

**UNIVERSITY INSTITUTE OF ENGINEERING & TECHNOLOGY  
MAHARSHI DAYANAND UNIVERSITY, ROHTAK SCHEME OF  
STUDIES & EXAMINATIONS**

**Doctor of Philosophy (Ph.D.) – COMPUTER SCIENCE & ENGINEERING  
Jan,17 to Dec,17**

- i) The duration of the Ph.D. course will be of one semester.
- ii) The Department concerned shall design the Pre-Ph.D. course as per latest guide lines of UGC which are:  
“The -Ph.D. course must include a course on research methodology which may include quantitative methods and computer applications. It may also involve review of published research in relevant area”.
- iii) The scheme for Ph.D. course work is as under:
- a) Common course:  
17CSEPCC1: Research Methodology (Quantitative Techniques and Computer Applications in Research)
- b) Departmental course:  
17CSEPCC2: Review of Literature and Seminar (in Relevant Research Area)  
Elective Subject (Departmental Elective Subject)
- iv) The qualifying marks in each paper of the course work shall be 50%.
- vi) It is only on satisfactory completion of Ph.D Programme, which shall be an essential part and parcel of the Ph.D. programme that a candidate shall be eligible to apply for registration in Ph.D. Programme.

Sr. No.	Course No.	Course Title	Marks** of Internal	Examination Marks		Total Marks	Duration of Exam
				Theor	Practical		
1	17CSEPCC1	Research Methodology (Quantitative Techniques and Computer Applications in Research)	20	80	-	100	3
2	17CSEPCC2	Review of Literature and Seminar (in Relevant Research Area)	20	-	80	100	3
3		Elective Subject (Departmental Elective Subject) any one from the list attached	20	80	-	100	3
	Total		60	160	80	300	

\*\* Based on two assignments of 10 marks each

## SYLLABUS (PhD CSE)

### List of Departmental Elective Subjects:

1	17CSEPCD1	Advanced Information Security Systems
2	17CSEPCD2	Digital Image Processing
3	17CSEPCD3	Neural Networks
4	17CSEPCD4	Advanced Topics in Database Systems
5	17CSEPCD5	Performance Modelling
6	17CSEPCD6	Data Warehousing and Mining
7	17CSEPCD7	Software Testing and Quality Assurance
8	17CSEPCD8	Embedded Systems
9	17CSEPCD9	Advanced Wireless Networks
10	17CSEPCD10	Genetic Algorithms
11	17CSEPCD11	Grid Computing
12	17CSEPCD12	Mobile Computing
13	17CSEPCD13	Advanced Multimedia Technology
14	17CSEPCD14	Parallel Computing
15	17CSEPCD15	Web Engineering
16	17CSEPCD16	Fuzzy Logic
17	17CSEPCD17	Advanced Networking and Protocols
18	17CSEPCD18	Intelligent Systems
19	17CSEPCD19	Information Processing and E-commerce
20	17CSEPCD20	Information Hiding Techniques
21	17CSEPCD21	Data Modeling and Design
22	17CSEPCD22	Structured Systems Analysis, Design and Testing
23	17CSEPCD23	Information Theory and Coding
24	17CSEPCD24	Fault Tolerant System

**Note:** The departmental elective subjects will be offered as per availability of expertise and the required infrastructure in the department.

## 17CSEPCC1: RESEARCH METHODOLOGY (Quantitative Techniques and Computer Applications in Research)

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions taking at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT I: Element of Research**

Scientific process meaning and definition, a brief history of scientific process. Introduction to research methodology- Meaning of research, objective of research, types of research, significance of research, problem encountered by researchers in india, Research problem- Definition, necessity and techniques of defining research problem, formulation of research problem, objective of research problem, research design-Meaning, need and features of good research design, types of research designs, basic principles of Experimental design. Sampling design, census and sample surveys, different types of sample designs, characteristics of good sample design, Techniques of selecting a random sample. Data collection-primary and secondary data, methods of selecting primary and secondary data,

