen, Isaac L. Chuang, Quantum Computation and Quantum Information, Cambridge University Press, 10th Anniversary Edition, 2010.
2. Eleanor Rieffel and Wolfgang Polak, Quantum Computing: A Gentle Introduction, MIT Press, 2011.
3. Chris Bernhardt, Quantum Computing for Everyone, MIT Press, 2019.

Reference Books:

1. David McMahon, Quantum Computing Explained, Wiley, 2008.
2. Phillip Kaye, Raymond Laflamme, Michele Mosca, An Introduction to Quantum Computing, Oxford University Press, 2007.
3. Scott Aaronson, Quantum Computing Since Democritus, Cambridge University Press, 2013.

Online Learning Resources:

1. **IBM Quantum Experience and Qiskit Tutorials**
2. **Coursera – Quantum Mechanics and Quantum Computation by UC Berkeley**
3. **edX – The Quantum Internet and Quantum Computers**
4. *YouTube – Quantum Computing for the Determined by Michael Nielsen*
5. **Qiskit Textbook – IBM Quantum**

III B.Tech II Semester

23CST22	COMPUTER VISION Professional Elective-III	L	T	P	C
		3	0	0	3

Course Objectives: The objective of this course is to understand the basic issues in computer vision and major approaches to address the methods to learn the Linear Filters, segmentation by clustering, Edge detection, Texture.

Course Outcomes: After completing the course, you will be able to:

- Identify basic concepts, terminology, theories, models and methods in the field of computer vision,
- Describe known principles of human visual system,
- Describe basic methods of computer vision related to multi-scale representation, edge detection and detection of other primitives, stereo, motion and object recognition,
- Suggest a design of a computer vision system for a specific problem

UNIT-I LINEAR FILTERS

Lecture 8Hrs

Introduction to Computer Vision, Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing Filters as Templates, Technique: Normalized Correlation and Finding Patterns, Technique: Scale and Image Pyramids.

UNIT-II EDGE DETECTION

Lecture 9Hrs

Noise- Additive Stationary Gaussian Noise, Why Finite Differences Respond to Noise, Estimating Derivatives - Derivative of Gaussian Filters, Why Smoothing Helps, Choosing a Smoothing Filter, Why Smooth with a Gaussian? Detecting Edges-Using the Laplacian to Detect Edges, Gradient-Based Edge Detectors, Technique: Orientation Representations and Corners.

UNIT-III TEXTURE

Lecture 9Hrs

Representing Texture –Extracting Image Structure with Filter Banks, Representing Texture using the Statistics of Filter Outputs, Analysis (and Synthesis) Using Oriented Pyramids –The Laplacian Pyramid, Filters in the Spatial Frequency Domain, Oriented Pyramids, Application: Synthesizing Textures for Rendering, Homogeneity, Synthesis by Sampling Local Models, Shape from Texture, Shape from Texture for Planes,

UNIT-IV SEGMENTATION BY CLUSTERING

Lecture 8Hrs

What is Segmentation, Human Vision: Grouping and Gestalt, Applications: Shot Boundary Detection and Background Subtraction. Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering. The Hough Transform, Fitting Lines, Fitting Curves

UNIT-V RECOGNITION BY RELATIONS BETWEEN TEMPLATES

Lecture 8Hrs

Finding Objects by Voting on Relations between Templates, Relational Reasoning Using Probabilistic Models and Search, Using Classifiers to Prune Search, Hidden Markov Models, Application: HMM and Sign Language Understanding, Finding People with HMM.

Textbooks:

1. David A. Forsyth, Jean Ponce, Computer Vision – A modern Approach, PHI, 2003.

Reference Books:

1. Geometric Computing with Clifford Algebras: Theoretical Foundations and Applications in Computer Vision and Robotics, Springer;1 edition,2001by Sommer.
2. Digital Image Processing and Computer Vision,1/e,bySonka.
3. Computer Vision and Applications: Concise Edition (WithCD) by Jack Academy Press, 2000.

Online Learning Resources:

<https://nptel.ac.in/courses/106105216https://nptel.ac.in/courses/108103174>

III B.Tech II Semester

23CST14	CLOUD COMPUTING Professional Elective-III	L	T	P	C
		3	0	0	3

Course Objectives:

- To explain the evolving computer model called cloud computing.
- To introduce the various levels of services that can be achieved by cloud.
- To describe the security aspects in cloud.

