



ACADEMIC REGULATIONS,
COURSE STRUCTURE SYLLABUS
FOR

M. Tech. (DATA MINING ENGINEERING)

First Semester

Semester -I											
Code	Subject	Cr	Hrs. /Week			Exam Hrs.	Maximum Marks				
			L	T	P		MS1	MS2	END TERM	IA	Total
Theory											
1MTDM01	Advanced Algorithms through Python	3	3	1	0	3	10	10	60	20	100
1MTDM02	Data Mining	3	3	1	0	3	10	10	60	20	100
1MTDM03	Mathematics for Data Science	3	3	1	0	3	10	10	60	20	100

1MTDM 04	Data Visualization	3	4	1	0	3	10	10	60	20	100
Practicals & Sessionals											
Code	Subject	Cr	Hrs. /Week			Exam Hrs.	IA (60%)		EA (40%)	Total	
			L	T	P		MP1 30%	MP2 30%			
1MTDM0 5	Advanced Algorithms through Python Lab	2	0	0	2	2	30	30	40	100	
									Total	500	

**Semester -
II**

Code	Subject	Cr	Hrs. /Week			Exam Hrs.	Maximum Marks				
			L	T	P		MS1	MS2	END TERM	IA	Total
Theory											
2MTDM01	Statistical Machine Learning	3	3	1	0	3	10	10	60	20	100
2MTDM02	Big Data	3	3	1	0	3	10	10	60	20	100
2MTDM03	Natural Language Processing	3	3	1	0	3	10	10	60	20	100
2MTDM04	Mobile Application Development	3	4	1	0	3	10	10	60	20	100
Practicals & Sessionals											
Code	Subject	Cr	Hrs. /Week			Exam Hrs.	IA (60%)		EA (40%)	Total	
			L	T	P		MP1 30%	MP2 30%			
2MTDM05	Data Visualization Lab	2	0	0	2	2	30	30	40	100	
									Total	500	

Third Semester

Semester - III				
			Hrs. /Week	Maximum Marks

Code	Subject	Cr	L	T	P	Exam Hrs.	MS1	MS2	END TERM	IA	Total
Theory											
3MTDM01	Recommender Systems	3	3	1	0	3	10	10	60	20	100
3MTDM02	Deep Learning	3	3	1	0	3	10	10	60	20	100
Practicals & Sessionals											
Code	Subject	Cr	Hrs. /Week			Exam Hrs.	IA (60%)		EA (40%)	Total	
			L	T	P		MP1 30%	MP2 30%			
3MTDM03	Dissertation I	2	0	0	2	2	30	30	40	300	
									Total	500	

Fourth Semester

Code	Subject	Cr	Hrs. /Week			Exam Hrs.	IA (60%)		EA (40%)	Total
			L	T	P		MP1 30%	MP2 30%		
4MTDM01	Dissertation II	2	0	0	2	2	30	30	400	400
									Total	400

SunRise University

MASTER OF TECHNOLOGY-DATA MINING

I YEAR - I SEMESTER

S.No	Subject Code	Subject	L	T	P	Total Marks (100)		Credits
						Int	Ext	
1.	DS1C10	Core-1: Advanced Algorithms through Python	3	-	-	40	60	3
2.	DS1C20	Core-2: Data Mining	3	-	-	40	60	3
3	DS1C30	Core-3: Mathematics for Data Science	3	-	-	40	60	3
4.	DS1E10	Elective-1:	3	-	-	40	60	3
	DS1E11	Web technologies and Services(1)						
	DS1E12	Data Visualization(2)						
	DS1E13	Cryptanalysis(3)						
	DS1E14	Internet of Things						
	DS1E15	Data Preparation and Analysis						
5.	DS1E20	Elective-2	3	-	-	40	60	3
	DS1E21	Computer Networking(1)						
	DS1E22	Information Retrieval Systems (2)						
	DS1E23	Cyber Security(3)						
	DS1E24	Artificial Intelligence						
	DS1E25	Data Storage Technologies and Networks						
6.	DS1L10	Lab-1: Advanced Algorithms through Python Lab	-	-	4	40	60	2
7.	DS1L20	Lab-2: (Based on Elective-1)	-	-	4	40	60	2
	DS1L21	Web technologies and Services Lab						
	DS1L22	Data Visualization Lab						
	DS1L23	Cryptanalysis Lab						
	DS1L24	Internet of Things Lab						
	DS1L25	Data Preparation and Analysis Lab						
8.	DS1A10	Audit-1:	2	-	-	40	60	-
	DS1A11	Foundations of Computer Science						
	DS1A12	Professional Communication Skills						
	DS1A13	Personality Development through Life Enlightenment Skills						
	DS1A14	Value Education						
	DS1A15	Constitution of India						
Total			17	-	8			19

**MASTER OF TECHNOLOGY-DATA SCIENCE
I YEAR - II SEMESTER**

S.No	Subject Code	Subject	L	T	P	Total Marks (100)		Credits
						Int	Ext	
1.	DS2C10	Core-4: Statistical Machine Learning	3	-	-	40	60	3
2.	DS2C20	Core-5: Big Data	3	-	-	40	60	3
3.	DS2C30	Core-6: Natural Language Processing	3	-	-	40	60	3
4.	DS2E10	Elective-3:	3	-	-	40	60	3
	DS2E11	Mobile Application Development(1)						
	DS2E12	Semantic Analytics(2)						
	DS2E13	Computer Forensics(3)						
	DS2E14	Network programming						
	DS2E15	Advanced Programming						
5.	DS2E20	Elective-4:	3	-	-	40	60	3
	DS2E21	Cloud Computing(1)						
	DS2E22	Text and Image Analytics(2)						
	DS2E23	Data Security and Access Control(3)						
	DS2E24	Web Analytics and Development						
	DS2E25	Knowledge Discovery						
6.	DS2L10	Lab-3: Statistical Machine Learning Lab	-	-	4	40	60	2
7.	DS2L20	Lab-4: (Based on Elective-3)	-	-	4	40	60	2
	DS2L21	Mobile Application Development Lab						
	DS2L22	Semantic Analytics Lab						
	DS2L23	Computer Forensics Lab						
	DS2L24	Network programming Lab						
	DS2L25	Advanced Programming Lab						
8.	DS2A10	Audit-2:	2	-	-	40	60	-
	DS2A11	English for Research Paper Writing						
	DS2A12	Disaster Management						
	DS2A13	Soft Skills						
	DS2A14	Stress Management by Yoga						
	DS2A15	Sanskrit for Technical Knowledge						
	DS2A16	Research Methodology						
Total			17	-	8			19

STER OF TECHNOLOGY-DATA SCIENCEII

YEAR - I SEMESTER

S.No	Subject Code	Subject	L	T	P	Total Marks (100)		Credits
						Int	Ext	
1.	DS3E10	Core-Elective 5:	3	-	-	40	60	3
	DS3E11	Recommender Systems(1)						
	DS3E12	Deep Learning(2)						
	DS3E13	Cloud Security(3)						
	DS3E14	GPU Computing						
	DS3E15	Distributed Databases						
2.	DS3O10	Open Elective-1:	3	-	-	40	60	3
	DS3O11	Business Analytics						
	DS3O12	Industrial Safety						
	DS3O13	Adhoc and Sensor Networks						
	DS3O14	Operations Research						
	DS3O15	Cost management and Engineering Projects						
	DS3O16	Composite Materials						
	DS3O17	Waste to Energy						
3.	DS3P10	Project Work: Project Phase-1	-	-	20	40	60	10
		Total	6	-	20			16

II YEAR – II SEMESTER

S.No	Subject Code	Subject	L	T	P	Total Marks (100)		Credits
						Int	Ext	
1.	DS4P10	Project work: Project Phase-2	-	-	32	-	100	16
		TOTAL	-	-	32			16

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR I SEMESTER**

DS1C10

**ADVANCED ALGORITHMS THROUGH PYTHON
(CORE –1)**

UNIT I

Python Overview, Objects in Python, Expressions, Operators, Precedence, Control flow, Functions, Input and Output(Console Input and Output, Files), Exception handling, Iterators and Generators, Conditional Expressions, List comprehension, Packing and Unpacking of Sequences, Scopes and Namespaces, Modules and the Import Statement, Object Oriented Programming-

Object oriented design goals, Object oriented design Principles, Class Definitions, Inheritance, Namespaces and Object Orientation, Shallow and Deep Copying.

Algorithms, Algorithm analysis- time complexity and space complexity, Asymptotic Notation-Big Oh, Omega and Theta notations, Algorithm Analysis Examples.

Data structures-Linear and non linear data structures, ADT concept, Array based Sequences and Link based sequences, Singly linked lists and Doubly linked lists -Insertion, and Deletion operations, Circularly linked lists.

UNIT II

The Stack ADT, Array-Based Implementation(Python list),Singly linked list Implementation, infix to postfix conversion using Stack, Recursion-Examples, analyzing recursive algorithms, Examples of Recursion-Linear recursion, Binary recursion, and Multiple recursion, Eliminating tail recursion, Queue ADT, array and linked list Implementations, Circular queue-insertion and deletion, Deque ADT, Doubly linked list Implementation.

UNIT III

Searching-Linear and binary search methods, Maps and Dictionaries, Hash Tables-Hash functions, Collision Handling Schemes-Open Addressing, Separate Chaining, Python Hash Table Implementation, Sets, Multisets, and Multimaps.

Sorting -Bubble sort, Selection sort, Insertion sort, Quick sort, Merge sort, Comparison of sorting methods.

UNIT IV

Trees- Tree Definitions and Properties, Binary tree ADT, Properties of Binary trees, Array-Based representation, Linked structure for Binary trees, Binary tree traversal algorithms, Implementing Binary tree traversals in Python. Priority queue ADT, implementation using Heaps, Python Heap implementation, Sorting with a Priority Queue-Heap sort.

Graphs- Graphs terminology, Graph ADT, Data Structures for Graphs, Graph traversals-dfs and bfs, Applications of Graphs-Minimum cost spanning tree using Kruskal's algorithm, Dijkstra's algorithm for Single Source Shortest Path Problem.

UNIT V

Search trees- Binary search trees-Binary search tree ADT, insertion, deletion and searching operations, Python implementation, Balanced search trees - AVL trees-Definition and examples only, Red Black trees –Definition and examples only, B-Trees-definition and examples only, Tries (examples only), Comparison of Search trees.

Text Compression-Huffman coding and decoding, Pattern matching algorithms-KMP algorithm and Boyer-Moore Algorithm.

TEXT BOOKS:

1. Data structures and Algorithms in Python, M.T.Goodrich, R.Tomassia and Michael H. Goldwasser, Wiley Student Edition.
2. Data structures and Algorithms using Python, Rance D.Necaise, Wiley Student Edition.

REFERENCES:

1. Introduction to Programming in Python, Robert Sedgewick, Kevin Wayne and Robert Dondero, Pearson.
2. Python Programming, Sheetal Taneja and Naveen Kumar, Pearson.
3. Exploring Python, Timothy A.Budd, Tata McGraw-Hill Edition.
4. Think Python, Allen B.Downey, O'Reilly,SPD.
5. Python Programming, Reema Thareja, Oxford University Press.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR I SEMESTER**

DS1C20

**DATA MINING
(CORE – 2)**

Objectives:

- To understand data mining concepts.
- To learn about various data preprocessing techniques.
- To learn about data warehousing.
- To learn about various data mining functionalities such as association rule mining, clustering, classification and outlier analysis.

UNIT I

Introduction: Fundamentals of data mining, Data Mining Functionalities, Classification of Data Mining systems, Data Mining Task Primitives, Integration of a Data Mining System with a Database or a Data Warehouse System, Issues in Data Mining.

Data Preprocessing: Need for Preprocessing the Data, Data Cleaning, Data Integration and Transformation, Data Reduction, Discretization and Concept Hierarchy Generation.

UNIT II

Data Warehouse and OLAP Technology for Data Mining: Data Warehouse, Multidimensional Data Model, Data Warehouse Architecture, Data Warehouse Implementation, Usage of Data Warehousing Online Analytical Processing and Mining

Data Cube Computation: Efficient Methods for simple Data Cube Computation (Full Cube, Iceberg Cube, Closed Cube and Shell Cube), Discovery Driven exploration of data cubes, Attribute-Oriented Induction for data characterization and its implementation

UNIT III

Mining Frequent Patterns, Associations and Correlations: Basic Concepts, The Apriori algorithm for finding frequent itemsets using candidate generation, Generating association rules from frequent itemsets, Mining frequent itemsets without candidate generation, Mining various kinds of Association Rules, Correlation Analysis

UNIT IV

Classification and Prediction: Description and comparison of classification and prediction, preparing data for Classification and Prediction

Classification by Decision Tree Induction, Bayesian Classification, Rule-Based Classification, Classification by Backpropagation

Prediction, linear and non-linear regression, evaluating accuracy of a Classifier or a Predictor

UNIT V

Cluster Analysis: Types of Data in Cluster Analysis, A Categorization of Major Clustering Methods, k-means and k-medoids methods, CLARANS, Agglomerative and divisive hierarchical clustering, chameleon dynamic modeling, DBSCAN, Grid based clustering method: STING, Conceptual Clustering, Constraint-Based Cluster Analysis, Outlier Analysis.

TEXT BOOKS:

1. Data Mining – Concepts and Techniques - Jiawei Han, Micheline Kamber and Jian Pei, 3rd edition, Morgan Kaufmann Publishers, ELSEVIER.
2. Introduction to Data Mining – Pang-Ning Tan, Michael Steinbach and Vipin Kumar, Pearson education.

REFERENCES:

1. Data Warehousing in the Real World – Sam Aanhory & Dennis Murray Pearson Edn Asia.
2. Insight into Data Mining, K.P.Soman, S.Diwakar, V.Ajay, PHI, 2008.
3. Data Warehousing Fundamentals – Paulraj Ponnaiah Wiley student Edition
4. The Data Warehouse Life cycle Tool kit – Ralph Kimball Wiley student edition
5. Building the Data Warehouse By William H Inmon, John Wiley & Sons Inc, 2005.
6. Data Mining Introductory and advanced topics –Margaret H Dunham, Pearson education
7. Data Mining Techniques – Arun K Pujari, 2nd edition, Universities Press.
8. Data Mining, V.Pudi and P.Radha Krishna, Oxford University Press.
9. Data Mining: Methods and Techniques, A.B.M Shawkat Ali and S.A. Wasimi, Cengage Learning.
10. Data Warehouse 2.0, The Architecture for the next generation of Data Warehousing, W.H.Inmon, D.Strauss, G.Neushloss, Elsevier, Distributed by SPD.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR I SEMESTER**

DS1C30

**MATHEMATICS FOR DATA SCIENCE
(CORE – 3)**

Course Objectives

- To understand the mathematical fundamentals that is prerequisites for a variety of courses like Data mining, Network protocols, analysis of Web traffic, Computer security, Software engineering, Computer architecture, operating systems, distributed systems, Bioinformatics, Machine learning.
- To develop the understanding of the mathematical and logical basis to many modern techniques in information technology like machine learning, programming language design, and concurrency.
- To study various sampling and classification problems.

Unit 1

Probability mass, density, and cumulative distribution functions, Parametric families of distributions, Expected value, variance, conditional expectation, Applications of the univariate and multivariate Central Limit Theorem, Probabilistic inequalities, Markov chains

Unit 2

Random samples, sampling distributions of estimators, Methods of Moments and Maximum Likelihood, Statistical inference, Introduction to multivariate statistical models: regression and classification problems, principal components analysis, The problem of overfitting model assessment.

Unit 3

Graph Theory: Isomorphism, Planar graphs, graph colouring, hamilton circuits and euler cycles. Permutations and Combinations with and without repetition. Specialized techniques to solve combinatorial enumeration problems

Unit 4

Computer science and engineering applications Data mining, Network protocols, analysis of Web traffic, Computer security, Software engineering, Computer architecture, operating systems, distributed systems, Bioinformatics, Machine learning.

Unit 5

Recent Trends in various distribution functions in mathematical field of computer science for varying fields like bioinformatic, soft computing, and computer vision.

References

1. John Vince, Foundation Mathematics for Computer Science, Springer.
2. K. Trivedi. Probability and Statistics with Reliability, Queuing, and Computer Science Applications. Wiley.
3. M. Mitzenmacher and E. Upfal. Probability and Computing: Randomized Algorithms and Probabilistic Analysis.
4. Alan Tucker, Applied Combinatorics, Wiley

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**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E11

**WEB TECHNOLOGIES AND SERVICES
(ELECTIVE – 1)**

Course Objective: The student who has knowledge of programming with java should be able to develop web based solutions using multi-tier architecture. S/he should have good understanding of different technologies on client and server side components as Follows:

- Client Side: HTML5, CSS3, Javascript, Ajax, JQuery and JSON
- Server Side: Servlets, JSP
- Database: MySQL with Hibernate and Connection Pooling
- Framework: Struts with validation framework, Internationalization (I18N)
- SOA: Service Oriented Architecture, Web services fundamentals, Axis framework for WS

UNIT – I

Client Side Technologies: Overview of HTML – Common tags, XHTML, capabilities of HTML5, Cascading Style sheets, CSS3 enhancements, linking to HTML Pages, Classes in CSS, Introduction to JavaScripts, variables, arrays, methods and string manipulation, BOM/DOM (Browser/Document Object Model), accessing elements by ID, Objects in JavaScript Dynamic HTML with JavaScript and with CSS, form validation with JavaScript, Handling Timer Events Simplifying scripting with JQuery, JASON for Information exchange.

UNIT – II

Introduction to Java Servlets: Introduction to Servlets: Lifecycle of a Servlet, Reading request and initialization parameters, Writing output to response, MIME types in response, Session Tracking: Using Cookies and Sessions, Steps involved in Deploying an application, Database Access with JDBC and Connection Pooling

Introduction to XML, XML Parsing with DOM and SAX Parsers in Java Ajax – Ajax programming with JSP/Servlets, creating XML Http Object for various browsers, Sending request, processing response data and displaying it.