### **UNIT II: Hypothesis & Statistical Analysis**

Hypothesis- definition, testing of hypothesis, procedures of hypothesis testing, flow diagram for hypothesis testing, parametric and non-parametric tests for testing of hypothesis, limitations of tests of hypothesis. Hypothesis tests- One sample test-two sample tests/ chi square tests, association of attributes. T-tests, statistical analysis, correlation and regression analysis- analysis of variance, completely randomized design, randomized complete block design, Latin square design-partial and multiple correlations – discriminant analysis - cluster analysis – principle component and factor analysis, repeated measure analysis. Probability and probability distributions; Binomial, Poisson, distribution, Basic ideas of testing of hypotheses; Tests of significance based on normal distributions.

### **UNIT III: Paper Writing and Report Generation**

Basic concepts of paper writing and report generation, review of literature, concepts of bibliography and references, significance of report writing, steps of report writing, types of research reports, methods of presentation of report.

### **UNIT IV: Computer Applications in Research**

Computer Applications: Fundamentals of computers-Definition, types of computers, RAM, ROM, CPU, I/O devices, Number systems-Binary, octal and hexadecimal, base conversion, logic gates- AND, OR, NOT, Operating system-definition, types of operating system, Database system – definition & applications, Networks – definition & applications, Internet & its applications, Web Searching, Email, Uses of software's MS-Office-Power Point, Word, Excel and Access.

### **Text Books:**

1. C. R. Kothari – Research Methodology Methods and Techniques – Wishwa Prakashan Publishers – Second Edition.

**17CSEPCC2: REVIEW OF LITERATURE AND SEMINAR  
(in Relevant Research Area)**

1. The research student is required to prepare a concept paper/working, paper/review paper by reviewing at least 50 research papers / references books / unpublished doctoral dissertations / other reports etc.
2. To qualify the paper the research student is required either to present the prepared paper in an International Conference/ Seminar/ Workshop or publish the same in a research journal. Acceptance for publication or presentation will be considered as published/ presented.
3. A duly constituted committee of three teachers of the department by the Director/Head shall evaluate the completion of the paper.

## 17CSEPCD1: ADVANCED INFORMATION SECURITY SYSTEMS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions taking at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### UNIT 1: CRYPTOGRAPHY

Basic Concepts, Cryptosystems, Crypto-Analysis, Ciphers & Cipher Modes, DES, AES, RSA algorithm, Key Management Protocols, Diffie Hellmann Algorithm, Digital Signatures, Message Digest, Secure Hash Algorithms, Public Key Infrastructure.

### UNIT II: INFORMATION THEORY

Basic of Probability & Statistics, Shannon Characteristics, Perfect Secrecy, Confusion and Diffusion, Information Theoretic Tests, Unicity Distance, Entropy, Floating Frequency, Histogram, Autocorrelation, Periodicity, Random Analysis Tests, Zero Knowledge Technique.

### UNIT III: MATHEMATICAL SECURITY

Basic Number Theory, Congruence, Chinese Remainder Theorem. Finite Fields, Discrete Logarithm, Bit Commitment, Random Number Generation, Inverses, Primes, Greatest Common Divisor, Euclidean Algorithm, Modular Arithmetic, Properties of Modular Arithmetic, Computing the inverse, Fermat's Theorem, Algorithm for Computing Inverses, NP-Complete Problems, Characteristics of NP-Complete Problems, Meaning of NP-Completeness, NP-Completeness and Cryptography.

### UNIT IV: NETWORK SECURITY

Network Threats, Authentication & Access Control Mechanism, Secured Communication Mechanisms, Biometric, Secured Design for LAN, Firewall, Intrusion Detection System, Virtual Private Network, Email and Web Security. WEP, Access Controls, Secure Socket Layer, IPSEC, WAP Security, Security Issues, Challenges & Defense Mechanisms for Bluetooth, GSM, CDMA, GPRS, Wi-Fi, Wi-Max & IEEE Standards.