Course Outcomes (CO): After completion of the course, students will be able to

- Ability to create cloud computing environment
- Ability to design applications for Cloud environment
- Design & develop backup strategies for cloud data based on features.
- Use and Examine different cloud computing services.
- Apply different cloud programming model as per need.

UNIT-I Basics of Cloud computing

Lecture 8Hrs

Introduction to cloud computing: Introduction, Characteristics of cloud computing, Cloud Models, Cloud Services Examples, Cloud Based services and applications

Cloud concepts and Technologies: Virtualization, Load balancing, Scalability and Elasticity, Deployment, Replication, Monitoring, Software defined, Network function virtualization, Map Reduce, Identity and Access Management, services level Agreements, Billing.

Cloud Services and Platforms: Compute Services, Storage Services, Database Services, Application services, Content delivery services, Analytics Services, Deployment and Management Services, Identity and Access Management services, Open Source Private Cloud software.

UNIT-II Hadoop and Python

Lecture 9Hrs

Hadoop MapReduce: Apache Hadoop, Hadoop Map Reduce Job Execution, Hadoop Schedulers, Hadoop Cluster setup.

Cloud Application Design: Reference Architecture for Cloud Applications, Cloud Application Design Methodologies, Data Storage Approaches.

Python Basics: Introduction, Installing Python, Python data Types & Data Structures, Control flow, Function, Modules, Packages, File handling, Date/Time Operations, Classes.

UNIT-III Python for Cloud computing

Lecture 8Hrs

Python for Cloud: Python for Amazon web services, Python for Google Cloud Platform, Python for windows Azure, Python for MapReduce, Python packages of Interest, Python web Application Framework, Designing a RESTful web API.

Cloud Application Development in Python: Design Approaches, Image Processing APP, Document Storage App, MapReduce App, Social Media Analytics App.

UNIT-IV Big data, multimedia and Tuning

Lecture 8Hrs

Big Data Analytics: Introduction, Clustering Big Data, Classification of Big data Recommendation of Systems.

Multimedia Cloud: Introduction, Case Study: Live video Streaming App, Streaming Protocols, case Study: Video Transcoding App.

Cloud Application Benchmarking and Tuning: Introduction, Workload Characteristics, Application Performance Metrics, Design Considerations for a Benchmarking Methodology, Benchmarking Tools, Deployment Prototyping, Load Testing & Bottleneck Detection case Study, Hadoop benchmarking case Study.

UNIT-V Applications and Issues in Cloud

Lecture 9 Hrs

Cloud Security: Introduction, CSA Cloud Security Architecture, Authentication, Authorization, Identity Access Management, Data Security, Key Management, Auditing.

Cloud for Industry, Healthcare & Education: Cloud Computing for Healthcare, Cloud computing for Energy Systems, Cloud Computing for Transportation Systems, Cloud Computing for Manufacturing Industry, Cloud computing for Education. **Migrating into a Cloud:** Introduction, Broad Approaches to migrating into the cloud, the seven step model of migration into a cloud.

Organizational readiness and Change Management in The Cloud Age: Introduction, Basic concepts of Organizational Readiness, Drivers for changes: A frame work to comprehend the competitive environment, common change management models, change management maturity models, Organizational readiness self – assessment.

Legal Issues in Cloud Computing: Introduction, Data Privacy and security Issues, cloud contracting models, Jurisdictional issues raised by virtualization and data location, commercial and business considerations, Special Topics.

Textbooks:

1. Cloud computing A hands-on Approach|| By ArshdeepBahga, Vijay Madiseti, Universities Press, 2016
2. Cloud Computing Principles and Paradigms: By Raj Kumar Buyya, James Broberg, Andrzej Goscinski, Wiley, 2016

Reference Books:

1. Mastering Cloud Computing by RajkumarBuyya, Christian Vecchiola, SThamaraiSelvi, TMH
2. Cloud computing A Hands-On Approach by ArshdeepBahga and Vijay Madiseti.
3. Cloud Computing: A Practical Approach, Anthony T. Velte, Toby J. Velte, Robert Elsenpeter, Tata McGraw Hill, rp2011.
4. Enterprise Cloud Computing, Gautam Shroff, Cambridge University Press, 2010.
5. Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, George Reese, O _Reilly, SPD, rp2011.
6. Essentials of Cloud Computing by K. Chandrasekaran. CRC Press.