Introduction to Hibernate

UNIT – III

Introduction to JSP: JSP Application Development: Types of JSP Constructs (Directives, Declarations, Expressions, Code Snippets), Generating Dynamic Content, Exception Handling, Implicit JSP Objects, Conditional Processing, Sharing Data Between JSP pages, Sharing Session and Application Data, Using user defined classes with jsp:useBean tag, Accessing a Database from a JSP

UNIT – IV

Introduction to Struts Framework: Introduction to MVC architecture, Anatomy of a simple struts application, struts configuration file, Presentation layer with JSP, JSP bean, html and logic tag libraries, Struts Controller class, Using form data in Actions, Page Forwarding, validation framework, Internationalization

UNIT – V

Service Oriented Architecture and Web Services: Overview of Service Oriented Architecture – SOA concepts, Key Service Characteristics, Technical Benefits of a SOA Introduction to Web Services– The definition of web services, basic operational model of web services, basic steps of implementing web services. Core fundamentals of SOAP – SOAP Message Structure, SOAP encoding, SOAP message exchange models, Describing Web Services – Web Services life cycle, anatomy of WSDL Introduction to Axis– Installing axis web service framework, deploying a java web service on axis. Web Services Interoperability – Creating java and .Net client applications for an Axis Web Service (Note: The Reference Platform for the course will be open source products Apache Tomcat Application Server, MySQL database, Hibernate and Axis)

TEXT BOOKS:

1. Web Programming, building internet applications, Chris Bates 3rd edition, WILEY Dreamtech .
2. The complete Reference Java 7th Edition, Herbert Schildt., TMH.
3. Java Server Pages, Hans Bergsten, SPD, O'Reilly.
4. Professional Jakarta Struts – James Goodwill, Richard Hightower, Wrox Publishers.
5. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India, rp – 2008.
6. Understanding SOA with Web Services, Eric Newcomer and Greg Lomow, Pearson Edition – 2009
7. Java Web Service Architecture, James McGovern, Sameer Tyagi et al., Elsevier – 2009

REFERENCE BOOKS:

1. Programming the world wide web, 4th edition, R.W. Sebesta, Pearson
2. Core Servlets and Java Server Pages Volume 1: core Technologies, Marty Hall and Larry Brown Pearson
3. Internet and World Wide Web – How to program, Dietel and Nieto PHI/Pearson.
4. Jakarta Struts Cookbook, Bill Siggelkow, S P D O'Reilly.
5. Professional Java Server Programming, S. Allamaraju & others Apress (dreamtech).
6. Java Server Programming, Ivan Bayross and others, The X Team, SPD
7. Web Warrior Guide to Web Programming – Bai/Ekedaw-Cengage Learning.
8. Beginning Web Programming-Jon Duckett, WROX.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E12

**DATA VISUALIZATION
(ELECTIVE – 1)**

COURSE OBJECTIVE

- Familiarize students with the basic and advanced techniques of information visualization and scientific visualization,
- To learn key techniques of the visualization process
- A detailed view of visual perception, the visualized data and the actual visualization, interaction and distorting techniques

Unit 1:

Introduction of visual perception, visual representation of data, Gestalt principles, information overloads. Creating visual representations, visualization reference model, visual mapping, visual analytics, Design of visualization applications.

Unit 2:

Classification of visualization systems, Interaction and visualization techniques misleading, Visualization of one, two and multi-dimensional data, text and text documents.

Unit 3:

Visualization of groups, trees, graphs, clusters, networks, software, Metaphorical visualization

Unit 4:

Visualization of volumetric data, vector fields, processes and simulations, Visualization of maps, geographic information, GIS systems, collaborative visualizations, Evaluating visualizations

Unit 5:

Recent trends in various perception techniques, various visualization techniques, data structures used in data visualization.

References:

1. WARD, GRINSTEIN, KEIM,.Interactive Data Visualization: Foundations, Techniques, and Applications. Natick : A K Peters, Ltd.
2. E. Tufte, The Visual Display of Quantitative Information, Graphics Press.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E13

**CRYPTANALYSIS
(ELECTIVE – 1)**

Prerequisites : *A Course on “Computer Networks, Mathematics”*

Objectives:

- To understand the importance of cryptanalysis in our increasingly computer-driven world.
- To understand the fundamentals of Cryptography
- To understand the Lattice- based cryptanalysis and elliptic curves and pairings
- To understand birthday- based algorithms for functions and attacks on stream ciphers
- To apply the techniques for secure transactions in real world applications

Outcomes :

- Ability to apply cryptanalysis in system design to protect it from various attacks.
- Ability to identify and investigate vulnerabilities and security threats and the mechanisms to counter them.
- Ability to analyze security of cryptographic algorithm against brute force attacks, birthday attacks.

UNIT-I

A bird’s – eye view of modern Cryptography: Preliminaries, Defining Security in Cryptography
Monoalphabetic Ciphers: Using Direct Standard Alphabets, The Caesar Cipher, Modular arithmetic, Direct Standard alphabets, Solution of direct standard alphabets by completing the plain component, Solving direct standard alphabets by frequency considerations, Alphabets based on decimations of the normal sequence, Solution of decimated standard alphabets, Monoalphabets based on linear transformation. **Polyalphabetic Substitution:** Polyalphabetic ciphers, Recognition of polyalphabetic ciphers, Determination of number of alphabets, Solution of individual alphabets if standard, Polyalphabetic ciphers with a mixed plain sequences, Matching alphabets , Reduction of a polyalphabetic cipher to a monoalphabetic ciphers with mixed cipher sequences

UNIT- II

Transposition : Columnar transposition, Solution of transpositions with Completely filled rectangles ,Incompletely filled rectangles, Solution of incompletely filled rectangles – Probable word method, Incompletely filled rectangles general case, Repetitions between messages ; identical length messages. **Sieve algorithms:** Introductory example: Eratosthenes’s sieve, Sieving for smooth composites

UNIT- III

Brute force Cryptanalysis: Introductory example: Dictionary attacks , Brute force and the DES Algorithm, Brute force as a security mechanism, Brute force steps in advanced cryptanalysis, Brute force and parallel computers. **The birthday paradox: Sorting or not?:** Introductory example:

Birthday attacks on modes of operation, Analysis of birthday paradox bounds, Finding collisions, Application to discrete logarithms in generic groups.

UNIT- IV

Birthday- based algorithms for functions: Algorithmic aspects, Analysis of random functions, Number-theoretic applications, A direct cryptographic application in the context of blockwise security, Collisions in hash functions. **Attacks on stream ciphers:** LFSR- based key stream generators, Correlation attacks, Noisy LFSR model, Algebraic attacks, Extension to some non- linear shift registers, The cube attack.

UNIT-V

Lattice- based cryptanalysis: Direct attacks using lattice reduction, Coppersmith's small roots attacks. **Elliptic curves and pairings:** Introduction to elliptic curves, The Weil pairing, the elliptic curve factoring method.

Text Books:

1. "Elementary Cryptanalysis A Mathematical Approach" by Abraham Sinkov, The mathematical Association of America (Inc).
2. "Algorithmic Cryptanalysis" by Antoine Joux, CRC Press'

References:

1. Algebraic Cryptanalysis, Bard Gregory, Springer, 2009
2. Cryptanalysis of Number Theoretic Ciphers, Sameul S. Wag staff, Champan & Hall/CRC
3. Cryptanalysis: A Study of Cipher and Their Solution, Helen F. Gaines, 1989

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E14

**INTERNET OF THINGS
(ELECTIVE – 1)**

Objectives:

- To introduce the terminology, technology and its applications
- To introduce the concept of M2M (machine to machine) with necessary protocols
- To introduce the hardware and working principles of various sensors used for IoT
- To introduce the Python Scripting Language which is used in many IoT devices
- To introduce the Raspberry PI platform, that is widely used in IoT applications
- To introduce the implementation of web based services on IoT devices

UNIT I

Introduction to Internet of Things –Definition and Characteristics of IoT, Physical Design of IoT – IoT Protocols, IoT communication models, IoT Communication APIs, IoT enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big data analytics, Communication protocols, Embedded Systems, IoT Levels and Templates, Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry, health and Lifestyle

UNIT II

Introduction to Python - Language features of Python, Data types, data structures, Control of flow, functions, modules, packaging, file handling, data/time operations, classes, Exception handling
Python packages - JSON, XML, HTTPLib, URLLib, SMTPLib

UNIT III

IoT Physical Devices and Endpoints - Introduction to Raspberry Pi- Installation, Interfaces (serial, SPI, I2C), Programming – Python program with Raspberry PI with focus on interfacing external gadgets, controlling output, reading input from pins.

Unit IV

Controlling Hardware- Connecting LED, Buzzer, Switching High Power devices with transistors, Controlling AC Power devices with Relays, Controlling servo motor, speed control of DC Motor, Using unipolar and bipolar Stepper motors

Digital input- Sensing push switch, pull-up and pull-down resistors, Rotary encoder, Using keypad, Using RTC

Sensors: Light sensor, temperature sensor with thermistor, voltage sensor, ADC and ADC, Temperature and Humidity Sensor DHT11, Read Switch, Distance Measurement with ultrasound sensor

UNIT V

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs Webserver – Web server for IoT, Cloud for IoT, Python web application framework Designing a RESTful web API

TEXT BOOK:

1. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547
2. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759
3. Raspberry Pi Cookbook, Software and Hardware Problems and solutions, Simon Monk, O'Reilly (SPD), 2016, ISBN 7989352133895

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E15

**DATA PREPARATION AND ANALYSIS
(ELECTIVE – 1)**

COURSE OBJECTIVE

To prepare the data for analysis and develop meaningful Data Visualizations

Unit1:

Data Gathering and Preparation:

Data formats, parsing and transformation, Scalability and real-time issues

Unit2:

Data Cleaning:

Consistency checking, Heterogeneous and missing data, Data Transformation and Segmentation

Unit3:

Exploratory Analysis:

Descriptive and comparative statistics, Clustering and association, Hypothesis Generation

Unit4:

Visualization:

Designing visualizations, Time series, Geolocated data, Correlations and connections, Hierarchies and networks, interactivity

COURSE OUTCOMES

After completion of course, students would be:

Able to extract the data for performing the Analysis.

References:

1. Making sense of Data : A practical Guide to Exploratory Data Analysis and Data Mining, by Glenn J. Myatt

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E21

**COMPUTER NETWORKING
(ELECTIVE – 2)**

Objectives:

- The objective of this course is to build a solid foundation in computer networks concepts and design
- To understand computer network architectures, protocols, and interfaces.
- The OSI reference model and the Internet architecture network applications.
- The course will expose students to the concepts of traditional as well as modern day computer networks - wireless and mobile, multimedia-based.
- Students completing this course will understand the key concepts and practices employed in modern computer networking

UNIT –I

Computer Networks and the Internet: What Is the Internet?, The Network Edge , The Network Core , Delay, Loss, and Throughput in Packet-Switched Networks , Protocol Layers and Their Service Models, Networks Under Attack

Application Layer: Principles of Network Applications, The Web and HTTP, File Transfer: FTP, Electronic Mail in the Internet, DNS—The Internet’s Directory Service

UNIT – II

Transport Layer: Introduction and Transport-Layer Services, Multiplexing and Demultiplexing, Connectionless Transport: UDP, Principles of Reliable Data Transfer, Connection-Oriented Transport: TCP, Principles of Congestion Control, TCP Congestion Control.

UNIT-III

The Network Layer: Introduction, Virtual Circuit and Datagram Networks, What’s Inside a Router?, The Internet Protocol (IP): Forwarding and Addressing in the Internet , Routing Algorithms, Routing in the Internet, Broadcast and Multicast Routing.

UNIT – IV

The Link Layer: Links, Access Networks, and LANs, 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,

UNIT – V

Wireless and Mobile Networks: Introduction, Wireless Links and Network Characteristics, WiFi: 802.11 Wireless LANs, Cellular Internet Access, **Mobility Management:** Principles, Mobile IP, Managing Mobility in Cellular Networks, **Wireless and Mobility:** Impact on Higher-Layer Protocols.

TEXT BOOKS:

1. Computer Networking: A Top Down Approach , *James F. Kurose, Keith W.Ross*, 6th Edition.
2. Data Communications and Networking, *Behrouz A. Forouzan*, Fourth Edition, Tata McGraw Hill
3. High Speed Networks and Internets – Performance and Quality of Service, *William Stallings*, Second Edition, Pearson Education.
4. Top-Down Network Design, *Priscilla Oppenheimer*, Second Edition, Pearson Education (CISCO Press)

REFERENCES:

1. Computer Networks by Mayank Dave, Cengage.
2. Guide to Networking Essentials, *Greg Tomsho, Ed Tittel, David Johnson*, Fifth Edition, Thomson.
3. Computer Networks, *Andrew S. Tanenbaum*, Fourth Edition, Prentice Hall.
4. An Engineering Approach to Computer Networking, *S.Keshav*, Pearson Education.
5. Campus Network Design Fundamentals, *Diane Teare, Catherine Paquet*, Pearson Education (CISCO Press)
6. Computer Communications Networks, Mir, Pearson Education.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E22

**INFORMATION RETRIEVAL SYSTEMS
(ELECTIVE – 2)**

UNIT I

Introduction to Information Retrieval Systems : Definition of Information Retrieval System, Objectives of Information Retrieval System, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses; Boolean retrieval. The term vocabulary and postings lists. Dictionaries and tolerant retrieval. Index construction. Index compression.

UNIT II

Scoring, term weighting and the vector space model. Computing scores in a complete search system. Evaluation in information retrieval. Relevance feedback and query expansion.

UNIT III

XML retrieval. Probabilistic information retrieval. Language models for information retrieval. Text classification. Vector space classification.

UNIT IV

Support vector machines and machine learning on documents. Flat clustering. Hierarchical clustering. Matrix decompositions and latent semantic indexing.

UNIT V

Web search basics. Web crawling and indexes. Link analysis.

TEXT BOOKS:

1. Introduction to Information Retrieval , Christopher D. Manning and Prabhakar Raghavan and Hinrich Schütze, Cambridge University Press, 2008.
2. Information Storage and Retrieval Systems: Theory and Implementation, Kowalski, Gerald, Mark T Maybury, Springer.

REFERENCS :

1. Modern Information Retrieval , Ricardo Baeza-Yates, Pearson Education, 2007.
2. Information Retrieval: Algorithms and Heuristics, David A Grossman and Ophir Frieder, 2nd Edition, Springer, 2004.
3. Information Retrieval Data Structures and Algorithms, William B Frakes, Ricardo Baeza- Yates, Pearson Education, 1992.
4. Information Storage & Retrieval , Robert Korfhage , John Wiley & Sons.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E23

**CYBER SECURITY
(ELECTIVE – 2)**

Objectives:

To learn about cyber crimes and how they are planned
To learn the vulnerabilities of mobile and wireless devices
To learn about the crimes in mobile and wireless devices

UNIT-I

Introduction to Cybercrime: Introduction, Cybercrime and Information security, who are cybercriminals, Classifications of Cybercrimes, Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

UNIT-II

Cyber offenses: How criminals Plan Them Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing.

UNIT III

Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile.

UNIT IV

Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks

UNIT V

Understanding Computer Forensics Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber Forensics and Digital evidence, Forensics Analysis of Email, Digital Forensics Lifecycle, Chain of Custody concept, Network Forensics, Approaching a computer, Forensics Investigation, Challenges in Computer Forensics, Special Tools and Techniques, Forensics Auditing

TEXT BOOKS:

1. **Cyber Security: *Understanding Cyber Crimes, Computer Forensics and Legal Perspectives***, Nina Godbole and Sunil Belapure, Wiley INDIA.
2. **Introduction to Cyber Security** , Chwan-Hwa(john) Wu,J.David Irwin.CRC Press T&F Group

REFERENCES

1. **Cyber Security Essentials**, James Graham, Richard Howard and Ryan Otson, CRC Press.

SunRise University

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E24

ARTIFICIAL INTELLIGENCE

(ELECTIVE – 2)

Objectives:

- To learn the difference between optimal reasoning Vs human like reasoning
- To understand the notions of state space representation, exhaustive search, heuristic search along with the time and space complexities
- To learn different knowledge representation techniques
- To understand the applications of AI: namely Game Playing, Theorem Proving, Expert Systems, Machine Learning and Natural Language Processing

UNIT-I

Introduction: What is AI? Foundations of AI, History of AI, Agents and environments, The nature of the Environment, Problem solving Agents, Problem Formulation, Search Strategies

UNIT-II

Knowledge and Reasoning: Knowledge-based Agents, Representation, Reasoning and Logic, Propositional logic, First-order logic, Using First-order logic, Inference in First-order logic, forward and Backward Chaining

UNIT-III

Learning: Learning from observations, Forms of Learning, Inductive Learning, Learning decision trees, why learning works, Learning in Neural and Belief networks

UNIT-IV

Practical Natural Language Processing: Practical applications, Efficient parsing, Scaling up the lexicon, Scaling up the Grammar, Ambiguity, Perception, Image formation, Image processing operations for Early vision, Speech recognition and Speech Synthesis

UNIT-V

Robotics: Introduction, Tasks, parts, effectors, Sensors, Architectures, Configuration spaces, Navigation and motion planning, Introduction to AI based programming Tools

TEXT BOOKS

1. Stuart Russell, Peter Norvig: “Artificial Intelligence: A Modern Approach”, 2nd Edition, Pearson Education, 2007

REFERENCES

1. Artificial Neural Networks B. Yagna Narayana, PHI
2. Artificial Intelligence , 2nd Edition, E.Rich and K.Knight (TMH).
3. Artificial Intelligence and Expert Systems – Patterson PHI.
4. Expert Systems: Principles and Programming- Fourth Edn, Giarrantana/ Riley, Thomson.
5. PROLOG Programming for Artificial Intelligence. Ivan Bratka- Third Edition – Pearson Education.
6. Neural Networks Simon Haykin PHI

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1E25

**DATA STORAGE TECHNOLOGIES AND NETWORKS
(ELECTIVE – 2)**

COURSE OBJECTIVE

to provide learners with a basic understanding of Enterprise Data Storage and Management Technologies

Unit 1:

Storage Media and Technologies – Magnetic, Optical and Semiconductor Media, Techniques for read/write Operations, Issues and Limitations.

Unit 2:

Usage and Access – Positioning in the Memory Hierarchy, Hardware and Software Design for Access, Performance issues.