### References:

- x Security in Computing, Charles P. Pfleeger, Prentice- Hall International, Inc.,
- x Applied Cryptography Protocols, Algorithms, and Source Code in C, Bruce Schneier, John Wiley & Sons, Inc., 1995.
- x Digital Certificates Applied Internet Security", Jalal Feghhi, Jalli Feghhi and Peter Williams, Addison Wesley Longman.
- x Introduction to Cryptography with Coding Theory, Wade Trppe, Lawrence C., Washington, Pearson Education.
- x Network Security, Compete Reference, Tata Mc-Graw Hill.
- x Fundamental of Computer Security, Pieprzyk, Hardjono, Seberry, Universities Press (India) Pvt. Ltd.

## 17CSEPCD2: DIGITAL IMAGE PROCESSING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT I : Introduction and Fundamentals**

The origins of Digital Image Processing, Examples of Fields that Use Digital Image Processing, Fundamentals Steps in Image Processing, Components of an Image Processing Systems, Image Acquisition, Image Sampling and Quantization, Some basic relationships like Neighbours, Connectivity, Distance Measures between pixels, Linear and Non Linear Operations.

### **UNIT II: Image Enhancement in Spatial Domain & Frequency Domian**

Some basic Gray Level Transformations, Histogram Processing, Enhancement Using Arithmetic and Logic operations, Basics of Spatial Filters, Smoothing and Sharpening Spatial Filters,

Introduction to Fourier Transform and the frequency Domain, Properties of 2-D Fourier Transform, Smoothing and Sharpening Frequency Domain Filters,

### **UNIT III: Image Restoration & Compression**

A model of The Image Degradation / Restoration Process, Noise Models, Mean Filters, Order-Statistics Filters, Adaptive Filters, Bandreject Filters, Bandpass Filters, Notch Filters, Minimum Mean Square Error ( Wiener) Filtering, geometric mean Filter, Inverse Filtering,

Coding, Interpixel and Psychovisual Redundancy, Image Compression models, Elements of Information Theory, Error free compression, Lossy compression, Image compression standards.

### **UNIT IV: Image Segmentation & Object Recognition**

Detection of Discontinuities, Edge linking and boundary detection, Thresholding, Region Oriented Segmentation.

Patterns and Pattern Classes, Minimum Distance Classifier, matching by Correlation, bayes Classifier

### **Text/Reference Books:**

1. Rafael C. Gonzalez & Richard E. Woods, "Digital Image Processing", 2<sup>nd</sup> edition, Pearson Education, 2004
2. A.K. Jain, "Fundamental of Digital Image Processing", PHI, 2003
3. Rosefield Kak, "Digital Picture Processing", 1999

## 17CSEPCD3: NEURAL NETWORKS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT 1: Neuron Model and Network Architectures**

Objective, History, Applications, biological inspiration, Neuron Model, Transfer Functions, Network Architectures.

### **UNIT II: Learning Rules**

Perception Learning: Learning Rules, Perceptron Architecture, Perceptron Learning Rule, Training Multiple Neuron Perceptrons. Unsupervised Learning. Supervised Hebbian Learning: The Hebb Rule, Performance Analysis, Application, Variations of Hebbian Learning.

### **UNIT III: Transformations & Optimization**

Linear Vector Spaces, Spanning a Space, Inner Product, Norm, Orthogonality, Vector Expansions, Linear Transformations, Matrix Representations, Change of Basis, Eigenvalue and Eigenvectors.

Performance surfaces and Optimization: Taylor Series, Directional Derivatives, Necessary Condition for Optimality, Quadratic Functions, Optimization Techniques; Steepest Descent, Newton's method, Conjugate Gradient Method.

### **UNIT IV: Back propagation & Competitive Networks**

The Backpropagation Algorithm; Performance Index, Chain Rule, Example, Drawbacks of Backpropagation, Heuristic Modifications; Momentum, Conjugate Gradient, Levenberg-Marquardt Algorithm.

Associative Learning and Competitive Networks: Simple Associative Network, Unsupervised Hebb Rule, Kohonen Rule, Competitive Learning Rule, Self Organizing Feature Maps.