Online Learning Resources:

Cloud computing - Course (nptel.ac.in)

III B.Tech II Semester

23DSP04	PREDICTIVE ANALYTICS LAB	L	T	P	C
		0	0	3	1.5

Course Objective

- To develop the fundamental understanding and application of Mathematics and Statistics in business organizations

Course Outcome

- Students will be able to initiate effective use of SPSS in business problem
- Student will learn to evaluate and solve the business problems logically
- Students will be able to avoid risks and spot opportunities.

List of Experiments

1. Introduction to SPSS, Sorting File, Split File, Compute File, Recode File and Select Cases
- 2 Chi- Square Test (Parametric and Non-Para
- 3 Exploratory Factor Analysis
- 4 Cluster Analysis
- 5 Logistic Regression
- 6 Discriminant Analysis
- 7 Confirmatory Factor Analysis
- 8 Conjoint Analysis
- 9 Time Series
- 10 MANOVA
- 11 Decision Tree Analysis

III B.Tech II Semester

23DSP05	NLP AND DATA VISUALIZATION LAB (Using Power BI / Tableau etc.,)	L	T	P	C
		0	0	3	1.5

PART 1*Course Objectives:*

- Discuss concepts and principles of data visualization particularly related to decision making.
- Investigate technologies and practices for visualizing data as part of a data management and analytics system.
- Apply user interface design principles and practices to develop interactive data visualizations.
- Design effective dashboard for decision making at various levels.
- Conduct research on relevant data visualization topics.

Course Outcomes (CO):

After completion of the course, students will be able to

- Understand approaches to syntax and semantics in NLP.
- Analyse grammar formalism and context free grammars
- Apply the statistical estimation and statistical alignment models
- Apply Rule based Techniques, Statistical Machine translation (SMT), word alignment, phrase based translation
- Have the skills (experience) of solving specific NLP tasks, which may involve programming in Python, as well as running experiments on textual data.

List of Experiments:

1. Word Analysis
2. Word Generation
3. Morphology
4. N-Grams
5. N-Grams Smoothing
6. POS Tagging: Hidden Markov Model
7. POS Tagging: Viterbi Decoding
8. Building POS Tagger
9. Chunking
10. Building Chunker

Refer: <https://nlp-iiith.vlabs.ac.in/List%20of%20experiments.html>

References:

1. James Allen, Natural Language Understanding, 2nd Edition, 2003, Pearson Education.
2. Natural Language Processing, A paninian perspective, AksharBharathi, Vineet Chaitanya, Prentice – Hall of India.

Online Learning Resources/Virtual Labs:

1. Natural Language Processing in TensorFlow | Coursera

PART 2*List of Experiments:*

1. Connecting to the data
2. Formatting and insertion of data
3. Creating worksheets, navigating the sheets, applying filters, aggregating the data
4. Organize the data into dashboards
5. Create story
6. Develop interactive plots in Python
7. Create Time series Data Visualization in Python
8. Visualization of Semi-Structured data
9. Create Sales Growth Dashboard – for the tracking of sales teams progress

10. Design Social media Dashboard – find how well your sponsored social activating are performing, monitor your PPC campaigns
11. Develop Healthcare Data Dashboard – Allows hospital administrators to manage and identify patient hazards from a single screen.

References:

1. Andy Kirk, Data Visualization A Handbook for Data Driven Design, Sage Publications, 2016
2. Philipp K. Janert, Gnuplot in Action, Understanding Data with Graphs, Manning Publications, 2010

Online Learning Resources/Virtual Labs:

1. Data Visualization with Tableau | Coursera

III B.Tech II Semester

23BSP07	SOFT SKILLS Skill Enhancement Course	L	T	P	C
		0	1	2	2

Course Objectives:

- To encourage all round development of the students by focusing on soft skills
- To make the students aware of critical thinking and problem-solving skills
- To develop leadership skills and organizational skills through group activities
- To function effectively with heterogeneous teams

Course Outcomes (CO): By the end of the program students should be able to

- Memorize various elements of effective communicative skills
- Interpret people at the emotional level through emotional intelligence
- apply critical thinking skills in problem solving
- analyse the needs of an organization for team building
- Judge the situation and take necessary decisions as a leader
- Develop social and work-life skills as well as personal and emotional well-being.