Unit 3:

Large Storages – Hard Disks, Networked Attached Storage, Scalability issues, 7 Model Curriculum of Engineering & Technology PG Courses [Volume-I], Networking issues.

Architecture - Storage Partitioning, Storage System Design, Caching, Legacy Systems.

Unit 4:

Storage Area Networks – Hardware and Software Components, Storage Clusters/Grids.

Storage QoS–Performance, Reliability, and Security issues.

Unit 5:

Recent Trends related to Copy data management, Erasure coding, and Softwaredefined storage appliances.

COURSE OUTCOMES

After completion of course, students would be:

Learn Storage System Architecture
Overview of Virtualization Technologies, Storage Area Network

References:

1. The Complete Guide to Data Storage Technologies for Network-centric Computing Paperback–Import, Mar 1998 by Computer Technology Research Corporation
2. Data Storage Networking: Real World Skills for the CompTIA Storage by Nigel Poulton

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1L10

**ADVANCED ALGORITHMS THROUGH PYTHON LAB
(LAB-1)**

Sample Problems :

1. Write Python programs that use both recursive and non-recursive functions for implementing the following searching methods:
 - a) Linear search
 - b) Binary search
2. Write Python program to implement the following using arrays(Lists) and linked lists
 - a) List ADT
3. Write Python programs to implement the following using an array(List).
 - a) Stack ADT
 - b) Queue ADT
4. Write a Python program that reads an infix expression and converts the expression to postfix form. (use stack ADT).
5. Write a Python program to implement circular queue ADT .
6. Write a Python program that uses both a stack and a queue to test whether the given string is a palindrome or not.
7. Write Python programs to implement the following using a singly linked list.
 - a) Stack ADT
 - b) Queue ADT
8. Write Python programs to implement the deque (double ended queue) ADT using Doubly linked list.
9. Write a Python program to implement priority queue ADT.
10. Write a Python program to perform the following operations:
 - a) Construct a binary search tree of elements.
 - b) Search for a key element in the above binary search tree.
 - c) Delete an element from the above binary search tree.
11. Write a Python program to implement all the functions of a dictionary (ADT) using Hashing.
12. Write a Python to implement Dijkstra's algorithm for Single source shortest path problem.
13. Write Python programs that use recursive and non-recursive functions to traverse the given binary tree in
 - a) Preorder
 - b) Inorder
 - c) Postorder.
14. Write Python programs for the implementation of bfs and dfs for a given graph.
15. Write Python programs for implementing the following sorting methods:
 - a) Bubble sort
 - b) Insertion sort
 - c) Quick sort
 - d) Merge sort
 - e) Heap sort
 - g) Binary tree sort

16. Write a Python program that implements Kruskal's algorithm to generate minimum cost spanning tree.
17. Write a Python program that implements KMP algorithm for pattern matching.
18. Write a Python Program that reads lines of text from a file and makes frequency count of words. It should then display words followed by their frequency count.

REFERENCES:

1. Data structures and Algorithms using Python, Rance D.Necaise, Wiley Student Edition.
2. Introduction to Programming in Python, Robert Sedgewick, Kevin Wayne and Robert Dondero, Pearson.
3. Python Programming, Sheetal Taneja and Naveen Kumar, Pearson.
4. Exploring Python, Timothy A.Budd, Tata McGraw-Hill Edition.
5. Think Python, Allen B.Downey, O'Reilly,SPD.
6. Python Programming, Reema Thareja, Oxford University Press.
Introduction to Programming using Python, Y. Daniel Liang, Pearson

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1L21

**WEB TECHNOLOGIES AND SERVICES LAB
(ELECTIVE -1 LAB)
(LAB-2)**

Course Objectives:

- Write syntactically correct HTTP messages and describe the semantics of common HTTP methods and header fields
- Discuss differences between URIs, URNs, and URLs, and demonstrate a detailed understanding of http-scheme URLs, both relative and absolute
- Describe the actions, including those related to the cache, performed by a browser in the process of visiting a Web address
- Install a web server and perform basic administrative procedures, such as tuning communication parameters, denying access to certain domains, and interpreting an access log
- Write a valid standards-conformant HTML document involving a variety of element types, including hyperlinks, images, lists, tables, and forms
- Use CSS to implement a variety of presentation effects in HTML and XML documents, including explicit positioning of elements
- Demonstrate techniques for improving the accessibility of an HTML document

List of Sample Problems:

Internet Technologies

1. Develop static pages (using Only HTML) of an online Book store. The pages should resemble: www.amazon.com the website should consist the following pages.
Home page, Registration and user Login
User Profile Page, Books catalog
Shopping Cart, Payment By credit card
Order Conformation
2. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
3. Create and save an XML document at the server, which contains 10 users information. Write a program, which takes User Id as an input and returns the user details by taking the user information from the XML document.
4. Install TOMCAT web server. Convert the static web pages of assignments 2 into dynamic web pages using Servlets and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
5. Redo the previous task using JSP by converting the static web pages of assignments 2 into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database. Follow the MVC architecture while doing the website.

6. Implement the “Hello World!” program using JSP Struts Framework.

Additional Assignment Problems

1. Write an HTML page including any required Javascript that takes a number from one text field in the range of 0 to 999 and shows it in another text field in words. If the number is out of range, it should show “out of range” and if it is not a number, it should show “not a number” message in the result box.
2. Write a java swing application that takes a text file name as input and counts the characters, words and lines in the file. Words are separated with white space characters and lines are separated with new line character.
3. Write a simple calculator servlet that takes two numbers and an operator (+, -, /, * and %) from an HTML page and returns the result page with the operation performed on the operands. It should check in a database if the same expression is already computed and if so, just return the value from database. Use MySQL or PostgreSQL.
4. Write an HTML page that contains a list of 5 countries. When the user selects a country, its capital should be printed next to the list. Add CSS to customize the properties of the font of the capital (color, bold and font size).
5. Write a servlet that takes name and age from an HTML page. If the age is less than 18, it should send a page with “Hello , you are not authorized to visit this site” message, where should be replaced with the entered name. Otherwise it should send “Welcome to this site” message.
6. Write a calculator program in HTML that performs basic arithmetic operations (+, -, /, * and %). Use CSS to change the foreground and background color of the values, buttons and result display area separately. Validate the input strings using JavaScript regular expressions. Handle any special cases like division with zero reasonably. The screen may look similar to the following:
7. Write a Java program that creates a calculator GUI, as shown in figure. Extra components may be added for convenience:
The Color Scheme may be Black on White or Blue on Yellow (selectable) and accordingly all components colors must be changed. The values can be either entered or increased or decreased by a step of 10. The operators are +, -, / and * (selectable). Once any change takes place, the result must be automatically computed by the program
8. Write a Java Application that will read an XML file that contains personal information (Name, Mobile Number, age and place. It reads the information using SAX parser. After reading the information, it shows two input Text Fields in a window, one for tag name and the other for value. Once these two values are given, it should list all the records in the XML file that match the value of the given field in a text area (result box). For example, if the two text boxes are entered with “name” and “ABCD” then it should show all the records for which name is “ABCD”? An Illustration is given below that takes a mobile number and lists all the records that have the same mobile number.
9. Consider the following web application for implementation:
The user is first served a login page which takes user’s name and password. After submitting the details the server checks these values against the data from a database and takes the following decisions.

If name and password matches, serves a welcome page with user's full name.
 If name matches and password doesn't match, then serves "password mismatch" page
 If name is not found in the database, serves a registration page, where users full name, present user name (used to login) and password are collected. Implement this application in:

Pure JSP , Pure Servlets, Struts Framework

10. Implement a simple arithmetic calculator with +, -, /, *, % and = operations using Struts Framework The number of times the calculator is used should be displayed at the bottom (use session variable).

Internet Technologies and Services Lab – Additional Problems

1. Create a web Service in Java that takes two city names from the user and returns the distance between these two from data available from a table in MySql.
2. Write a java and a C# client which use the above service
3. Write a Java program that takes a file as input and encrypts it using DES encryption. The program should check if the file exists and its size is not zero.
4. Write a Java program that generates a key pair and encrypts a given file using RSA algorithm.
5. Write a Java program that finds digest value of a given string.
 Consider the following xml file for encryption
 abc123 Replace and values with the RSA encrypted values represented with base64 encoding assuming that the public key is available in a file in local directory "pubkey.dat". Encrypt with AES algorithm with a password 'secret'. The checksum of all the field values concatenated with a delimiter character '+' will be inserted in the checksum and the xml file is written to encrypted.xml file.
6. Write an HTML page that gives 3 multiple choice (a,b,c and d) questions from a set of 5 preloaded questions randomly. After each question is answered change the color of the question to either green or blue using CSS.
7. Finally on clicking OK button that is provided, the score should be displayed as a pop-up window. Use Java Script for dynamic content.
8. Write an HTML page that has 3 countries on the left side ("USA", "UK" and "INDIA") and on the right side of each country, there is a pull-down menu that contains the following entries: ("Select Answer", "New Delhi", "Washington" and "London"). The user will match the Countries with their respective capitals by selecting an item from the menu. The user chooses all the three answers (whether right or wrong). Then colors of the countries should be changed either to green or to red depending on the answer. Use CSS for changing color.
9. Write an HTML Page that can be used for registering the candidates for an entrance test. The fields are: name, age, qualifying examination (diploma or 10+2), stream in qualifying examination. If qualifying examination is "diploma", the stream can be "Electrical", "Mechanical" or "Civil". If the qualifying examination is 10+2, the stream can be "MPC" or "BPC". Validate the name to accept only characters and spaces.

10. Write an HTML page that has two selection menus. The first menu contains the states (“AP”, “TN” and “KN”) and depending on the selection the second menu should show the following items: “Hyderabad”, “Vijayawada”, “Kurnool” for AP, “Chennai”, “Salem”, “Madurai” for TN and “Bangalore”, “Bellary”, “Mysore” for KN.
11. Write an HTML page that has phone buttons 0 to 9 and a text box that shows the dialed number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If the number is not a valid international number (+ followed by country code and 10 digit phone number) the color of the display should be red and it should turn to green when the number is valid. Consider only “+91, +1 and +44 as valid country codes. Use CSS for defining colors.
12. Write an HTML page that has a text box for phone number or Name. If a number is entered in the box the name should be displayed next to the number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If a name is entered in the text box, it should show the number next to the name. If the corresponding value is not found, show it in red and show it in green otherwise. Use CSS for colors. Store at least 5 names and numbers in the script for testing.
13. A library consists of 10 titles and each title has a given number of books initially. A student can take or return a book by entering his/her HTNo as user ID and a given password. If there are at least two books, the book is issued and the balance is modified accordingly.
 - Use RDBMS and implement it with JSP.
 - Use XML File for data and Implement it with JSP
 - Use RDBMS and implement it with Servlets
 - Use XML File for data and Implement it with Servlets
14. A Bus Reservation System contains the details of a bus seat plan for 40 seats in 2×2 per row arrangement, where the seats are numbered from 1 to 40 from first row to last row. The customer can visit the website and can reserve a ticket of his choice if available by entering his details (Name, Address, Gender and Age). The customer can cancel the ticket by entering the seat number and his name as entered for reservation.
 - Use RDBMS and implement it with JSP.
 - Use XML File for data and Implement it with JSP
 - Use RDBMS and implement it with Servlets
 - Use XML File for data and Implement it with Servlets.
15. Implement a simple messaging system with the following details:

When a student logs in with his/her HTNO and a given password, they should get all the messages posted to him/her giving the ID of sender and the actual message. Each message may be separated with a ruler. There should be a provision for the user to send a message to any number of users by giving the IDs separated with commas in the “To” text box.

 - Use RDBMS and implement it with JSP.
 - Use XML File for data and Implement it with JSP
 - Use RDBMS and implement it with Servlets
 - Use XML File for data and Implement it with Servlets.
16. There is an image of 600×100 size which can be logically divided into 12 button areas with labels (0-9, +, =).
17. Write a javascript calculator program that uses this image as input virtual keyboard and three text areas for two input numbers and result of sum of these numbers. Add a CSS that can be used to change the colors of text and background of text areas and the page. The input

numbers can be up to 4 digits each. Develop a web application that takes user name and password as input and compares them with those available in an xml user database. If they match, it should display the welcome page that contains the user's full name and last used date and time retrieved from a client cookie. On logout it stores new time to the cookie and displays a goodbye page. If authentication fails, it should store the attempt number to the client cookie and displays an error page. Add necessary CSS that takes care of the font, color of foreground and background.

18. A web application has the following specifications:

The first page (Login page) should have a login screen where the user gives the login name and password. Both fields must be validated on client side for a minimum length of 4 characters, name should be lower case az characters only and password should contain at least one digit. On submitting these values, the server should validate them with a MySQL database and if failed, show the login page along with a message saying "Login Name or Password Mismatch" in Red color below the main heading and above the form. If successful, show a welcome page with the user's full name (taken from database) and a link to Logout. On logout, a good bye page is displayed with the total time of usage (Logout time – login time). Specify the Schema details of table and web.xml file contents. Implement it using (a) JSP Pages (b) Servlets (c) Struts

19. Design a struts based web portal for an international conference with following specifications:

The welcome page should give the details of the conference and a link to login. If login fails, direct them back for re-login and also provide a link for registration. On successful registration/login, the user will be directed to a page where s/he can see the status (accepted/rejected) of their already submitted papers followed by a form for submitting a doc file to the conference. Provide a logout button on all pages including the home page, once the user logs in. Implement validation framework to check that the user name is in the form of CCDDCC and password is in the form of (CCSDDD) (C for character, S for special character (one of @, #, \$, %, ^, & and !)) and D for digit)., Database should be accessed through Connection Pool for MySql for user information. Provide scope for internationalization in future. Assume any missing information and mention it first.

DS1L22

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

**DATA VISUALIZATION LAB
(ELECTIVE -1 LAB)
(LAB-2)**

DS1L23

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

**CRYPTANALYSIS LAB
(ELECTIVE -1 LAB)
(LAB-2)**

DS1L24

M.TECH (DATA SCIENCE)
I YEAR I SEMESTER
INTERNET OF THINGS LAB
(ELECTIVE -1 LAB)
(LAB-2)

Python Basic exercises

1. Write a Python program that reads 10 integers from keyboard and prints the average of even numbers and odd numbers separately
2. Write a Python program that prints the grade of a student when internal and external marks are given. A candidate is declared Failed (Grade = F), if Total marks < 50 or External marks < 25.

If a candidate is passed, then Grade is given as follows:

Condition	Grade
50 <= total marks < 60	E
60 <= total marks < 70	D
70 <= total marks < 80	C
80 <= total marks < 90	B
total marks >= 70	A

3. Create a table in MySQL that stores the status of devices in a house with the following data (Device ID, Device Name and Device State, last altered date and time). Now write a Python program that reads and alters the state of a given device. The date format is “YYYY-MM-DD:HH-mm-ss” where mm is minutes and ss is seconds.
4. Write a Python program that loads all the states of the devices into a dictionary from the table mentioned above.
5. Write a Python program that sorts the device states based on the last altered time
6. Write a Python program that reads a string from keyboard and prints the count of each alphabet in the string.
7. Write a Python program that reads a page from internet and prints it on the screen.
8. Write a Python program that reads and modifies an XML file
9. Write a Python program that reads and alters JSON data from a database table
10. Write a client-server Python program that uses socket connection to implement a time server. The client will connect to the server and the server sends the current time as “YYYY-MM-DD:HH-mm-ss” format. This value should be printed on the client side.
11. Write a Python program that generates 10 random numbers and stores them in a text file one per line. Now write another Python program that reads this data into a list and shows them

12. Write a program that reads key-value pair data from a file and stores them in a database table
13. Write a Python program that reads a time string in the format of “YYYY-MM-DD:HH-mm-ss” and prints its components separately.
14. Write a Python program that reads data from a table and writes it to a text file using tab as field separator and new line as record separator and vice versa.

Raspberry Pi Experiments:

Use Raspberry Pi for all the experiments

1. Connect an LED to GPIO pin 25 and control it through command line
2. Connect an LED to GPIO pin 24 and a Switch to GPIO 25 and control the LED with the switch. The state of LED should toggle with every press of the switch
3. Use DHT11 temperature sensor and print the temperature and humidity of the room with an interval of 15 seconds
4. Use joystick and display the direction on the screen
5. Use Light Dependent Resistor (LDR) and control an LED that should switch-on/off depending on the light.
6. Create a traffic light signal with three colored lights (Red, Orange and Green) with a duty cycle of 5-2-10 seconds.
7. User rotary encoder and print the position of the shaft on the console
8. Control a servo motor angle that is taken from the keyboard
9. Switch on and switch of a DC motor based on the position of a switch
10. Convert an analog voltage to digital value and show it on the screen.
11. Create a door lock application using a reed switch and magnet and give a beep when the door is opened.
12. Control a 230V device (Bulb) with Raspberry Pi using a relay
13. Control a 230V device using a threshold temperature, using temperature sensor.
14. Simulate an earthquake alarm using vibration sensor and give an alarm when vibration is detected.
15. Create an application that has three LEDs (Red, Green and white). The LEDs should follow the cycle (All Off, Red On, Green On, White On) for each clap (use sound sensor).
16. Create a web application for the above applications wherever possible with suitable modifications to get input and to send output.

M.TECH (DATA SCIENCE)**I YEAR I SEMESTER****DS1L25**

**DATA PREPARATION AND ANALYSIS LAB
(ELECTIVE -1 LAB)
(LAB-2)**

M.TECH (DATA SCIENCE)**I YEAR I SEMESTER****DS1A11**

**FOUNDATIONS OF COMPUTER SCIENCE
(AUDIT – 1)**

Objectives

- To understand the fundamental concepts underlying OOP and apply them in solving problems.
- To learn to write programs in Java for solving problems.
- To understand the functions of Operating systems.
- To understand the Operating system services.
- To learn to use SQL to create, query and update the data in databases.

UNIT I

Java Basics - Java buzzwords, comments, data types, variables, constants, scope and life time of variables, operators, operator hierarchy, expressions, type conversion and casting, control flow-block scope, conditional statements, loops, break and continue statements, simple java program, arrays, input and output, formatting output, Key attributes of Object Oriented Programming- Encapsulation, Inheritance, Polymorphism, classes, objects, constructors, methods, parameter passing, static fields and methods, access control, this reference, overloading methods and constructors, recursion, garbage collection, String handling-building strings, operating on strings, StringBuffer and StringBuilder, Enumerations, autoboxing and unboxing, Generics.