### **Text/Reference Books:**

1. M.T.Hagan, H.B.Demuth and M.Beale, "Neural Network Design" Thomson Learning, 2002
2. Simon Haykin, "Neural Networks – A Comprehensive Foundation," 2<sup>nd</sup> Edition, Pearson Education, 1999.

## 17CSEPCD4: ADVANCE TOPICS IN DATABASE SYSTEMS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:**    **3 Hrs**

**Marks of Internal:**        **20**

**Examination:**                **80**

**Total Marks:**                **100**

### **UNIT 1:        Indexing**

Types of Single-Level Ordered Indexes, Multilevel Indexes, Dynamic Multilevel Indexes Using B-trees and B+-trees

### **UNIT II:        Concurrency control**

Locking Techniques for Concurrency Control, Concurrency Control Techniques Based on Timestamp Ordering

### **UNIT III:       Transactions Processing**

Introduction to Transaction Processing, Transaction and System Concepts, Desirable Properties of Transactions, Schedules and Recoverability, Serializability of Schedules.

### **UNIT IV:       Parallel & Distributed databases**

Introduction, I/O parallelism, inter-query parallelism, intra-query parallelism, interoperation parallelism, Design of parallel systems.

Distributed data storage, Network transparency, Distributed query processing, Distributed transaction model, commit protocols, coordinator selection, concurrency control, deadlock handling.

### **TEXT BOOKS**

- x Database System Concepts by A. Silberschatz, H.F.Korth and S.Sudarshan, 3<sup>rd</sup> edition, 1997, McGraw-Hill and International Edition.
- x Fundamentals of Database Systems by R.Elmasri and S.B.Navathe, 3<sup>rd</sup> edition.
- x An Introduction to Database Systems by C.J.Date, 7<sup>th</sup> edition, Addison-Wesley, Low Priced Edition, 2000
- x Database Management and Design by G.W Hansen, 2<sup>nd</sup> edition, 1999, Prentice-Hall of India, Eastern Economy Edition.
- x Database Management Systems by A.,K.Majumdar and P.Bhattacharyya.5<sup>th</sup> edition, 1999, Tata McGraw-Hill Publishing.
- x Data Management & file Structure by Loomis, 1989, PHI



## 17CSEPCD5: PERFORMANCE MODELING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT 1: Probability**

Review of Probability, Random variables and Distributions; Generating functions and transforms; Poisson, Markov and semi-Markov processes.

### **UNIT II: Queuing Systems**

Characteristics of queueing systems; Little's formula; Markovian and non-Markovian queueing systems; embedded Markov chain applications to M/G/1, G/M/1, and related queueing systems.

### **UNIT III: Networks Simulations**

Networks of queues; open and closed queueing networks, algorithms to compute the performance metrics. Simulation techniques for queues and queueing networks.

### **UNIT IV: Advanced Topics**

Advanced topics like queues with vacations, priority queues, queues with modulated arrival process, and discrete time queues; introduction to matrix-geometric methods; applications of the theory to the performance modelling of computer and communication networks.

### **Texts and References:**

- x D. Gross and C. Harris, *Fundamentals of Queueing Theory, 3rd Edition*, Wiley, 1998.
- x R.B. Cooper, *Introduction to Queueing Theory, 2nd Edition*, North-Holland, 1981.
- x L. Kleinrock, *Queueing Systems, Vol. 1: Theory*, Wiley, 1975; *Vol. 2: Computer Applications*, Wiley, 1976.
- x R. Nelson, *Probability, Stochastic Processes, and Queueing Theory: The Mathematics of Computer Performance Modelling*, Springer, 1995.
- x E. Gelenbe and G. Pujolle, *Introduction to Queueing Networks, 2nd Edition*, Wiley, 1998.
- x T.G. Robertazzi, *Computer Networks and Systems: Queueing Theory and Performance Evaluation, 3rd Edition*, Springer, 2000.