UNIT – I Soft Skills & Communication Skills

Lecture 10 Hrs

Introduction, meaning, significance of soft skills – definition, significance, types of communication skills - Intrapersonal & Inter-personal skills - Verbal and Non-verbal Communication

Activities:

Intrapersonal Skills- Narration about self- strengths and weaknesses- clarity of thought – self- expression – articulating with felicity (The facilitator can guide the participants before the activity citing examples from the lives of the great, anecdotes and literary sources)

Interpersonal Skills- Group Discussion – Debate – Team Tasks - Book and film Reviews by groups - Group leader presenting views (non- controversial and secular) on contemporary issues or on a given topic.

Verbal Communication- Oral Presentations- Extempore- brief addresses and speeches- convincing- negotiating- agreeing and disagreeing with professional grace. **Non-verbal communication** – Public speaking – Mock interviews – presentations with an objective to identify non- verbal clues and remedy the lapses on observation

UNIT – II Critical Thinking

Lecture 10 Hrs

Active Listening – Observation – Curiosity – Introspection – Analytical Thinking – Open-mindedness – Creative Thinking

Activities:

Gathering information and statistics on a topic - sequencing – assorting – reasoning – critiquing issues placing the problem – finding the root cause - seeking viable solution – judging with rationale – evaluating the views of others - Case Study, Story Analysis

UNIT – III Problem Solving & Decision Making

Lecture 10 Hrs

Meaning & features of Problem Solving – Managing Conflict – Conflict resolution – Methods of decision making – Effective decision making in teams – Methods & Styles

Activities:

Placing a problem which involves conflict of interests, choice and views – formulating the problem – exploring solutions by proper reasoning – Discussion on important professional, career and organizational decisions and initiate debate on the appropriateness of the decision. Case Study & Group Discussion

UNIT – IV Emotional Intelligence & Stress Management

Lecture 10 Hrs

Managing Emotions – Thinking before Reacting – Empathy for Others – Self-awareness – Self-Regulation – Stress factors – Controlling Stress – Tips

Activities:

Providing situations for the participants to express emotions such as happiness, enthusiasm, gratitude, sympathy, and confidence, compassion in the form of written or oral presentations. Providing opportunities for the participants to narrate certain crisis and stress –ridden situations caused by failure, anger, jealousy, resentment and frustration in the form of written and oral presentation, Organizing Debates

UNIT – V Leadership Skills

Lecture 10 Hrs

Team-Building – Decision-Making – Accountability – Planning – Public Speaking – Motivation – Risk Taking - Team Building - Time Management

Activities:

Forming group with a consensus among the participants- choosing a leader- encouraging the group members to express views on leadership- democratic attitude- sense of sacrifice – sense of adjustment – vision – accommodating nature- eliciting views on successes and failures of leadership using the past knowledge and experience of the participants, Public Speaking, Activities on Time Management, Motivation, Decision Making, Group discussion etc.

NOTE-:

1. The facilitator can guide the participants before the activity citing examples from the lives of the great, anecdotes, epics, scriptures, autobiographies and literary sources which bear true relevance to the prescribed skill.
2. Case studies may be given wherever feasible for example for Decision Making- The decision of King Lear or for good Leadership – Mahendar Singh Dhoni etc.

Textbooks:

1. Personality Development and Soft Skills (English, Paperback, MitraBarunK.)Publisher: Oxford University Press; Pap/Cdr edition (July 22, 2012)
2. Personality Development and Soft Skills: Preparing for Tomorrow, Dr ShikhaKapoorPublisher : I K International Publishing House; 0 edition (February 28, 2018)

Reference Books:

1. Soft skills: personality development for life success by Prashant Sharma, BPB publications 2018.
2. Soft Skills By Alex K. Published by S.Chand
3. Soft Skills: An Integrated Approach to Maximise Personality Gajendra Singh Chauhan, Sangeetha Sharma Published by Wiley.
4. Communication Skills and Soft Skills (Hardcover, A. Sharma) Publisher: Yking books
5. SOFT SKILLS for a BIG IMPACT (English, Paperback, RenuShorey) Publisher: Notion Press
6. Life Skills Paperback English Dr. Rajiv Kumar Jain, Dr.Usha Jain Publisher: Vayu Education of India

Online Learning Resources:

1. https://youtu.be/DUlsNJtg2L8?list=PLLy_2iUCG87CQhELCytvXh0E_y-bOO1_q
2. https://youtu.be/xBaLgJZ0t6A?list=PLzf4HHlsQFwJZel_j2PUy0pwjVUgi7KIJ
3. <https://youtu.be/-Y-R9hDI7IU>
4. <https://youtu.be/gkLsn4ddmTs>
5. <https://youtu.be/2bf9K2rRWwo>
6. <https://youtu.be/FchfE3c2jzc>

III B.Tech II Semester

23BST28	TECHNICAL PAPER WRITING & IPR Audit Course	L	T	P	C
		2	0	0	-

Course Objectives:

1. To enable the students to practice the basic skills of research paper writing
2. To make the students understand the importance of IP and to educate them on the basic concepts of Intellectual Property Rights.
3. To practice the basic skills of performing quality literature review
4. To help them in knowing the significance of real life practice and procedure of Patents.
5. To enable them learn the procedure of obtaining Patents, Copyrights, & Trade Marks

Course Outcomes: On successful completion of this course, the students will be able to:

COURSE OUTCOMES: At the end of the course, students will be able to		Blooms Level
CO1	Identify key secondary literature related to their proposed technical paper writing	L1, L2
CO2	Explain various principles and styles in technical writing	L1, L2
CO3	Use the acquired knowledge in writing a research/technical paper	L3
CO4	Analyse rights and responsibilities of holder of Patent, Copyright, Trademark, International Trademark etc.	L4
CO5	Evaluate different forms of IPR available at national & international level	L5
CO6	Develop skill of making search of various forms of IPR by using modern tools and techniques.	L3, L6

UNIT – I:

Principles of Technical Writing: styles in technical writing; clarity, precision, coherence and logical sequence in writing-avoiding ambiguity- repetition, and vague language -highlighting your findings- discussing your limitations -hedging and criticizing -plagiarism and paraphrasing .

UNIT – II:

Technical Research Paper Writing: Abstract- Objectives-Limitations-Review of Literature- Problems and Framing Research Questions- Synopsis

UNIT – III:

Process of research: publication mechanism: types of journals- indexing-seminars- conferences- proof reading – plagiarism style; seminar & conference paper writing; Methodology-discussion-results- citation rules

IT – IV:

Introduction to Intellectual property: Introduction, types of intellectual property, International organizations, agencies and ties, importance of intellectual property rights

Trade Marks: Purpose and function of trademarks, acquisition of trade mark rights, protectable matter, selecting and creating trade mark, trade mark registration processes.

UNIT – V:

Law of copy rights: Fundamentals of copy right law, originality of material, rights of reproduction, rights to perform the work publicly, copy right ownership issues, copy right registration, notice of copy right, international copy right law

Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer. Patent law, intellectual property audits.

Textbooks:

1. Deborah. E. Bouchoux, *Intellectual Property Rights*, Cengage Learning India, 2013
2. Meenakshi Raman, Sangeeta Sharma. *Technical Communication: Principles and practices*. Oxford.

Reference Books:

1. R.Myneni, *Law of Intellectual Property*, 9th Ed, Asia law House, 2019.
2. Prabuddha Ganguli, *Intellectual Property Rights* Tata Mcgraw Hill, 2001
3. P.Naryan, *Intellectual Property Law*, 3rd Ed, Eastern Law House, 2007.
4. Adrian Wallwork. *English for Writing Research Papers* Second Edition. Springer Cham Heidelberg New York, 2016
5. Dan Jones, Sam Dragga, *Technical Writing Style*

Online Resources

1. <https://theconceptwriters.com.pk/principles-of-technical-writing/>
2. <https://www.ewh.ieee.org/soc/emcs/acstrial/newsletters/summer10/TechPaperWriting.html>
3. <https://www.ewh.ieee.org/soc/emcs/acstrial/newsletters/summer10/TechPaperWriting.html>
4. <https://www.manuscriptedit.com/scholar-hangout/process-publishing-research-paper-journal/>
5. <https://www.icsi.edu/media/website/IntellectualPropertyRightLaws&Practice.pdf>
6. <https://lawbhoomi.com/intellectual-property-rights-notes/>
7. <https://www.extension.purdue.edu/extmedia/ec/ec-723.pdf>