UNIT II

Inheritance – Inheritance concept, benefits of inheritance , Super classes and Sub classes, Member access rules, Inheritance hierarchies, super uses, preventing inheritance: final classes and methods, casting, polymorphism- dynamic binding, method overriding, abstract classes and methods, the Object class and its methods. **Interfaces** – Interfaces vs. Abstract classes, defining an interface, implementing interfaces, accessing implementations through interface references, extending interface. **Packages**-defining, creating and accessing a Package, understanding CLASSPATH, importing packages.

UNIT III

Exception handling – Dealing with errors, benefits of exception handling, the classification of exceptions- exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, exception specification, built in exceptions, creating own exception sub classes. **Files** – streams- byte streams, character streams, text Input/output, binary input/output, random access file operations, file management using File class , java.io.

UNIT IV

Operating system Introduction- Operating system objectives and functions, Computer system organization, Computer system Architecture, Operating system structure, Operating system operations (Refer to Chapter 1 of 2nd text book).

Process Management, Memory Management, Storage Management, Protection and Security, Computing Environments (Refer to Chapter 1 of 2nd text book).

Operating system structures-Operating system services, User and Operating system interface, System calls, types of System calls, System programs (Refer to Chapter 2 of 2nd text book).

UNIT V

MySQL(Database)- Introduction to SQL, Data types, Creating Database objects , Querying and Updating Data- Data Definition language (DDL) statements-CREATE,ALTER,DROP and Data Manipulation Language statements(DML)-SELECT,INSERT, UPDATE,DELETE((Refer to Chapter 4 and Chapter 5 of 3rd text book).

TEXT BOOKS :

1. Java: the complete reference, 10th edition, Herbert Schildt, Oracle Press, Mc-Graw Hill Education, Indian Edition.
2. Operating System Concepts, 9th edition, Abraham Silberschatz, P.B. Galvin, G. Gagne, Wiley Student Edition (Refer to Chapter 1 and Chapter 2 only), 2016 India edition.
3. Database Systems, 6th edition, R. Elamasri and S. B. Navathe, Pearson(Refer to Chapter 4 and Chapter 5 only)

REFERENCE BOOKS :

1. Java: How to Program P.Deitel and H.Deitel ,10th edition, Pearson.
2. Java Programming, D.S.Malik, Cengage Learning.
3. Core Java, Volume 1-Fundamentals, 9th edition, Cay S.Horstmann and Gary Cornell, Pearson.
4. Programming in Java, S.Malhotra and S.Choudhary, Oxford Univ. Press.
5. Data base system concepts, A.Silberschatz, H.F. Korth and S.Sudarshan, Mc Graw Hill, VI th edition.
6. Introduction to SQL, Rick F. Van der Lans,4th edition, Pearson.
7. An introduction to programming and OO design using Java, J.Nino, F.A.Hosch, John Wiley&Sons.
8. Operating Systems – Internals and Design Principles, W. Stallings, Pearson.
9. Modern Operating Systems, Andrew S Tanenbaum, 3rd Edition, Pearson.
10. Operating Systems A concept-based Approach, 3rd Edition, D.M. Dhamdhare, TMH.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1A12

**PROFESSIONAL COMMUNICATION SKILLS
(AUDIT – 1)**

Course Objectives:

- ☒ To teach the four language skills - Listening, Speaking, Reading and Writing; critical thinking skills to students.
- ☒ To enable students comprehend the concept of communication.
- ☒ To help students cultivate the habit of Reading and develop their critical reading skills.

Course Outcomes:

- ☒ Students are trained to convert the conceptual understanding of communication into every day practice.
- ☒ Students are expected to be ready for placements.
- ☒ Students are prepared to communicate their ideas relevantly and coherently in professional writing.

UNIT I

INTRODUCTION

Basics of Communication - Principles of Communication - Types of Communication – Stages of Communication – Verbal and Non-verbal Communication – Channels of Communication – Barriers to Effective Communication – Formal and Informal Expressions in Various Situations.

UNIT II

READING & STUDY SKILLS

Reading Comprehension – Reading Strategies - Skimming and Scanning- Intensive and Extensive Reading– Unknown Passage for Comprehension - Critical Reading of Short Stories – Study Skills – Note Making – Summarizing – Articles and Prepositions – Synonyms and Antonyms

UNIT III

WRITING SKILLS

Difference between Spoken and Written Communication- Features of Effective Writing - Formation of a Sentence – SVOs and SVOC patterns – Types of sentences- Common errors in Writing - Writing coherent sentences using connectives and conjunctions- Written Presentation Skills – Tenses

– Concord – Question Tags - Practice Exercises - One Word Substitutes – Words Often Confused and Misspelt.

UNIT IV

PROFESSIONAL WRITING

Letter writing – Types, Parts and Styles of Formal Letters – Language to be used in Formal Letters – Letters of Enquiry, Complaint, and Apology with Replies – Letter of Application -Resume – E-mail – Active and Passive Voice.

UNIT V

REPORT WRITING

Types of Reports – Formats of Reports – Memo Format – Letter Format and Manuscript Format- Parts of Technical Report – Informational, Analytical and Project Reports – Idioms and Phrases.

REFERENCE BOOKS:

1. Meenakshi Raman & Sangeetha Sharma. 2012. *Technical Communication*. New Delhi
2. Rizvi, M. A. 2005. *Effective Technical Communication*. New Delhi: Tata McGraw Hill
3. Sanjay Kumar & Pushp Latha. 2012. *Communication Skills*. New Delhi: OUP
4. Er. A. K. Jain, Dr. Pravin S. R. Bhatia & Dr. A. M. Sheikh. 2013. *Professional Communication Skills*. S. Chand Publishers. New Delhi.
5. Farhathullah, T.M. 2009. *English for Business Communication*. Bangalore: Prism
6. Bikram K Das. 2011. *Functional Grammar and Spoken and Written Communication in English*. Kolkata: Orient Blackswan
7. Kiranmai Dutt, P *et al.* 2011. *A Course in Communication Skills*. New Delhi: CUP India
8. Krishnaswamy, N. 2000. *Modern English – A Book of Grammar, Vocabulary and Usage*. Macmillan India Pvt. Ltd
9. Ramachandran, K K. *et al.* 2007. *Business Communication*. New Delhi: Macmillan
10. Taylor, Ken. 2011. *50 ways to improve your Business English*. Hyderabad: Orient Blackswan

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1A13

**PERSONALITY DEVELOPMENT THROUGH LIFE ENLIGHTENMENT SKILLS
(AUDIT - 1)**

Course Objectives

1. To learn to achieve the highest goal happily
2. To become a person with stable mind, pleasing personality and determination
3. To awaken wisdom in students

UNIT - I

Neetisatakam-Holistic development of personality

Verses- 19,20,21,22 (wisdom)

Verses- 29,31,32 (pride & heroism)

Verses- 26,28,63,65 (virtue)

Verses- 52,53,59 (don't's)

Verses- 71,73,75,78 (do's)

UNIT - II

Approach to day to day work and duties

Shrimad BhagwadGeeta : Chapter 2-Verses 41, 47,48,

Chapter 3-Verses 13, 21, 27, 35, Chapter 6-Verses 5,13,17, 23, 35,

Chapter 18-Verses 45, 46, 48.

UNIT - III

Statements of basic knowledge.

Shrimad BhagwadGeeta: Chapter2-Verses 56, 62, 68

Chapter 12 -Verses 13, 14, 15, 16,17, 18

Personality of Role model. Shrimad BhagwadGeeta:Chapter2-Verses 17, Chapter 3-Verses 36,37,42,

Chapter 4-Verses 18, 38,39

Chapter18 – Verses 37,38,63

Suggested reading

1. "Srimad Bhagavad Gita" by Swami SwarupanandaAdvaita Ashram (Publication Department), Kolkata
2. Bhartrihari's Three Satakam (Niti-sringar-vairagya) by P.Gopinath, 4. Rashtriya Sanskrit Sansthanam, New Delhi.

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1A14

**VALUE EDUCATION
(AUDIT – 1)**

Course Objectives

Students will be able to

1. Understand value of education and self- development
2. Imbibe good values in students
3. Let the should know about the importance of character

UNIT - I

Values and self-development –Social values and individual attitudes. Work ethics, Indian vision of humanism. Moral and non- moral valuation. Standards and principles. Value judgements

UNIT - II

Importance of cultivation of values. Sense of duty. Devotion, Self-reliance. Confidence, Concentration. Truthfulness, Cleanliness. Honesty, Humanity. Power of faith, National Unity. Patriotism.Love for nature,Discipline

UNIT - III

Personality and Behavior Development - Soul and Scientific attitude. Positive Thinking. Integrity and discipline. Punctuality, Love and Kindness. Avoid fault Thinking. Free from anger, Dignity of labour. Universal brotherhood and religious tolerance.

UNIT - IV

True friendship. Happiness Vs suffering, love for truth. Aware of self-destructive habits. Association and Cooperation. Doing best for saving nature

UNIT - V

Character and Competence –Holy books vs Blind faith. Self-management and Good health. Science of reincarnation. Equality, Nonviolence,Humility, Role of Women. All religions and same message. Mind your Mind, Self-control.Honesty, Studying effectively

TEXTBOOK:

1. Chakroborty, S.K. “Values and Ethics for organizations Theory and practice”, Oxford University Press, New Delhi

**M.TECH (DATA SCIENCE)
I YEAR I SEMESTER**

DS1A15

**CONSTITUTION OF INDIA
(AUDIT-1)**

Course Objectives: Students will be able to:

1. Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
2. To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
3. To address the role of socialism in India after the commencement of the Bolshevik Revolution in 1917 and its impact on the initial drafting of the Indian Constitution

UNIT - I

History of Making of the Indian Constitution: History Drafting Committee, (Composition & Working) Philosophy of the Indian Constitution:Preamble Salient Features

UNIT - II

Contours of Constitutional Rights & Duties: Fundamental Rights Right to Equality Right to Freedom Right against Exploitation Right to Freedom of Religion Cultural and Educational Rights Right to Constitutional Remedies Directive Principles of State Policy Fundamental Duties.

UNIT - III

Organs of Governance: Parliament Composition Qualifications and Disqualifications Powers and Functions Executive President Governor Council of Ministers Judiciary, Appointment and Transfer of Judges, Qualifications Powers and Functions

UNIT - IV

Local Administration: District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO of Municipal Corporation. Pachayati raj: Introduction, PRI: ZilaPachayat. Elected officials and their roles, CEO ZilaPachayat: Position and role. Block level: Organizational Hierarchy (Different departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy

UNIT - V

Election Commission: Election Commission: Role and Functioning. Chief Election Commissioner and Election Commissioners. State Election Commission: Role and Functioning. Institute and Bodies for the welfare of SC/ST/OBC and women.

Suggested reading

1. The Constitution of India, 1950 (Bare Act), Government Publication.
2. Dr. S. N. Busi, Dr. B. R. Ambedkar framing of Indian Constitution, 1st Edition, 2015.
3. M. P. Jain, Indian Constitution Law, 7th Edn., Lexis Nexis, 2014.
4. D.D. Basu, Introduction to the Constitution of India, Lexis Nexis, 2015

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR II SEMESTER**

DS2C10

**STATISTICAL MACHINE LEARNING
(CORE-4)**

Unit 1

Statistical Theory: Maximum likelihood, Bayes, minimax, parametric versus non-parametric methods, Bayesian versus Non-Bayesian approaches, classification, regression, density estimation

Convexity and Optimization: Convexity, conjugate functions, unconstrained and constrained optimization, KKT conditions.

Unit 2

Parametric Methods: Linear regression, model selection, generalized linear models, mixture models, classification, graphical models, structured prediction, hidden Markov models .

Sparsity: High dimensional data and the role of sparsity, basis pursuit and the lasso revisited, sparsistency, consistency, persistency, greedy algorithms for sparse linear regression, sparsity in nonparametric regression. sparsity in graphical models, compressed sensing

Unit 3

Nonparametric Methods: Nonparametric regression and density estimation, non-parametric classification, clustering and dimension reduction, manifold methods, spectral methods, the bootstrap and subsampling, nonparametric Bayes.

Unit 4

Advanced Theory: Concentration of measure, covering numbers, learning theory, risk minimization, Tsybakov noise conditions, minimax rates for classification and regression, surrogate loss functions.

Kernel Methods: Mercer kernels, kernel classification, kernel PCA, kernel tests of independence.

Unit 5

Computation: The EM Algorithm, simulation, variational methods, regularization path algorithms, graph algorithms

Other Learning Methods: Semi-supervised learning, reinforcement learning, minimum description length, online learning, the PAC model, active learning

Books:

1. The Elements of Statistical Learning by Hastie, Tibshirani and Freedman
2. Pattern Recognition and Machine Learning by Bishop.

References:

1. Chris Bishop, Pattern Recognition and Machine Learning, Springer, Information Science and Statistics Series, 2006.
2. Trevor Hastie, Robert Tibshirani, Jerome Friedman, The Elements of Statistical Learning: Data Mining, Inference, and Prediction, Springer Texts in Statistics, Springer-Verlag, New York, 2001.
3. Larry Wasserman, All of Statistics: A Concise Course in Statistical Inference, Springer Texts in Statistics, Springer-Verlag, New York, 2004.
4. Larry Wasserman, All of Nonparametric Statistics, Springer Texts in Statistics, Springer Verlag, New York, 2005.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR II SEMESTER**

DS2C20

**BIG DATA
(CORE-5)**

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
I YEAR II SEMESTER**

DS2C30

**NATURAL LANGUAGE PROCESSING
(CORE-6)**

Objectives: To acquire basic understanding of linguistic concepts and natural language complexity,• variability. To acquire basic understanding of machine learning techniques as applied to language. • To implement N-grams Models. •

UNIT I

Introduction and Overview What is Natural Language Processing, hands-on demonstrations. Ambiguity and uncertainty in language. The Turing test. Regular Expressions Chomsky hierarchy, regular languages, and their limitations. Finite-state automata. Practical regular expressions for finding and counting language phenomena. A little morphology. Exploring a large corpus with regex tools. Programming in Python An introduction to programming in Python. Variables, numbers, strings, arrays, dictionaries, conditionals, iteration. The NLTK (Natural Language Toolkit) String Edit Distance and Alignment Key algorithmic tool: dynamic programming, a simple example, use in optimal alignment of sequences. String edit operations, edit distance, and examples of use in spelling correction, and machine translation.

UNIT II

Context Free Grammars Constituency, CFG definition, use and limitations. Chomsky Normal Form. Top-down parsing, bottom-up parsing, and the problems with each. The desirability of combining evidence from both directions Non-probabilistic Parsing Efficient CFG parsing with CYK, another dynamic programming algorithms. Early parser. Designing a little grammar, and parsing with it on some test data. Probability Introduction to probability theory Joint and conditional probability, marginals, independence, Bayes rule, combining evidence. Examples of applications in natural

language. Information Theory The "Shannon game"--motivated by language! Entropy, crossentropy, information gain. Its application to some language phenomena.

UNIT III

Language modeling and Naive Bayes Probabilistic language modeling and its applications. Markov models. N-grams. Estimating the probability of a word, and smoothing. Generative models of language. Part of Speech Tagging and Hidden Markov Models, Viterbi Algorithm for Finding Most Likely HMM Path Dynamic programming with Hidden Markov Models, and its use for part-of-speech tagging, Chinese word segmentation, prosody, information extraction, etc.

UNIT IV

Probabilistic Context Free Grammars Weighted context free grammars. Weighted CYK. Pruning and beam search. Parsing with PCFGs A tree bank and what it takes to create one. The probabilistic version of CYK. Also: How do humans parse? Experiments with eye-tracking. Modern parsers. Maximum Entropy Classifiers The maximum entropy principle and its relation to maximum likelihood. Maximum entropy classifiers and their application to document classification, sentence segmentation, and other language tasks

UNIT V

Maximum Entropy Markov Models & Conditional Random Fields Part-of-speech tagging, noun-phrase segmentation and information extraction models that combine maximum entropy and finite-state machines. State-of-the-art models for NLP. Lexical Semantics Mathematics of Multinomial and Dirichlet distributions, Dirichlet as a smoothing All for multinomial's Information Extraction & Reference Resolution- Various methods, including HMMs. Models of anaphora resolution. Machine learning methods for co reference.

TEXT BOOKS:

1. "Speech and Language Processing": Jurafsky and Martin, Prentice Hall
2. "Statistical Natural Language Processing"- Manning and Schutze, MIT Press
3. "Natural Language Understanding". James Allen. The Benajmins/Cummings Publishing Company

REFERENCES BOOKS:

1. Cover, T. M. and J. A. Thomas: Elements of Information Theory. Wiley.
2. Charniak, E.: Statistical Language Learning. The MIT Press.
3. Jelinek, F.: Statistical Methods for Speech Recognition. The MIT Press. 4. Lutz and Ascher - "Learning Python", O'Reilly

database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

UNIT V

Advanced Topics: Alarms – Creating and using alarms

Using Internet Resources – Connecting to internet resource, using download manager

Location Based Services – Finding Current Location and showing location on the Map, updating location

TEXT BOOKS:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCES:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E12

**SEMANTIC ANALYTICS
(ELECTIVE – 3)**

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E13

**COMPUTER FORENSICS
(ELECTIVE – 3)**

Objectives:

To understand the cyberspace

To understand the forensics fundamentals

To understand the evidence capturing process.

To understand the preservation of digital evidence.

UNIT I

Computer Forensics Fundamentals: Introduction to Computer Forensics, Use of Computer Forensics in Law Enforcement, Computer Forensics Assistance to Human Resources/Employment Proceedings, Computer Forensics Services, Benefits of Professional Forensics Methodology, Steps Taken by Computer Forensics Specialists, Who Can Use Computer Forensic Evidence?.**Types of Computer Forensics Technology :** Types of Military Computer Forensic Technology, Types of Law Enforcement Computer Forensic Technology, Types of Business Computer Forensics Technology.