## 17CSEPCD6: DATA WAREHOUSING AND DATA MINING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Data Warehousing Architecture**

Introduction to Data Warehousing: Evolution of Data Warehousing, Data Warehousing concepts, Benefits of Data Warehousing, Comparison of OLTP and Data Warehousing, Problems of Data Warehousing. Architecture: Operational Data and Datastore, Load Manager, Warehouse Manager, Query Manager, Detailed Data, Lightly and Highly summarised Data, Archive/Backup Data, Meta-Data, architecture model, 2-tier, 3-tier and 4-tier data warehouse, end user Access tools.

### **UNIT-II: Data Warehousing Tools and Technology**

Tools and Technologies: Extraction, cleaning and Transformation tools, Data Warehouse DBMS, Data Warehouse Meta-Data, Administration and management tools, operational vs. information systems. OLAP & DSS support in data warehouse.

### **UNIT-III: Distributed Data Warehouse & Knowledge discovery**

Types of Distributed Data Warehouses, Nature of development Efforts, Distributed Data Warehouse Development, Building the Warehouse on multiple levels.

Knowledge discovery through statistical techniques, Knowledge discovery through neural networks, Fuzzy technology & genetic algorithms.

### **UNIT-IV: Types of Data Warehouses & Data Warehouse Design**

Host based, single stage, LAN based, Multistage, stationary distributed & virtual data-warehouses. Data warehousing Design: Designing Data warehouse Database, Database Design Methodology for Data Warehouses, Data Warehousing design Using Oracle, OLAP and data mining: Online Analytical processing, Data mining.

### **Text Books:**

1. Building the Data Warehouse, W.H.Inmon, 3<sup>rd</sup> Edition, John Wiley & Sons.
2. Developing the Data Warehouse, W.H.Inmon, C.Kelly, John Wiley & Sons.
3. Thomas Connoly, Carolyn Begg-“Database Systems-A practical approach to. Design, Implementation and management” 3<sup>rd</sup> Edition Pearson Education
4. W.H.Inmon, C.L.Gassey, “Managing the Data Warehouse”, John Wiley & Sons.
5. Fayyad, Usama M. et. al., “Advances in knowledge discovery & Data Mining”, MIT Press.

## 17CSEPCD7: SOFTWARE TESTING AND QUALITY ASSURANCE

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### UNIT-I: Introduction

A perspective on Testing, STLC, Functional testing: Boundary value testing, Equivalence – class testing, Decision Table Testing etc., Retrospective on Functional Testing; Structural testing: path testing, data flow testing, mutation testing, etc. Retrospective testing, Levels of testing: Integration testing, system testing, acceptance testing,

### UNIT-II: Tools & Technologies

Object-oriented Testing, Interaction testing, testing of Web Applications, Testing metrics, Testing Paradigms: Scripted testing, Exploratory testing, Test planning, Supporting Technologies: Defect taxonomies, Testing tools and standards, Case studies.

### UNIT-III: Quality Models

Introduction to Software Quality, Quality Models: McCall's Model, Hierarchical model FCMM , Measuring Software Quality, Quality Metrics: Process, Product, Quality Control Tools, Quality assurance concept, importance, Requirements for SQA works,

### UNIT-IV: Standards

Pareto Principle to SQA, Costs of Software Quality, SQA metrics, Audit Review, Walk through, Inspection techniques, SQA plan., Quality standards: SEI-CMM, ISO 9000 series, comparison between SEI CMM and ISO 9000.

### References:

- 1) A Practitioner's Guide to Test Case Design by LEE Copland, Artech House Publishers, Boston - London.
- 2) Software Testing – A Craft's man Approach, Paul C. Jorgensen , A CRC Press LLC.
- 3) Software Quality Theory and Management by Alan C. Gillies, Chapman & Hall.
- 4) Software Quality by Galrry S. Marliss , Thomson.
- 5) Metrics and Models in Software Quality Engineering by Stephen H. Kan , Pearson Education.
- 6) Handbook of Software Quality Assurance by G. Gordon Sculmeyer, Artech House Publishers, Boston –London

## 17CSEPCD8: EMBEDDED SYSTEM

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:**    **3 Hrs**

**Marks of Internal:**        **20**

**Examination:**                **80**

**Total Marks:**                **100**

### UNIT-I:        **Introduction**

The concepts of embedded system design, embedded microcontroller cores, embedded memories, examples of embedded systems. Technological aspects of embedded system: interfacing between analog and digital blocks, signal conditioning, Digital signal processing, subsystem interfacing, interfacing with external systems, user interfacing, Design tradeoffs due to process compatibility, Thermal consideration etc. Software aspects of embedded systems: real time programming languages and operating systems.

### UNIT-II:        **Architecture**

Introduction, CPU architecture, registers, instruction sets addressing modes Loop timing, timers, Interrupts; Interrupt timing, I/o Expansion, I2C Bus Operation Serial EEPROM, Analog to digital converter, UART Baud Rate-Data Handling-Initialization, Special Features - serial Programming-Parallel Slave Port.

### UNIT-III:        **Processors**

Motorola MC68H11 Family Architecture Registers, Addressing modes Programs. Interfacing methods parallel I/o interface, Parallel Port interfaces, Memory Interfacing, High Speed I/o Interfacing, Interrupts-interrupt service routine-features of interrupts-Interrupt vector and Priority, timing generation and measurements, Input capture, Output compare, Frequency Measurement, Serial I/o devices RS.232, RS.485. Analog Interfacing, Applications. ARM processors.

### UNIT-IV:        **System Development**

Embedded system development, Embedded system evolution trends. Round - Robin, robin with Interrupts, function-One-Scheduling Architecture, Algorithms. Introduction to-assembler-compiler-cross compilers and Integrated Development Environment (IDE). Object Oriented Interfacing, Recursion, Debugging strategies, Simulators.

#### **Text Books:**

1. David E Simon, " An embedded software primer ", Pearson education Asia, 2001.
2. John B Peat man " Design with Microcontroller ", Pearson education Asia, 1998.
3. Jonarthan W. Valvano Brooks/cole " Embedded Micro computer Systems. Real time Interfacing ", Thomson learning 2001.

#### **References:**

1. Burns, Alan and Wellings, Andy, " Real-Time Systems and Programming Languages", Second Edition. Harlow: Addison-Wesley-Longman, 1997.
2. Raymond J.A. Bhur and Donald L.Biale, " An Introduction to real time systems: Design to networking with C/C++ ", Prentice Hall Inc. New Jersey, 1999.
3. Grehan Moore, and Cyliax, " Real time Programming: A guide to 32 Bit Embedded Development. Reading " Addison-Wesley-Longman, 1998.
4. Heath, Steve, " Embedded Systems Design ", Newnes 1997

## 17CSEPCD9: ADVANCED WIRELESS NETWORKS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I : Transmission & Spread Spectrum Techniques**

Analog and Digital Data; Transmission fundamentals, Channel Capacity. Transmission Media. Multiplexing. LANs, MANs, and WANs. Switching Techniques; Circuit-Switching. Packet Switching. Asynchronous Transfer Mode- ATM. The Concept of Spread Spectrum. Frequency Hopping Spread Spectrum. Direct Sequence Spread Spectrum. Code-Division Multiple Access. Generation of Spreading Sequences.

### **UNIT-II: Cellular & CDMA Technology**

Cellular Network Concept, First Generation (1G) Analog, Second Generation (2G) Digital TDMA. GSM and mobility management in GSM, Third Generation Systems (3G) CDMA and 4 G Technology overview. Principles of Wideband CDMA (WCDMA), CDMAOne and CDMA2000, Universal Mobile Telecommunications System (UMTS), Evolution of Mobile Communication Networks, Call Controls and Mobility Management in CDMA. Quality of Service (QoS) in 3G Systems, CDMA network planning, design and applications

### **UNIT-III : Blue Tooth & IEEE 802.11 Wireless Networks**

Radio Specifications. Base band Specification. Link Manager Specification. Logical Link Control and Adaptation Protocol. IEEE 802 Protocol Architecture. IEEE 802.11 Architecture and Services. IEEE 802.11 Medium Access Control. IEEE 802.11x Standards.