UNIT II

Computer Forensics Evidence and Capture: Data Recovery: Data Recovery Defined, Data Backup and Recovery, The Role of Backup in Data Recovery, The Data-Recovery Solution, Case Histories.**Evidence Collection and Data Seizure:** Why Collect Evidence?, Collection Options, Obstacles, Types of Evidence, The Rules of Evidence, Volatile Evidence, General Procedure, Collecting and Archiving, Methods of Collection, Artifacts, Collection Steps, Controlling Contamination: The Chain of Custody.

UNIT III: Duplication and Preservation of Digital Evidence: Preserving the Digital Crime Scene, Computer Evidence Processing Steps, Legal Aspects of Collecting And Preserving Computer Forensic Evidence. **Computer Image Verification and Authentication :** Special Needs of Evidential Authentication, Practical Considerations, Practical Implementation.

UNIT IV: Computer Forensics Analysis: Discovery of Electronic Evidence: Electronic Document Discovery: A Powerful New Litigation Tool, **Identification of Data:** Timekeeping, Time Matters, Forensic Identification and Analysis of Technical Surveillance Devices. **Reconstructing Past Events:** How to Become a Digital Detective, Useable File Formats, Unusable File Formats, Converting Files. **Networks:** Network Forensics Scenario, A Technical Approach, Destruction of Email, Damaging Computer Evidence, International Principles Against Damaging of Computer Evidence, Tools Needed for Intrusion Response to the Destruction of Data, Incident Reporting and Contact Forms

UNIT V: Current Computer Forensics Tools: Evaluating Computer Forensics Tool Needs, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software.

TEXT BOOKS:

1. "Computer Forensics : Computer Crime Scene Investigation", JOHN R. VACCA, Firewall Media.
2. "Guide to Computer Forensics and Investigations" 4e, Nelson, Phillips Enfinger, Stuart, Cengage Learning.

REFERENCES:

1. "Computer Forensics and Cyber Crime", Marjie T Britz, Pearson Education.
2. "Computer Forensics", David Cowen, Mc Graw Hill.
3. Brian Carrier , "File System Forensic Analysis" , Addison Wesley, 2005
4. Dan Farmer & Wietse Venema , "Forensic Discovery", Addison Wesley, 2005
5. Eoghan Casey , —Digital Evidence and Computer Crime —, Edition 3, Academic Press, 2011
6. Chris Pogue, Cory Altheide, Todd Haverkos , Unix and Linux Forensic Analysis DVD ToolKit, Syngress Inc. , 2008
7. Harlan Carvey , Windows Forensic Analysis DVD Toolkit, Edition 2, Syngress Inc. , 2009
8. Harlan Carvey , Windows Registry Forensics: Advanced Digital Forensic Analysis of the Windows Registry , Syngress Inc, Feb 2011
9. Eoghan Casey, Handbook of Digital Forensics and Investigation, Academic Press, 2009

10. Gonzales/ Woods/ Eddins, Digital Image Processing using MATLAB, 2nd edition, Gatesmark Publishing, ISBN 9780982085400
11. N.Efford, Digital Image Processing, Addison Wesley 2000, ISBN 0-201-59623-7
12. M Sonka, V Hlavac and R Boyle, Image Processing, Analysis and Machine Vision, PWS
13. 1999, ISBN 0-534-95393-
14. Pratt.W.K., Digital Image Processing, John Wiley and Sons, New York, 1978

SunRise University

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E14

**NETWORK PROGRAMMING
(ELECTIVE – 3)**

Objectives:

- To understand Linux utilities
- To understand file handling, signals
- To understand IPC, network programming in Java
- To understand processes to communicate with each other across a Computer Network.

UNIT – I

Linux Utilities- File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking utilities, Filters, Text processing utilities and Backup utilities. Bourne again shell(bash) - Introduction, pipes and redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples. Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT - II

Files- File Concept, File types File System Structure, Inodes, File Attributes, file I/O in C using system calls, kernel support for files, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions- chmod, fchmod, file ownership-chown, lchown , fchown, links-soft links and hard links – symlink, link, unlink. File and Directory management – Directory contents, Scanning Directories- Directory file APIs. Process- Process concept, Kernel support for process, process attributes, process control – process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process.

UNIT – III

Signals- Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions. Interprocess Communication - Introduction to IPC mechanisms, Pipes- creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions, Introduction to message queues, semaphores and shared memory. Message Queues- Kernel support for messages, UNIX system V APIs for messages, client/server example. Semaphores- Kernel support for semaphores, UNIX system V APIs for semaphores.

UNIT – IV

Shared Memory- Kernel support for shared memory, UNIX system V APIs for shared memory, client/server example. Network IPC - Introduction to Unix Sockets, IPC over a network, Client-Server model, Address formats (Unix domain and Internet domain), Socket system calls for Connection Oriented - Communication, Socket system calls for Connectionless-Communication, Example-Client/Server Programs- Single Server-Client connection, Multiple simultaneous clients, Socket options – setsockopt, getsockopt,fcntl.

UNIT-V

Network Programming in Java-Network basics, TCP sockets, UDP sockets (datagram sockets), Server programs that can handle one connection at a time and multiple connections (using multithreaded server), Remote Method Invocation (Java RMI)-Basic RMI Process, Implementation details-Client-Server Application.

TEXT BOOKS:

1. Unix System Programming using C++, T.Chan, PHI.(Units II,III,IV)
2. Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.(Unit I)
3. An Introduction to Network Programming with Java, Jan Graba, Springer, 2010.(Unit V)
4. Unix Network Programming, W.R. Stevens, PHI.(Units II,III,IV)
5. Java Network Programming, 3rd edition, E.R. Harold, SPD, O'Reilly.(Unit V)

REFERENCES:

1. Linux System Programming, Robert Love, O'Reilly, SPD.
2. Advanced Programming in the UNIX environment, 2nd Edition, W.R.Stevens, Pearson Education.
3. UNIX for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education.
4. Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.
5. Unix Network Programming The Sockets Networking API, Vol.-I, W.R.Stevens, Bill Fenner, A.M.Rudoff, Pearson Education.
6. Unix Internals, U.Vahalia, Pearson Education.
7. Unix shell Programming, S.G.Kochan and P.Wood, 3rd edition, Pearson Education.
8. C Programming Language, Kernighan and Ritchie, PHI

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E15

**ADVANCED PROGRAMMING
(ELECTIVE – 3)**

Unit I

Basic features of Python-Interactive execution,comments,types,variables,operators,expressions, Statements-assignment, input,print,Control flow-Conditionals,Loops,break statement,continue statement, pass statement,Functions,definition,call,scope and lifetime of variables,keyword arguments,default parameter values,variable length arguments,recursive functions,Functional programming-mapping,filtering and reduction,Lambda functions,Scope,namespaces and modules-import statement,creating own modules,avoiding namespace collisions when importing modules, module reload, LEGB rule, dir() function, iterators and generators,Sequences-Strings ,Lists and Tuples-basic operations and functions, iterating over sequences, List comprehensions, Packing and Unpacking of Sequences,Sets and Dictionaries- operations, regular expressions, Python program examples.

Unit II

Files-operations-opening, reading, writing, closing,file positions,file names and paths,functions for accessing and manipulating files and directories on disk, os module, Exceptions – raising and handling exceptions, try/except statements, finally clause, standard exceptions, Object oriented programming- classes, constructors, objects, class variables, class methods, static methods, Inheritance-is-a relationship, composition, polymorphism, overriding, multiple inheritance, abstract classes, multithreaded programming, time and calendar modules,Python program examples.

Unit III

GUI Programming with Tkinter , Widgets(Buttons, Canvas, Frame, Label, Menu, Entry, Text, Scrollbar, Combobox, Listbox, Scale),event driven programming-events, callbacks, binding, layout management-geometry managers:pack and grid, creating GUI based applications in Python.

Unit IV

Network Programming-Sockets, Socket addresses, Connection-oriented and Connectionless Sockets,socket module,urllib module,Socket object methods,Client/Server applications(TCP/IP and UDP/IP),Socketserver module, handling multiple clients, Client side scripting-Transferring files-FTP, ftplib module,ftplib.FTP class methods, sending and receiving emails- smtpplib module, smtpplib.SMTP class methods, poplib module, poplib.POP3 methods, Python program examples.

Unit V

Database Programming-SQL Databases,SQLite,sqlite3 module, connect function(),DB-API 2.0 Connection object methods, Cursor object Attributes and methods, creating Database applications in Python, Web programming-Simple web client, urllib, urlparse modules, Server side scripting-Building CGI applications-Setting up a web server, Creating the form page, Generating the results page, Saving state information in CGI Scripts, HTTP Cookies, Creating a cookie, Using cookies in CGI scripts, Handling cookies with urllib2 module, cgi module.

TEXT BOOKS :

1. Exploring Python, Timothy A. Budd, McGraw Hill Publications.
2. Core Python Programming, 2nd edition, W.J.Chun, Pearson.
3. Python Programming, R.Thareja, Oxford University Press.
4. Programming Python, 3rd edition, Mark Lutz, SPD,O'Reilly.

REFERENCE BOOKS :

1. Introduction to Computer Science using Python, Charles Dierbach, Wiley India Edition.
2. Fundamentals of Python, K. A. Lambert, B.L. Juneja, Cengage Learning.
3. Beginning Python,2nd edition, Magnus Lie Hetland, Apress, dreamtech press.
4. Starting out with Python, 3rd edition, Tony Gaddis, Pearson.
5. Python Essential Reference, D.M.Beazley, 3rd edition, Pearson.
6. Programming in Python3, Mark Summerfield, Pearson.
7. Think Python, How to think like a computer scientist, Allen B. Downey,SPD, O'Reilly.
8. www.python.org web site.

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E21

**CLOUD COMPUTING
(ELECTIVE – 4)**

Objectives:

- Cloud computing has evolved as a very important computing model, which enables information, software, and shared resources to be provisioned over the network as services in an on-demand manner.
- This course provides an insight into what is cloud computing and the various services cloud is capable.

UNIT I

Computing Paradigms, High-Performance Computing, Parallel Computing, Distributed Computing, Cluster Computing, Grid Computing, Cloud Computing, Biocomputing, Mobile Computing, Quantum Computing, Optical Computing, Nanocomputing.

UNIT II

Cloud Computing Fundamentals: Motivation for Cloud Computing, The Need for Cloud Computing, Defining Cloud Computing, Definition of Cloud computing, Cloud Computing Is a Service, Cloud Computing Is a Platform, Principles of Cloud computing, Five Essential Characteristics... Four Cloud Deployment Models

UNIT III

Cloud Computing Architecture and Management: Cloud architecture, Layer, Anatomy of the Cloud, Network Connectivity in Cloud Computing, Applications, on the Cloud, Managing the Cloud, Managing the Cloud Infrastructure Managing the Cloud application, Migrating Application to Cloud, Phases of Cloud Migration Approaches for Cloud Migration.

UNIT IV

Cloud Service Models: Infrastructure as a Service, Characteristics of IaaS, Suitability of IaaS, Pros and Cons of IaaS, Summary of IaaS Providers, Platform as a Service, Characteristics of PaaS, Suitability of PaaS, Pros and Cons of PaaS, Summary of PaaS Providers, Software as a Service, Characteristics of SaaS, Suitability of SaaS, Pros and Cons of SaaS, Summary of SaaS Providers. Other Cloud Service Models

UNIT V

Cloud Service Providers: EMC, EMC IT, Captiva Cloud Toolkit, Google, Cloud Platform, Cloud Storage, Google Cloud Connect, Google Cloud Print, Google App Engine, Amazon Web Services, Amazon Elastic Compute Cloud, Amazon Simple Storage Service, Amazon Simple Queue

,ervice,Microsoft,Windows Azure,Microsoft Assessment and Planning Toolkit,SharePoint,IBM,Cloud Models,IBM SmartCloud,SAP Labs,SAP HANA Cloud Platform,Virtualization Services Provided by SAP,Salesforce,Sales Cloud,Service Cloud: Knowledge as a Service,Rackspace,VMware,Manjrasoft,Aneka Platform

TEXT BOOKS:

1. **Essentials of cloud Computing : K.Chandrasekhran , CRC press, 2014**

REFERENCES:

1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. Distributed and Cloud Computing , Kai Hwang, Geoffery C.Fox, Jack J.Dongarra, Elsevier, 2012.
3. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD, rp2011

Unit 5:

Recent trends in Database security and access control mechanisms. Case study of Role-Based Access Control (RBAC) systems. Recent Trends related to data security management, vulnerabilities in different DBMS.

References:

1. Role Based Access Control: David F. Ferraiolo, D. Richard Kuhn, Ramaswamy Chandramouli.
2. <http://www.smartcard.co.uk/tutorials/sct-itsc.pdf> : Smart Card Tutorial.

SunRise University

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E24

**WEB ANALYTICS AND DEVELOPMENT
(ELECTIVE – 4)**

Objective:

The course explores use of social network analysis to understand growing connectivity and complexity in the world ranging from small groups to WWW.

Unit 1:

Introduction – Social network and Web data and methods, Graph and Matrices, Basic measures for individuals and networks, Information Visualization

Unit 2:

Web Analytics tools: Click Stream Analysis, A/B testing, Online Surveys

Unit 3:

Web Search and Retrieval: Search Engine Optimization, Web Crawling and indexing, Ranking Algorithms, Web traffic models

Unit 4:

Making Connection: Link Analysis, Random Graphs and Network evolution, Social Connects: Affiliation and identity

Unit 5:

Connection: Connection Search, Collapse, Robustness Social involvements and diffusion of innovation

References:

1. Hansen, Derek, Ben Shneiderman, Marc Smith. 2011. Analyzing Social Media Networks with NodeXL: Insights from a Connected World. Morgan Kaufmann, 304.
2. Avinash Kaushik. 2009. Web Analytics 2.0: The Art of Online Accountability.
3. Easley, D. & Kleinberg, J. (2010). Networks, Crowds, and Markets: Reasoning About a Highly Connected World. New York: Cambridge University Press.
<http://www.cs.cornell.edu/home/kleinber/networks-book/>
4. Wasserman, S. & Faust, K. (1994). Social network analysis: Methods and applications. New York: Cambridge University Press. Monge, P. R. & Contractor, N. S. (2003). Theories of communication networks. New York: Oxford University Press.

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2E25

**KNOWLEDGE DISCOVERY
(ELECTIVE – 4)**

COURSE OBJECTIVE

Conduct case studies on real data mining examples

Unit 1:

Introduction KDD and Data Mining - Data Mining and Machine Learning, Machine Learning and Statistics, Generalization as Search, Data Mining and Ethics

Unit 2:

Knowledge Representation - Decision Tables, Decision Trees, Classification Rules, Association Rules, Rules involving Relations, Trees for Numeric Predictions, Neural Networks, Clusters

Unit 3:

Decision Trees - Divide and Conquer, Calculating Information, Entropy, Pruning, Estimating Error Rates, The C4.5 Algorithm

Evaluation of Learned Results- Training and Testing, Predicting Performance, Cross-Validation

Unit 4:

Classification Rules - Inferring Rudimentary Rules, Covering Algorithms for Rule Construction, Probability Measure for Rule Evaluation, Association Rules, Item Sets, Rule Efficiency

Numeric Predictions - Linear Models for Classification and Numeric Predictions, Numeric Predictions with Regression Trees, Evaluating Numeric Predictions

Unit 5:

Artificial Neural Networks – Perceptrons, Multilayer Networks, The Backpropagation Algorithm

Clustering - Iterative Distance-based Clustering, Incremental Clustering, The EM Algorithm

References:

1. Data mining and knowledge discovery handbook by Maimon, oded(et al.)
2. Data Cleansing : A Prelude to knowledge Discovery

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

**DS2L10 STATISTICAL MACHINE LEARNING LAB
LAB-3**

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

**DS2L21 MOBILE APPLICATION DEVELOPMENT LAB
(ELECTIVE -3)
LAB-4**

Objectives:

To learn how to develop Applications in android environment.

To learn how to develop user interface applications.

To learn how to develop URL related applications.

The student is expected to be able to do the following problems, though not limited.

1. Create an Android application that shows Hello + name of the user and run it on an emulator.
(b) Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.
2. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use (a) Linear Layout (b) Relative Layout and (c) Grid Layout or Table Layout.
3. Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a “Back” button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on right fragment instead of second screen with back button. Use Fragment transactions and Rotation event listener.

4. Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.
5. Develop an application that inserts some notifications into Notification area and whenever a notification is inserted, it should show a toast with details of the notification.
6. Create an application that uses a text file to store user names and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with Login Failed message.
7. Create a user registration application that stores the user details in a database table.
8. Create a database and a user table where the details of login names and passwords are stored. Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.
9. Create an admin application for the user table, which shows all records as a list and the admin can select any record for edit or modify. The results should be reflected in the table.
10. Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.
11. Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.
12. Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.
13. Create an application that shows the given URL (from a text field) in a browser.
14. Develop an application that shows the current location's latitude and longitude continuously as the device is moving (tracking).
15. Create an application that shows the current location on Google maps.

Note:

Android Application Development with MIT App Inventor: For the first one week, the student is advised to go through the App Inventor from MIT which gives insight into the various properties of each component.

The student should pay attention to the properties of each components, which are used later in Android programming. Following are useful links:

1. <http://ai2.appinventor.mit.edu>
2. https://drive.google.com/file/d/0B8rTtW_91YclTWF4czdBMEpZcWs/view

DS2L22

M.TECH (DATA SCIENCE)
I YEAR II SEMESTER
SEMANTIC ANALYTICS LAB
(ELECTIVE -3)
LAB-4

DS2L23

M.TECH (DATA SCIENCE)
I YEAR II SEMESTER
COMPUTER FORENSICS LAB
(ELECTIVE -3)
LAB-4

To perform the following tasks for the lab, Internet facility and open source tools should be provided.

1. Use a Web search engine, such as Google or Yahoo!, and search for companies specializing in computer forensics. Select three and write a two-to three-page paper comparing what each company does.(Project 1-1)
2. Search the Internet for articles on computer crime prosecutions. Find at least two. Write one to two pages summarizing the two articles and identify key features of the decisions you find in your search. (Project 1-5)
3. Use a Web search engine, search for various computer forensics tools.
4. Preparing and processing of investigations. Try to examine and identify the evidences from the drives. (Project 2-1)
5. Extracting of files that have been deleted.((Project 2-4)
6. Illustrate any Data acquisition method and validate. Use an open source data acquisition tool.
7. You're investigating an internal policy violation when you find an e-mail about a serious assault for which a police report needs to be filed. What should you do? Write a two-page paper specifying who in your company you need to talk to first and what evidence must be turned over to the police.(Project 5-2)
8. Create a file on a USB drive and calculate its hash value in FTK Imager. Change the file and calculate the hash value again to compare the files.(Project 5-4)
9. Compare two files created in Microsoft Office to determine whether the files are different at the hexadecimal level. Keep a log of what you find. (Project 6-1)
10. Illustrate the analysis of forensic data.
11. Illustrate the validating of forensic data.
12. Locate and extract Image (JPEG) files with altered extensions.(Project 10-1)
13. Examine or Investigate an E-mail message.

TEXT BOOKS:

1. "Computer Forensics and Investigations", Nelson, Phillips Enfinger, Steuart, 3rd Edition, Cengage Learning.

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2L24

**NETWORK PROGRAMMING LAB
(ELECTIVE -3)
LAB-4**

Objectives:

- To gain hands-on experiences in installing and administering computer systems and networks, in particular, the UNIX version.
- To implement networking and Internet protocols via programming and TCP/IP protocol architecture; user datagram protocol.
- TO implement shell script that accepts a list of files.

LIST OF SAMPLE PROBLEMS/EXPERIMENTS:

1. Write a shell script that accepts a file name, starting and ending line numbers as arguments and displays all the lines between the given line numbers.
2. Write a shell script that deletes all lines containing a specified word in one or more files supplied as arguments to it.
3. Write a shell script that displays a list of all the files in the current directory to which the user has read, write and execute permissions.
4. Write a shell script that receives any number of file names as arguments checks if every argument supplied is a file or a directory and reports accordingly. Whenever the argument is a file, the number of lines on it is also reported.
5. Write a shell script that accepts a list of file names as its arguments, counts and reports the occurrence of each word that is present in the first argument file on other argument files.
6. Write a shell script that accepts any number of arguments and prints them in the reverse order.
7. Write a shell script that determines the period for which a specified user is working on the system.
8. Write a shell script to list all of the directory files in a directory.
9. Write an interactive file-handling shell program- Let it offer the user the choice of copying, removing or linking files. Once the user has made a choice, have the program ask him for the necessary information such as the file name, new name and so on.
10. Write a shell script to find factorial of a given integer.
11. Write a shell script to find the G.C.D. of two integers.
12. Write a shell script to generate a multiplication table.
13. Write a shell script that copies multiple files to a directory.
14. Write a shell script that counts the number of lines and words present in a given file. *15. Write a shell script that displays the list of all files in the given directory.
15. Write a shell script (small calculator) that adds, subtracts, multiplies and divides the given two integers. There are two division options: one returns the quotient and the other returns

- reminder. The script requires 3 arguments: The operation to be used and two integer numbers. The options are add (-a), subtract (-s), multiply (-m), quotient (-c) and remainder (-r).
16. Write a shell script to reverse the rows and columns of a matrix.
 17. Write a sed command that deletes the first character in each line in a file.
 18. Write sed command that deletes the character before the last character in each line a file.
 19. Write a sed command that swaps the first and second words in each line of a file.
 20. Write an awk script that reads a file of which each line has 5 fields – ID, NAME, MARKS1, MARKS2, MARKS3 and finds out the average for each student. Print out the average marks with appropriate messages.
 21. Write an awk script to find the factorial of a user supplied number.
 22. ls -l command produces long listing of files.
 23. Write an awk script 1) to print the selected fields (Ex: size and name of the files) from the file listing. 2) to print the size of all files and number of files.
 24. Write an awk script to count the number of lines in a file that do not contain vowels.
 25. Write an awk script to find the number of characters, words and lines in a file.
 26. Write a c program that makes a copy of a file using
 - a. Standard I/O
 - b. System calls.
 27. Write a C program that counts the number of blanks in a text file
 - a. Using standard I/O
 - b. Using system calls
 28. Implement in C the following UNIX commands using system calls
 - a. cat
 - b. ls
 - c. mv
 29. Write a program that takes one or more file/directory names as command line input and reports the following information on the file.
 - i. File type.
 - ii. Number of links.
 - iii. Time of last access.
 - iv. Read, Write and Execute permissions.
 30. Write a c program to emulate the UNIX ls -l command.
 31. Write a c program that creates a directory, puts a file into it, and then removes it.
 32. Write a c program that searches for a file in a directory and reports whether the file is present in the directory or not.
 33. Write a c program to list for every file in a directory, its inode number and file name.
 34. Write a c program that creates a file containing hole which is occupying some space but having nothing.
 35. Write a c program that demonstrates redirection of standard output to a file.
Ex: ls > f1.
 36. Write a c program to create a child process and allow the parent to display “parent” and the child to display “child” on the screen.
 37. Write a c program to create a Zombie process.
 38. Write a c program that illustrates how an orphan is created.
 39. Write a c program that creates a child process to execute a command. The command to be executed is passed on the command line.

40. Write a c program that accepts two small numbers as arguments and then sums the two numbers in a child process. The sum should be returned by child to the parent as its exit status and the parent should print the sum.
41. Write a c program that illustrates how to execute two commands concurrently with a command pipe. Ex:- ls -l | sort
42. Write c programs that illustrate communication between two unrelated processes using named pipe.
43. Write a c program in which a parent writes a message to a pipe and the child reads the message.
44. Write a c program that illustrates suspending and resuming processes using signals.
45. Write a c program that displays the real time of a day every 60 seconds, 10 times.
46. Write a c program that runs a command that is input by the user and prints the exit status if the command completes in 5 seconds. If it doesn't, then the parent uses kill to send a SIGTERM signal to kill the child process.
47. Write a C program that illustrates file-locking using semaphores.
48. Write a C program that implements a producer-consumer system with two processes. (Using semaphores).
49. Write client and server programs (using C) for
 - a. Interaction between server and client processes using Unix Domain Sockets.
 - b. Interaction between server and client processes using Internet Domain Sockets.
50. Write a C program (sender.c)
 - i. To create a message queue with read and write permissions.
 - ii. To write 3 messages to it with different priority numbers.
51. Write a C program (receiver.c) that receives the messages (from the above message queue as specified in 63.a) and displays them.
52. Write C program that illustrates two processes communicating via shared memory.
53. Design TCP iterative Client and server application to reverse the given input sentence
54. Design TCP iterative Client and server application to reverse the given input sentence
55. Design TCP client and server application to transfer file
56. Design a TCP concurrent server to convert a given text into upper case using multiplexing system call "select"
57. Design a TCP concurrent server to echo given set of sentences using poll functions
58. Design UDP Client and server application to reverse the given input sentence
59. Design UDP Client server to transfer a file
60. Design using poll client server application to multiplex TCP and UDP requests for converting a given text into upper case.
61. Design a RPC application to add and subtract a given pair of integers

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2L25

**ADVANCED PROGRAMMING LAB
(ELECTIVE -3)
LAB-4**

Note: The problems given below are only sample problems.

1. Write a Python program that reads a list of names and ages, then prints the list sorted by age.
2. Write a Python program that will prompt the user for a file name, read all the lines from the file into a list, sort the list, and then print the lines in sorted order.
3. Write a Python program that asks the user for a file name, and then prints the number of characters, words, and lines in the file.
4. Write a Python program that will prompt the user for a string and a file name, and then print all lines in the file that contain the string.
5. Create a class Rectangle. The constructor for this class should take two numeric arguments, which are the length and breadth. Add methods to compute the area and perimeter of the rectangle, as well as methods that simply return the length and breadth. Add a method isSquare that returns a Boolean value if the Rectangle is a Square.
6. Write a class Complex for performing arithmetic with complex numbers. The constructor for this class should take two floating-point values. Add methods for adding, subtracting, and multiplying two complex numbers.
7. Write a Python program that converts a fully parenthesized arithmetic expression from infix to postfix.
8. Write a Python program that reads a postfix expression from standard input, evaluates it, and writes the value to standard output.

9. Write a Python program that takes a command-line argument n and writes the number of primes less than or equal to n .
10. Write a Python program that implements binary search method to search for a key in a sorted list.

Sample problems covering data structures:

11. Write Python program to implement the List ADT using a linked list.
12. Write Python programs to implement the deque (double ended queue) ADT using
 - a) Array
 - b) Singly linked list
 - c) Doubly linked list.
13. Write a Python program to implement priority queue ADT.
14. Write a Python program to perform the following operations:
 - a) Construct a binary search tree of elements.
 - b) Search for a key element in the above binary search tree.
 - c) Delete an element from the above binary search tree.
15. Write a Python program to implement all the functions of a dictionary (ADT) using Hashing.
16. Write Python programs that use recursive and non-recursive functions to traverse the given binary tree in
 - a) Preorder
 - b) Inorder
 - c) Postorder.
17. Write Python programs for implementing the following sorting methods:
 - a) Merge sort
 - b) Insertion sort
 - c) Quick sort
 - e) Heap sort
 - f) Radix sort
18. Write a Python program that counts the occurrences of words in a text file and displays the words in decreasing order of their occurrence counts.
19. Write a Python program that prompts the user to enter a directory or a filename and

displays its size.

20. Write a Python program that uses a recursive function to print all the permutations of a string.

21. Write a Python program that prompts the user to enter a directory and displays the number of files in the directory.

22. Suppose the password rules are as follows:

i) A password must have at least eight characters.

ii) A password must consist of only letters and digits.

iii) A password must contain at least two digits.

Write a Python program that prompts the user to enter a password (string) and displays whether it is valid or invalid password.

23. Write a Python program to compute $n!$ for large values of n .

24. In data compression, a set of strings is prefix-free if no string is a prefix of another.

For example, the set of strings 01, 10, 0010, and 1111 is prefix-free, but the set of strings 01, 10, 0010, 1010 is not prefix-free because 10 is a prefix of 1010. Write a Python program that reads a set of strings from standard input and determines whether the set is prefix-free.

Sample problems covering Networking applications:

25. Write Echo Server and Client programs in Python.

26. Develop Echo Server in Python, one that can handle multiple clients in parallel using forking model on Unix platform.

27. Develop Echo Server in Python, one that can handle multiple clients in parallel using threading model on Unix and Microsoft windows platforms.

28. Develop Echo Server in Python, one that can handle multiple clients in parallel by multiplexing client connections and the main dispatcher with the select system call.

Here a single event loop can process clients and accept new ones in parallel.

29. Implement in Python client and server-side logic to transfer an arbitrary file from server to client over a socket.

Sample problems covering GUI applications, Web applications and Database applications:

GUI applications:

1. Write a Python program that works as a simple calculator. Use a grid to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result.
2. Develop a Python GUI application that receives an integer in one text field, and computes its factorial Value and fills it in another text field, when the button named “Compute” is clicked.
3. Write a Python program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer Num2 is Zero, the program should Display an appropriate message in the result field in Red color.
4. Write a Python program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green. When a radio button is selected, the light is turned on, and only one light can be on at a time.No light is on when the program starts.

Web Applications

1. Create a registration form with User name, Password and Aadhar Number. Validate the fields for correctness using JavaScript.
 2. Create a database for registration and store the submitted values in the local database using serverside Python programs. If user name already exists, send back an error page.
 3. Using cookies, display the user’s last login time on the welcome page when the user logs into the website.
- a)** Write an HTML page including any required Javascript that takes a number from one text field in the range of 0 to 999 and shows it in another text field in words. If the number is out of range, it should show “out of range” and if it is not a number, it should show “not a number” message in the result box.
- b)** Implement the same program in standalone GUI Program.
4. Write a Python GUI application that takes a text file name as input and counts the characters, words and lines in the file. Words are separated with white space characters and lines are separated with new line character.

5. Write a simple calculator web application that takes two numbers and an operator (+, -, /, * and %) from an HTML page and sends the result page with the operation performed on the operands. It should check in a database if the same expression is already computed and if so, just return the value from database. Use MySQL or PostgreSQL.
6. Write an HTML page that contains a list of 5 countries. When the user selects a country, its capital should be printed next to the list. Add CSS to customize the properties of the font of the capital (color, bold and font size).
7. Write a web Python application that takes name and age from an HTML page. If the age is less than 18, it should send a page with “Hello <name>, you are not authorized to visit this site” message, where <name> should be replaced with the entered name. Otherwise it should send “Welcome <name> to this site” message.
8. Write a calculator program in HTML that performs basic arithmetic operations (+, -, /, * and %). Use CSS to change the foreground and background color of the values, buttons and result display area separately. Validate the input strings using JavaScript regular expressions. Handle any special cases like division with zero reasonably. The screen may look similar to the following:

Value 1	Operator	Value 2		Result
	+ ▼		=	

9. Write a Python program that creates a calculator GUI, as shown in figure. Extra components may be added for convenience:

Color Scheme Black on White ▼

0	^	+	▼	0	^
	v				v
Result			0		

The Color Scheme may be Black on White or Blue on Yellow (selectable) and accordingly all components colors must be changed. The values can be either entered or increased or decreased by a step of 10. The operators are +, -, / and * (selectable). Once any change takes place,

the result must be automatically computed by the program.

10. Write a Python Application that will read a text file that contains personal information (Name, Mobile Number, age and place (fields are separated by tabs and records are separated with new line). The first line contains the header with field names. After reading the

information, it shows two input Text Fields in a window, one for name and the other for value. Once these two values are given, it should list all the records in the file that match the value of the given field in a text area (result box). For example, if the two text boxes are entered with “name” and “ABCD” then it should show all the records for which name is “ABCD”. An Illustration is given below that takes a mobile number and lists all the records that have the same mobile number.

Field	<input type="text" value="mobile"/>	
Value	<input type="text" value="9449449449"/>	<input type="button" value="OK"/>
Result	<input type="text" value="abc, 22, Hyd
def, 23, Delhi
xxx, 44, Chennai"/>	

11. Consider the following web application for implementation:

- The user is first served a login page which takes user's name and password. After submitting the details the server checks these values against the data from a database and takes the following decisions.
- If name and password matches, serves a welcome page with user's full name.
- If name matches and password doesn't match, then serves “password mismatch” page
- If name is not found in the database, serves a registration page, where users full name, present user name (used to login) and password are collected.

TEXT BOOKS :

- Exploring Python, Timothy A. Budd, McGraw Hill Publications.
- Core Python Programming, 2nd edition, W.J.Chun, Pearson.
- Core Python Application Programming, 3rd edition, W.J.Chun, Pearson.
- Programming Python, 3rd edition, Mark Lutz, SPD,O'Reilly.
- The Python 3 Standard Library by Example, Doug Hellmann, Pearson.
- Introduction to Programming using Python, Y.Daniel Liang, Pearson.
- Introduction to Programming in Python, R.Sedgewick, K. Wayne and R.Dondero, Pearson.

8. www.python.org web site.
9. Python Programming, R.Thareja, Oxford University Press.
- 10.Data structures and Algorithms using Python, Rance D.Necaise, Wiley Student edition.
- 11.Data structures and Algorithms in Python, M.T.Goodrich,R.Tamassia,M.H.Goldwasser,
Wiley Student edition.

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**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A11

**ENGLISH FOR RESEARCH PAPER WRITING
(AUDIT – 2)**

Course objectives:

Students will be able to:

1. Understand that how to improve your writing skills and level of readability
 2. Learn about what to write in each section
 3. Understand the skills needed when writing a Title
- Ensure the good quality of paper at very first-time submission

UNIT - I

Planning and Preparation, Word Order, Breaking up long sentences, Structuring Paragraphs and Sentences, Being Concise and Removing Redundancy, Avoiding Ambiguity and Vagueness

UNIT - II

Clarifying Who Did What, Highlighting Your Findings, Hedging and Criticising, Paraphrasing and Plagiarism, Sections of a Paper, Abstracts. Introduction

UNIT - III

Review of the Literature, Methods, Results, Discussion, Conclusions, The Final Check.

UNIT - IV

key skills are needed when writing a Title, key skills are needed when writing an Abstract, key skills are needed when writing an Introduction, skills needed when writing a Review of the Literature,

UNIT - V

skills are needed when writing the Methods, skills needed when writing the Results, skills are needed when writing the Discussion, skills are needed when writing the Conclusions

UNIT - VI

useful phrases, how to ensure paper is as good as it could possibly be the first- time submission

Suggested Studies:

1. Goldbort R (2006) Writing for Science, Yale University Press (available on Google Books)
2. Day R (2006) How to Write and Publish a Scientific Paper, Cambridge University Press
3. Highman N (1998), Handbook of Writing for the Mathematical Sciences, SIAM. Highman's book.
4. Adrian Wallwork, English for Writing Research Papers, Springer New York Dordrecht Heidelberg London, 2011

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A12

**DISASTER MANAGEMENT
(AUDIT – 2)**

Course Objectives: -

Students will be able to:

1. learn to demonstrate a critical understanding of key concepts in disaster risk reduction and humanitarian response.
2. critically evaluate disaster risk reduction and humanitarian response policy and practice from multiple perspectives.
3. develop an understanding of standards of humanitarian response and practical relevance in specific types of disasters and conflict situations.
4. critically understand the strengths and weaknesses of disaster management approaches, planning and programming in different countries, particularly their home country or the countries they work in

UNIT-I

Introduction Disaster: Definition, Factors And Significance; Difference Between Hazard And Disaster; Natural And Manmade Disasters: Difference, Nature, Types And Magnitude.

UNIT-II

Repercussions Of Disasters And Hazards: Economic Damage, Loss Of Human And Animal Life, Destruction Of Ecosystem. Natural Disasters: Earthquakes, Volcanisms, Cyclones, Tsunamis, Floods, Droughts And Famines, Landslides And Avalanches, Man-made disaster: Nuclear Reactor Meltdown, Industrial Accidents, Oil Slicks And Spills, Outbreaks Of Disease And Epidemics, War And Conflicts.

UNIT-III

Disaster Prone Areas In India Study Of Seismic Zones; Areas Prone To Floods And Droughts, Landslides And Avalanches; Areas Prone To Cyclonic And Coastal Hazards With Special Reference To Tsunami; Post-Disaster Diseases And Epidemics

UNIT-IV

Disaster Preparedness And Management Preparedness: Monitoring Of Phenomena Triggering A Disaster Or Hazard; Evaluation Of Risk: Application Of Remote Sensing, Data From Meteorological And Other Agencies, Media Reports: Governmental And Community Preparedness.

UNIT-V

Risk Assessment Disaster Risk: Concept And Elements, Disaster Risk Reduction, Global And National Disaster Risk Situation. Techniques Of Risk Assessment, Global Co-Operation In Risk Assessment And Warning, People's Participation In Risk Assessment. Strategies for Survival.

UNIT-VI

Disaster Mitigation Meaning, Concept And Strategies Of Disaster Mitigation, Emerging Trends In Mitigation. Structural Mitigation And Non-Structural Mitigation, Programs Of Disaster Mitigation In India.

SUGGESTED READINGS:

1. R. Nishith, Singh AK, "Disaster Management in India: Perspectives, issues and strategies "New Royal book Company.
2. Sahni, PardeepEt.Al. (Eds.)," Disaster Mitigation Experiences And Reflections", Prentice Hall Of India, New Delhi.
3. Goel S. L., Disaster Administration And Management Text And Case Studies",Deep &Deep Publication Pvt. Ltd., New Delhi.

SunRise University

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A13

**SOFT SKILLS
(AUDIT – 2)**

Course Objectives

- ✎ To improve the fluency of students in English
- ✎ To facilitate learning through interaction
- ✎ To illustrate the role of skills in real-life situations with case studies, role plays etc.
- ✎ To train students in group dynamics, body language and various other activities which boost their confidence levels and help in their overall personality development
- ✎ To encourage students develop behavioral skills and personal management skills
- ✎ To impart training for empowerment, thereby preparing students to become successful professionals

Learning Outcomes

- ☞ Developed critical acumen and creative ability besides making them industry- ready.
- ☞ Appropriate use of English language while clearly articulating ideas.
- ☞ Developing insights into Language and enrich the professional competence of the students.
- ☞ Enable students to meet challenges in job and career advancement.

Unit 1 : INTRODUCTION

Definition and Introduction to Soft Skills – Hard Skills vs Soft Skills – Significance of Soft/Life/Self Skills – Self and SWOT Analysis *and*

1. Exercises on Productivity Development

- Effective/ Assertive Communication Skills (Activity based)
- Time Management (Case Study)
- Creativity & Critical Thinking (Case Study)
- Decision Making and Problem Solving (Case Study)
- Stress Management (Case Study)

2. Exercises on Personality Development Skills

- Self-esteem (Case Study)
- Positive Thinking (Case Study)
- Emotional Intelligence (Case Study)

- Team building and Leadership Skills (Case Study)
- Conflict Management (Case Study)

3. Exercises on Presentation Skills

- Netiquette
- Importance of Oral Presentation – Defining Purpose- Analyzing the audience- Planning Outline and Preparing the Presentation- Individual & Group Presentation- Graphical Organizers- Tools and Multi-media Visuals
- One Minute Presentations (Warming up)
- PPT on Project Work- Understanding the Nuances of Delivery- Body Language – Closing and Handling Questions – Rubrics for Individual Evaluation (Practice Sessions)

4. Exercises on Professional Etiquette and Communication

- Role-Play and Simulation- Introducing oneself and others, Greetings, Apologies, Requests, Agreement & Disagreement....etc.
- Telephone Etiquette
- Active Listening
- Group Discussions (Case study)- Group Discussion as a part of Selection Procedure- Checklist of GDs
- Analysis of Selected Interviews (Objectives of Interview)
- Mock-Interviews (Practice Sessions)
- Job Application and Preparing Resume
- Process Writing (Technical Vocabulary) – Writing a Project Report- Assignments

5. Exercises on Ethics and Values

Introduction — Types of Values - Personal, Social and Cultural Values - Importance of Values in Various Contexts

- Significance of Modern and Professional Etiquette – Etiquette (Formal and Informal Situations with Examples)
- Attitude, Good Manners and Work Culture (Live Examples)
- Social Skills - Dealing with the Challenged (Live Examples)
- Professional Responsibility – Adaptability (Live Examples)
- Corporate Expectations

☞ Note: Hand-outs are to be prepared and given to students.

☞ Training plan will be integrated in the syllabus.

☞ Topics mentioned in the syllabus are activity-based.

SUGGESTED SOFTWARE:

☞ The following software from ‘train2success.com’

- Preparing for being Interviewed
- Positive Thinking
- Interviewing Skills

- Telephone Skills
- Time Management
- Team Building
- Decision making

SUGGESTED READING

1. Alex, K. 2012. *Soft Skills*. S. Chand Publishers
2. Naterop, B. Jean and Revell, Rod. 2004. *Telephoning in English*. Cambridge: CUP
3. Patnaik, P. 2011. *Group Discussion and Interview Skills*. New Delhi: Foundation
4. Rizvi, M. A. 2005. *Effective Technical Communication*. New Delhi: Tata McGraw Hill
5. **Sasikumar, V & Dhamija, P.V. 1993. *Spoken English - A Self-Learning Guide to Conversation Practice*. New Delhi: Tata McGraw-Hill**
6. Sudhir Andrews. 2009. *How to Succeed at Interviews*. New Delhi: Tata McGraw Hill
7. Vivekananda: His Call to the Nation : a Compilation R.K. Math Publication

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A14

**STRESS MANAGEMENT BY YOGA
AUDIT – 2**

Course Objectives

1. To achieve overall health of body and mind
2. To overcome stress

UNIT - I

Definitions of Eight parts of yog. (Ashtanga)

UNIT - II

Yam and Niyam.

Do`s and Don`t`s in life.

- a) Ahinsa, satya, astheya, bramhacharya and aparigraha
- ii) Shaucha, santosh, tapa, swadhyay, ishwarpranidhan

UNIT - III

Asan and Pranayam

- b) Various yog poses and their benefits for mind & body
- ii)Regularization of breathing techniques and its effects-Types of pranayam

Suggested Reading:

1. ‘Yogic Asanas for Group Training-Part-I’ :Janardan Swami Yogabhyasi Mandal, Nagpur
2. “Rajayoga or conquering the Internal Nature” by Swami Vivekananda, AdvaitaAshrama (Publication Department), Kolkata

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A15

**SANSKRIT FOR TECHNICAL KNOWLEDGE
(AUDIT – 2)**

Course Objectives:

1. To get a working knowledge in illustrious Sanskrit, the scientific language in the world
2. Learning of Sanskrit to improve brain functioning
3. Learning of Sanskrit to develop the logic in mathematics, science & other subjects
4. enhancing the memory power
5. The engineering scholars equipped with Sanskrit will be able to explore the
6. huge knowledge from ancient literature

UNIT - I

Alphabets in Sanskrit,
Past/Present/Future Tense
Simple Sentences

UNIT - II

Order
Introduction of roots
Technical information about Sanskrit Literature

UNIT - III

Technical concepts of Engineering-Electrical, Mechanical, Architecture, Mathematics

Suggested Reading:

1. “Abhyaspustakam” – Dr.Vishwas, Samskrita-Bharti Publication, New Delhi
2. “Teach Yourself Sanskrit” Prathama Deeksha-VempatiKutumbshastri, Rashtriya Sanskrit Sansthanam, New Delhi Publication
3. “India’s Glorious Scientific Tradition” Suresh Soni, Ocean books (P) Ltd., New Delhi

**M.TECH (DATA SCIENCE)
I YEAR II SEMESTER**

DS2A16

**RESEARCH METHODOLOGY
(AUDIT -2)**

Unit-I

Introduction:

Objectives of Research; Definition and Motivation; Types of Research; Research Approaches; Steps in Research Process; Criteria of Good Research, Ethics in Research.

Research Formulation and Literature Review:

Problem Definition and Formulation; Literature Review; Characteristics of a Good Research Question; Literature Review Process.

Unit-II

Data Collection:

Primary and Secondary Data; Primary and Secondary Data Sources; Data Collection Methods; Data Processing; Classification of Data.

Basic Statistical Measures:

Types of Scales; Measures of Central Tendency; Skewness; Measure of Variation; Probability Distribution.

Unit-III

Data Analysis:

Statistical Analysis; Multivariate Analysis; Correlation Analysis; Regression Analysis; Principle Component Analysis; Sampling.

Research Design:

Need for Research Design; Features of a Good Design; Types of Research Designs; Induction and Deduction.

Unit-IV

Hypothesis Formulation and Testing:

Hypothesis; Important Terms; Types of Research Hypothesis; Hypothesis Testing; Z-Test; t-Test; f-Test; Making a Decision: Types of Errors; ROC Graphics.

Test Procedures:

Parametric and Non-parametric Tests; ANOVA; Mann-Whitney Test; Kruskal-Wallis Test; Chi-Square Test; Multi-Variate Analysis.

Unit-V

Models for Science and Business:

Algorithmic Research; Methods of Scientific Research; Modelling; Simulations; Industrial Research. Presentation of the Research Work:

Business Report; Technical Report; Research Report; General Tips for Writing Report; Presentation of Data; Oral Presentation; Bibliography and References; Intellectual Property Rights; Open-Access Initiatives; Plagiarism.

Text Book:

1. Research Methodology - Pearson Publications – S.S. Vinod Chandra; S. Anand Hareendran

Reference Books:

1. Research Methodology - David V. Thiel
2. Research Methodology - R. Panner Selvam

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**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3E11

**RECOMMENDER SYSTEMS
(ELECTIVE-5)**

COURSE OBJECTIVE

- To learn techniques for making recommendations, including non-personalized, content-based, and collaborative filtering
- To automate a variety of choice-making strategies with the goal of providing affordable, personal, and high-quality recommendations

Unit 1:

Introduction: Overview of Information Retrieval, Retrieval Models, Search and Filtering Techniques: Relevance Feedback, User Profiles, Recommender system functions, Matrix operations, covariance matrices, Understanding ratings, Applications of recommendation systems, Issues with recommender system.

Unit 2:

Content-based Filtering: High level architecture of content-based systems, Advantages and drawbacks of content based filtering, Item profiles, Discovering features of documents, pre-processing and feature extraction, Obtaining item features from tags, Methods for learning user profiles, Similarity based retrieval, Classification algorithms.

Unit 3:

Collaborative Filtering: User-based recommendation, Item-based recommendation, Model based approaches, Matrix factorization, Attacks on collaborative recommender systems.

Unit 4:

Hybrid approaches: Opportunities for hybridization, Monolithic hybridization design: Feature combination, Feature augmentation, Parallelized hybridization design: Weighted, Switching, Mixed, Pipelined hybridization design: Cascade Meta-level, Limitations of hybridization strategies

Unit 5:

Evaluating Recommender System: Introduction, General properties of evaluation research, Evaluation designs: Accuracy, Coverage, confidence, novelty, diversity, scalability, serendipity, Evaluation on historical datasets, Offline evaluations. **Types of Recommender Systems:** Recommender systems in personalized web search, knowledge-based recommender system, Social tagging recommender systems, Trust-centric recommendations, Group recommender systems.

COURSE OUTCOMES

After completion of course, students would be able to:

- Design recommendation system for a particular application domain.

□ Evaluate recommender systems on the basis of metrics such as accuracy, rank accuracy, diversity, product coverage, and serendipity

References:

1. Jannach D., Zanker M. and FelFering A., Recommender Systems: An Introduction, Cambridge University Press (2011), 1st ed.
2. Charu C. Aggarwal, Recommender Systems: The Textbook, Springer (2016), 1st ed.
3. Ricci F., Rokach L., Shapira D., Kantor B.P., Recommender Systems Handbook, Springer(2011), 1st ed.
4. Manouselis N., Drachsler H., Verbert K., Duval E., Recommender Systems For Learning, Springer

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3E12

**DEEP LEARNING
(ELECTIVE-5)**

Unit 1

History of Deep Learning, Deep Learning Success Stories, McCulloch Pitts Neuron, Thresholding Logic, Perceptrons, Perceptron Learning Algorithm and Convergence, Multilayer Perceptrons (MLPs), Representation Power of MLPs

Unit 2

Sigmoid Neurons, Gradient Descent, Feedforward Neural Networks, Representation Power of Feedforward Neural Networks, Feedforward Neural Networks, Backpropagation, Gradient Descent (GD), Momentum Based GD, Nesterov Accelerated GD, Stochastic GD, AdaGrad, RMSProp, Adam, Eigenvalues and eigenvectors, Eigenvalue Decomposition, Basis, Principal Component Analysis and its interpretations, Singular Value Decomposition

Unit 3

Autoencoders and relation to PCA, Regularization in autoencoders, Denoising autoencoders, Sparse autoencoders, Contractive autoencoders, Bias Variance Tradeoff, L2 regularization, Early stopping, Dataset augmentation, Parameter sharing and tying, Injecting noise at input, Ensemble methods, Dropout, Greedy Layerwise Pre-training, Better activation functions, Better weight initialization methods, Batch Normalization

Unit 4

Learning Vectorial Representations Of Words, Convolutional Neural Networks, LeNet, AlexNet, ZF-Net, VGGNet, GoogLeNet, ResNet, Object Detection, RCNN, Fast RCNN, Faster RCNN, YOLO, Visualizing Convolutional Neural Networks, Guided Backpropagation, Deep Dream, Deep Art, Fooling Convolutional Neural Networks, Recurrent Neural Networks, Backpropagation Through Time (BPTT), Vanishing and Exploding Gradients, Truncated BPTT

Unit 5

Gated Recurrent Units (GRUs), Long Short Term Memory (LSTM) Cells, Solving the vanishing gradient problem with LSTMs, Encoder Decoder Models, Attention Mechanism, Attention over images, Hierarchical Attention, Directed Graphical Models, Markov Networks, Using joint distributions for classification and sampling, Latent Variables, Restricted Boltzmann Machines, Unsupervised Learning, Motivation for Sampling, Markov Chains, Gibbs Sampling for training

RBMs, Contrastive Divergence for training RBMs, Variational autoencoders, Autoregressive Models: NADE, MADE, PixelRNN, Generative Adversarial Networks (GANs)

References:

1. <https://www.cse.iitm.ac.in/~miteshk/CS7015.html>

2. Neural Networks A Systematic Introduction- Ra'ul Rojas <http://page.mi.fu-berlin.de/rojas/neural/neuron.pdf>

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**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3E13

**CLOUD SECURITY
(ELECTIVE-5)**

OBJECTIVES:

- Understand the fundamentals of cloud computing.
- Understand the requirements for an application to be deployed in a cloud. 3. Become knowledgeable in the methods to secure cloud.

UNIT – I

CLOUD COMPUTING FUNDAMENTALS: Cloud Computing definition, private, public and hybrid cloud. Cloud types; IaaS, PaaS, SaaS. Benefits and challenges of cloud computing, public vs private clouds, role of virtualization in enabling the cloud; Business Agility: Benefits and challenges to Cloud architecture.

UNIT – II

CLOUD APPLICATIONS: Technologies and the processes required when deploying web services-Deploying a web service from inside and outside a cloud architecture, advantages and disadvantages- Development environments for service development; Amazon, Azure, Google App.

UNIT – III

SECURING THE CLOUD: Security Concepts - Confidentiality, privacy, integrity, authentication, nonrepudiation, availability, access control, defence in depth, least privilege- how these concepts apply in the cloud and their importance in PaaS, IaaS and SaaS. e.g. User authentication in the cloud

UNIT - IV

VIRTUALIZATION SECURITY: Multi-tenancy Issues: Isolation of users/VMs from each other- How the cloud provider can provide this- Virtualization System Security Issues: e.g. ESX and ESXi Security, ESX file system security- storage considerations, backup and recovery- Virtualization System Vulnerabilities.

UNIT - V

CLOUD SECURITY MANAGEMENT: Security management in the cloud – security management standards- SaaS, PaaS, IaaS availability management- access control- Data security and storage in cloud.

REFERENCES:

1. Gautam Shroff, “Enterprise Cloud Computing Technology Architecture Applications”, Cambridge University Press; 1 edition [ISBN: 978- 0521137355], 2010.
2. Toby Velte, Anthony Velte, Robert Elsenpeter, “Cloud Computing, A Practical Approach”, Tata McGraw-Hill Osborne Media; 1 edition 22, [ISBN: 0071626948], 2009.
3. Tim Mather, Subra Kumaraswamy, Shahed Latif, “Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance”, O'Reilly Media; 1 edition, [ISBN: 0596802765], 2009.
4. Ronald L. Krutz, Russell Dean Vines, “Cloud Security”, Wiley [ISBN: 0470589876], , 2010.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3E14

**GPU COMPUTING
(ELECTIVE-5)**

COURSE OBJECTIVE

- To learn parallel programming with Graphics Processing Units (GPUs).

Unit 1:

Introduction: History, Graphics Processors, Graphics Processing Units, GPGPUs. Clock speeds, CPU / GPU comparisons, Heterogeneity, Accelerators, Parallel programming, CUDA OpenCL / OpenACC, Hello World Computation Kernels, Launch parameters, Thread hierarchy, Warps / Wavefronts, Thread blocks / Workgroups, Streaming multiprocessors, 1D / 2D / 3D thread mapping, Device properties, Simple Programs

Unit 2:

Memory: Memory hierarchy, DRAM / global, local / shared, private / local, textures, Constant Memory, Pointers, Parameter Passing, Arrays and dynamic Memory, Multi-dimensional Arrays, Memory Allocation, Memory copying across devices, Programs with matrices, Performance evaluation with different memories

Unit 3:

Synchronization: Memory Consistency, Barriers (local versus global), Atomics, Memory fence. Prefix sum, Reduction. Programs for concurrent Data Structures such as Worklists, Linked-lists. Synchronization across CPU and GPU

Functions: Device functions, Host functions, Kernels functions, Using libraries (such as Thrust), and developing libraries.

Unit 4:

Support: Debugging GPU Programs. Profiling, Profile tools, Performance aspects

Streams: Asynchronous processing, tasks, Task-dependence, Overlapped data transfers, Default Stream, Synchronization with streams. Events, Event-based-

Synchronization - Overlapping data transfer and kernel execution, pitfalls.

Unit 5:

Case Studies: Image Processing, Graph algorithms, Simulations, Deep Learning 5

Unit 6:

Advanced topics: Dynamic parallelism, Unified Virtual Memory, Multi-GPU processing, Peer access, Heterogeneous processing

COURSE OUTCOMES

After completion of course, students would be:

- Students would learn concepts in parallel programming, implementation of programs on GPUs, debugging and profiling parallel programs.

References:

1. Programming Massively Parallel Processors: A Hands-on Approach; David Kirk, Wen-meiHwu; Morgan Kaufman; 2010 (ISBN: 978-0123814722)
2. CUDA Programming: A Developer's Guide to Parallel Computing with GPUs; Shane Cook; Morgan Kaufman; 2012 (ISBN: 978-0124159334).

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**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3E15

**DISTRUBUTED DATABASES
(ELECTIVE-5)**

UNIT I

Features of Distributed versus Centralized Databases, Principles of Distributed Databases, Levels Of Distribution Transparency, Reference Architecture for Distributed Databases, Types of Data Fragmentation, Integrity Constraints in Distributed Databases, Distributed Database Design

UNIT II

Translation of Global Queries to Fragment Queries, Equivalence transformations for Queries, Transforming Global Queries into Fragment Queries, Distributed Grouping and Aggregate Function Evaluation, Parametric Queries.

Optimization of Access Strategies, A Framework for Query Optimization, Join Queries, General Queries

UNIT III

The Management of Distributed Transactions, A Framework for Transaction Management, Supporting Atomicity of Distributed Transactions, Concurrency Control for Distributed Transactions, Architectural Aspects of Distributed Transactions

Concurrency Control, Foundation of Distributed Concurrency Control, Distributed Deadlocks, and Concurrency Control based on Timestamps, Optimistic Methods for Distributed Concurrency Control.

UNIT IV

Reliability, Basic Concepts, Nonblocking Commitment Protocols, Reliability and concurrency Control, Determining a Consistent View of the Network, Detection and Resolution of Inconsistency, Checkpoints and Cold Restart, Distributed Database Administration, Catalog Management in Distributed Databases, Authorization and Protection

UNIT V

Architectural Issues, Alternative Client/Server Architectures, Cache Consistency, Object Management, Object Identifier Management, Pointer Swizzling, Object Migration, Distributed Object Storage, Object Query Processing, Object Query Processor Architectures, Query Processing Issues, Query Execution, Transaction Management, Transaction Management in Object DBMSs, Transactions as Objects

Database Integration, Scheme Translation, Scheme Integration, Query Processing Query Processing Layers in Distributed Multi-DBMSs, Query Optimization Issues Transaction Management

Transaction and Computation Model, Multidatabase Concurrency Control, Multidatabase Recovery, Object Orientation and Interoperability, Object Management Architecture CORBA and Database interoperability, Distributed Component Object Model, COM/OLE and Database Interoperability, PUSH-Based Technologies

TEXT BOOKS:

1. Distributed Databases Principles & Systems, Stefano Ceri, Giuseppe Pelagatti, TMH.
2. Principles of Distributed Database Systems, M. Tamer Ozsu, Patrick Valduriez , Pearson Education, 2nd Edition.

REFERENCE BOOKS:

1. Distributed Database Systems, Chanda Ray, Pearson.
2. Distributed Database Management Systems, S.K. Rahimi and Frank.S. Haug, Wiley.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3011

**BUSINESS ANALYTICS
(OPEN ELECTIVE-1)**

Course objective

1. Understand the role of business analytics within an organization.
2. Analyze data using statistical and data mining techniques and understand relationships between the underlying business processes of an organization.
3. To gain an understanding of how managers use business analytics to formulate and solve business problems and to support managerial decision making.
4. To become familiar with processes needed to develop, report, and analyze business data.
5. Use decision-making tools/Operations research techniques.
6. Manage business process using analytical and management tools.
7. Analyze and solve problems from different industries such as manufacturing, service, retail, software, banking and finance, sports, pharmaceutical, aerospace etc.

Unit 1:

Business analytics: Overview of Business analytics, Scope of Business analytics, Business Analytics Process, Relationship of Business Analytics Process and organisation, competitive advantages of Business Analytics. Statistical Tools: Statistical Notation, Descriptive Statistical methods, Review of probability distribution and data modelling, sampling and estimation methods overview.

Unit 2:

Trendiness and Regression Analysis: Modelling Relationships and Trends in Data, simple Linear Regression. Important Resources, Business Analytics Personnel, Data and models for Business analytics, problem solving, Visualizing and Exploring Data, Business Analytics Technology.

Unit 3:

Organization Structures of Business analytics, Team management, Management Issues, Designing Information Policy, Outsourcing, Ensuring Data Quality, Measuring contribution of Business analytics, Managing Changes. Descriptive Analytics, predictive analytics, predicative Modelling,

Predictive analytics analysis, Data Mining, Data Mining Methodologies, Prescriptive analytics and its step in the business analytics Process, Prescriptive Modeling, nonlinear optimization.

Unit 4:

Forecasting Techniques: Qualitative and Judgmental Forecasting, Statistical Forecasting Models, Forecasting Models for Stationary Time Series, Forecasting Models for Time Series with a Linear Trend, Forecasting Time Series with Seasonality, Regression Forecasting with Casual Variables, Selecting Appropriate Forecasting Models. Monte Carlo Simulation and Risk Analysis: Monte Carlo Simulation Using Analytic Solver Platform, New-Product Development Model, Newsvendor Model, Overbooking Model, Cash Budget Model.

Unit 5:

Decision Analysis: Formulating Decision Problems, Decision Strategies with the without Outcome Probabilities, Decision Trees, The Value of Information, Utility and Decision Making.,Recent Trends in : Embedded and collaborative business intelligence, Visual data recovery, Data Storytelling and Data journalism.

COURSE OUTCOMES

1. Students will demonstrate knowledge of data analytics.
2. Students will demonstrate the ability of think critically in making decisions based on data and deep analytics.
3. Students will demonstrate the ability to use technical skills in predicative and prescriptive modeling to support business decision-making.
4. Students will demonstrate the ability to translate data into clear, actionable insights.

Reference:

1. Business analytics Principles, Concepts, and Applications by Marc J. Schniederjans, Dara G. Schniederjans, Christopher M. Starkey, Pearson FT Press.
2. Business Analytics by James Evans, persons Education.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3O12

**INDUSTRIAL SAFETY
(OPEN ELECTIVE-1)**

Unit-I:

Industrial safety: Accident, causes, types, results and control, mechanical and electrical hazards, types, causes and preventive steps/procedure, describe salient points of factories act 1948 or health and safety, wash rooms, drinking water layouts, light, cleanliness, fire, guarding, pressure vessels, etc, Safety color codes. Fire prevention and firefighting, equipment and Methods.

Unit-II:

Fundamentals of maintenance engineering: Definition and aim of maintenance engineering, Primary and secondary functions and responsibility of maintenance department, Types of maintenance, Types and applications of tools used for maintenance, Maintenance cost & its relation with replacement economy, Service life of equipment.

Unit-III:

Wear and Corrosion and their prevention: Wear- types, causes, effects, wear reduction methods, lubricants-types and applications, Lubrication methods, general sketch, working and applications, i. Screw down grease cup, ii. Pressure grease gun, iii. Splash lubrication, iv. Gravity lubrication, v. Wick feed lubrication vi. Side feed lubrication, vii. Ring lubrication, Definition, principle and factors affecting the corrosion. Types of corrosion, corrosion prevention methods.

Unit-IV:

Fault tracing: Fault tracing-concept and importance, decision tree concept, need and applications, sequence of fault finding activities, show as decision tree, draw decision tree for problems in machine tools, hydraulic, pneumatic, automotive, thermal and electrical equipment's like, I. Any one machine tool, ii. Pump iii. Air compressor, iv. Internal combustion engine, v. Boiler, vi. Electrical motors, Types of faults in machine tools and their general causes.

Unit-V:

Periodic and preventive maintenance: Periodic inspection-concept and need, degreasing, cleaning and repairing schemes, overhauling of mechanical components, overhauling of electrical motor, common troubles and remedies of electric motor, repair complexities and its use, definition, need, steps and advantages of preventive maintenance. Steps/procedure for periodic and preventive

maintenance of: I. Machine tools, ii. Pumps, iii. Air compressors, iv. Diesel generating (DG) sets, Program and schedule of preventive maintenance of mechanical and electrical equipment, advantages of preventive maintenance. Repair cycle concept and importance

Reference:

1. Maintenance Engineering Handbook, Higgins & Morrow, Da Information Services.
2. Maintenance Engineering, H. P. Garg, S. Chand and Company.
3. Pump-hydraulic Compressors, Audels, Mcgrew Hill Publication.
4. Foundation Engineering Handbook, Winterkorn, Hans, Chapman & Hall London.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3013

**ADHOC AND SENSOR NETWORKS
(OPEN ELECTIVE-1)**

Objectives

- To understand the concepts of sensor networks
- To understand the MAC and transport protocols for adhoc networks
- To understand the security of sensor networks
- To understand the applications of adhoc and sensor networks

Outcomes

- Understanding the state of the art research in emerging subject of ad hoc and wireless sensor networks (ASN)
- Ability to solve the issues in real-time application development based on ASN
- Ability to conduct further research in the ASN domain

UNIT I : Introduction to Ad Hoc Networks: Characteristics of MANETs, Applications of MANETs and Challenges of MANETs. **Wireless Sensor Networks:** Introduction, Design Issues, Energy Consumption, Clustering of Sensors, Applications.

UNIT II : Routing in MANETs: Topology-Based versus Position-Based Approaches, Topology-Based Routing Protocols, Position-Based Routing, Other Routing Protocols

UNIT III : TCP over Ad Hoc Networks : TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT IV : Data Retrieval in Sensor Networks: Classification of WSNs, MAC Layer, Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

UNIT V : Security: Security in Ad Hoc networks, Key management, Secure routing, Cooperation in MANETs, Wireless Sensor Networks.

Text Books:

1. Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P. Aggarwal, World Scientific Publications, March 2006, ISBN – 981-256-681-3

References:

1. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science, ISBN – 978-1-55860-914-3 (Morgan Kauffman)

**MASTER OF TECHNOLOGY
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II YEAR I SEMESTER**

DS3014

**OPERATIONS RESEARCH
(OPEN ELECTIVE-1)**

Course Outcomes: At the end of the course, the student should be able to

1. Students should be able to apply the dynamic programming to solve problems of discrete and continuous variables.
2. Students should be able to apply the concept of non-linear programming
3. Students should be able to carry out sensitivity analysis
4. Student should be able to model the real world problem and simulate it.

Syllabus Contents:

Unit 1

Optimization Techniques, Model Formulation, models, General L.R Formulation, Simplex Techniques, Sensitivity Analysis, Inventory Control Models

Unit 2

Formulation of a LPP - Graphical solution revised simplex method - duality theory - dual simplex method - sensitivity analysis - parametric programming

Unit 3:

Nonlinear programming problem - Kuhn-Tucker conditions min cost flow problem - max flow problem - CPM/PERT

Unit 4

Model Curriculum of Engineering & Technology PG Courses [Volume -II] [31] Scheduling and sequencing - single server and multiple server models - deterministic inventory models - Probabilistic inventory control models - Geometric Programming.

Unit 5

Competitive Models, Single and Multi-channel Problems, Sequencing Models, Dynamic Programming, Flow in Networks, Elementary Graph Theory, Game Theory Simulation

References:

1. H.A. Taha, Operations Research, An Introduction, PHI, 2008
2. H.M. Wagner, Principles of Operations Research, PHI, Delhi, 1982.
3. J.C. Pant, Introduction to Optimisation: Operations Research, Jain Brothers, Delhi, 2008
4. Hitler Libermann Operations Research: McGraw Hill Pub. 2009
5. Pannerselvam, Operations Research: Prentice Hall of India 2010
6. Harvey M Wagner, Principles of Operations Research: Prentice Hall of India 2010

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3015

**COST MANAGEMENT AND ENGINEERING PROJECTS
(OPEN ELECTIVE-1)**

Introduction and Overview of the Strategic Cost Management Process Cost concepts in decision-making; Relevant cost, Differential cost, Incremental cost and Opportunity cost.

Objectives of a Costing System; Inventory valuation; Creation of a Database for operational control; Provision of data for Decision-Making.

Project: meaning, Different types, why to manage, cost overruns centres, various stages of project

execution: conception to commissioning. Project execution as conglomeration of technical and non technical activities. Detailed Engineering activities. Pre project execution main clearances and documents

Project team: Role of each member. Importance Project site: Data required with

significance. Project contracts. Types and contents. Project execution Project cost control. Bar charts and Network diagram.

Project commissioning: mechanical and process Cost Behavior and Profit Planning Marginal Costing; Distinction between Marginal Costing and Absorption Costing; Break-even Analysis, Cost-Volume-Profit Analysis. Various decision-making problems. Standard Costing and Variance Analysis. Pricing strategies: Pareto Analysis. Target costing, Life Cycle Costing. Costing of service sector. Just-in-time approach, Material Requirement Planning, Enterprise Resource Planning, Total Quality Management and Theory of constraints.

Activity-Based Cost Management, Bench Marking; Balanced Score Card and Value-Chain Analysis.

Budgetary Control; Flexible Budgets; Performance budgets; Zero-based budgets. Measurement of Divisional profitability pricing decisions including transfer pricing. Quantitative techniques for cost management, Linear Programming, PERT/CPM, Transportation problems, Assignment problems, Simulation, Learning Curve Theory.

References:

1. Cost Accounting A Managerial Emphasis, Prentice Hall of India, New Delhi
2. Charles T. Horngren and George Foster, Advanced Management Accounting
3. Robert S Kaplan Anthony A. Alkinson, Management & Cost Accounting Model Curriculum of Engineering & Technology PG Courses [Volume -II][32]
4. Ashish K. Bhattacharya, Principles & Practices of Cost Accounting A. H. Wheeler publisher
5. N.D. Vohra, Quantitative Techniques in Management, Tata McGraw Hill Book Co. Ltd.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3016

**COMPOSITE MATERIALS
(OPEN ELECTIVE-1)**

UNIT-I

INTRODUCTION: Definition – Classification and characteristics of Composite materials. Advantages and application of composites. Functional requirements of reinforcement and matrix. Effect of reinforcement (size, shape, distribution, volume fraction) on overall composite performance.

UNIT – II

REINFORCEMENTS: Preparation-layup, curing, properties and applications of glass fibers, carbon fibers, Kevlar fibers and Boron fibers. Properties and applications of whiskers, particle reinforcements. Mechanical Behavior of composites: Rule of mixtures, Inverse rule of mixtures. Isostrain and Isostress conditions.

UNIT – III

Manufacturing of Metal Matrix Composites: Casting – Solid State diffusion technique, Cladding – Hot isostatic pressing. Properties and applications. Manufacturing of Ceramic Matrix Composites: Liquid Metal Infiltration – Liquid phase sintering. Manufacturing of Carbon – Carbon composites: Knitting, Braiding, Weaving. Properties and applications.

UNIT-IV

Manufacturing of Polymer Matrix Composites: Preparation of Moulding compounds and prepregs – hand layup method – Autoclave method – Filament winding method – Compression moulding – Reaction injection moulding. Properties and applications.

UNIT – V

Strength: Laminar Failure Criteria-strength ratio, maximum stress criteria, maximum strain criteria, interacting failure criteria, hygrothermal failure. Laminate first ply failure-insight strength; Laminate strength-ply discount truncated maximum strain criterion; strength design using caplet plots; stress concentrations.

TEXT BOOKS:

1. Material Science and Technology – Vol 13 – Composites by R.W.Cahn – VCH, West Germany.
2. Materials Science and Engineering, An introduction. WD Callister, Jr., Adapted by R. Balasubramaniam, John Wiley & Sons, NY, Indian edition, 2007.

References:

1. Hand Book of Composite Materials-ed-Lubin.
2. Composite Materials – K.K.Chawla.
3. Composite Materials Science and Applications – Deborah D.L. Chung.
4. Composite Materials Design and Applications – Danial Gay, Suong V. Hoa, and Stephen W. Tasi.

**MASTER OF TECHNOLOGY
(DATA SCIENCE)
II YEAR I SEMESTER**

DS3O17

**WASTE OF ENERGY
(OPEN ELECTIVE-1)**

Unit-I

Introduction to Energy from Waste: Classification of waste as fuel – Agro based, Forest residue, Industrial waste - MSW – Conversion devices – Incinerators, gasifiers, digestors Model Curriculum of Engineering & Technology PG Courses [Volume -II][33]

Unit-II

Biomass Pyrolysis: Pyrolysis – Types, slow fast – Manufacture of charcoal – Methods - Yields and application – Manufacture of pyrolytic oils and gases, yields and applications.

Unit-III

Biomass Gasification: Gasifiers – Fixed bed system – Downdraft and updraft gasifiers – Fluidized bed gasifiers – Design, construction and operation – Gasifier burner arrangement for thermal heating – Gasifier engine arrangement and electrical power – Equilibrium and kinetic consideration in gasifier operation.

Unit-IV

Biomass Combustion: Biomass stoves – Improved chullahs, types, some exotic designs, Fixed bed combustors, Types, inclined grate combustors, Fluidized bed combustors, Design, construction and operation - Operation of all the above biomass combustors.

Unit-V

Biogas: Properties of biogas (Calorific value and composition) - Biogas plant technology and status - Bio energy system - Design and constructional features - Biomass resources and their classification - Biomass conversion processes - Thermo chemical conversion – Direct combustion - biomass gasification - pyrolysis and liquefaction - biochemical conversion - anaerobic digestion - Types of biogas Plants – Applications - Alcohol production from biomass - Bio diesel production - Urban waste to energy conversion - Biomass energy programme in India.

References:

1. Non Conventional Energy, Desai, Ashok V., Wiley Eastern Ltd., 1990.
2. Biogas Technology - A Practical Hand Book - Khandelwal, K. C. and Mahdi, S. S., Vol. I & II, Tata McGraw Hill Publishing Co. Ltd., 1983.
3. Food, Feed and Fuel from Biomass, Challal, D. S., IBH Publishing Co. Pvt. Ltd., 1991.
4. Biomass Conversion and Technology, C. Y. WereKo-Brobby and E. B. Hagan, John Wiley & Sons, 1996.