### **UNIT-IV: Wireless Application Protocol (WAP)**

The Wireless Application Protocol application environment, wireless application protocol client software, wireless application protocol gateways, implementing enterprise wireless application protocol strategy and Security Issues in Wireless LAN. Wireless network management, GPRS, and VOIP services.

### **Text/Reference:**

1. William Stalling, Wireless Communications and Networks. Prentice Hall 2002
2. Yi-Bing Lin, Imrich Chlamtac, Wireless and Mobile Network Architecture, John Wiley-2001.
3. M. R. Karim, Mohsen Sarraf, W-CDMA and cdma2000 for 3G Mobile Networks, McGraw-Hill Professional, 2002

## 17CSEPCD10: GENETIC ALGORITHMS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Genetic Algorithms in Scientific models**

A brief history of evolutionary computation, Elements of Genetic Algorithms, A simple genetic algorithm, Applications of genetic algorithms, Evolving computer programs, data analysis & prediction, evolving neural networks, Modeling interaction between learning & evolution, modeling sexual selection, measuring evolutionary activity.

### **UNIT-II: Theoretical & Implementation of GA**

Schemas & Two-Armed and k-armed problem, royal roads, exact mathematical models of simple genetic algorithms, Statistical- Mechanics Approaches. Data structures, Reproduction, crossover & mutation, mapping objective functions to fitness form, fitness scaling, coding, a multiparameter, mapped, fixed point coding, discretization and constraints.

### **UNIT-III: Applications of genetic algorithms**

The risk of genetic algorithms, De Jong & function optimization, Improvement in basic techniques, current application of genetic algorithms

### **UNIT-IV: Advanced operators & techniques in genetic search**

Dominance, duplicity, & abeyance, inversion & other reordering operators. Other micro operators, Niche & speciation, multiobjective optimization, knowledge based techniques, genetic algorithms & parallel processors.

### **Text Books:**

1. David E. Goldberg, "Genetic algorithms in search, optimization & Machine Learning" Addison Wesley, 1989

### **References:**

1. Melanle Mitchell, "An introduction to genetic algorithms" MIT press, 2000.
2. Masatoshi Sakawa, "Genetic Algorithms & Fuzzy Multiobjective Optimization", Kluwer Academic Publisher, 2001
3. D. Quagliarella, J Periaux, C Poloni & G Winter, "Genetic Algorithms in Engineering & Computer science", John Wiley & Sons, First edition, 1997

## 17CSEPCD11: GRID COMPUTING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L T P/D**

**3 - -**

**Duration of Exam: 3 Hrs**

**Marks of Internal: 20**

**Examination: 80**

**Total Marks: 100**

### **UNIT-I: Introduction**

Grid Computing & Key Issues – Applications – Other Approaches – Grid Computing

Standards – Pragmatic Course of Investigation.

### **UNIT-II: Benefits & Status of Technology**

Motivations – History of Computing, Communications an Grid Computing – Grid Prime

Time – Suppliers and Vendors – Economic Value- Challenges.

### **UNIT-III: Architectures**

Components of Grid Computing Systems and Architectures: Basic Constituent Elements

– A Functional View – A Physical View – Service View.

### **UNIT-IV: Standards**

Grid Computing Standards – OGSI: Standardization – Architectural Constructs –

Practical View – OGSA/OGSI Service Elements and Layered Model – More Detailed

view.

### **Text Books:**

A Network Approach to Grid Computing, Daniel Minoli, Wiley Publication.

### **References:**

1. Grid Computing – A Practical Guide to Technology and Applications, Ahmar

Abbas, Charles Media Publication.

## 17CSEPCD12: MOBILE COMPUTING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

L	T	P/D
3	-	-

**Duration of Exam:** 3 Hrs

**Marks of Internal:** 20

**Examination:** 80

**Total Marks:** 100

### UNIT-I: Overview

Mobile Computing and Applications, Overview 1G,2G,3G,4G technologies, Mobile IP and IPv6, VoIP.

CDPD- Architecture, air interface, radio resource allocation, roaming management.

Mobile Adhoc networks: Characteristics of MANETs, spectrum of MANET applications, Security consideration in MANETs, AODV, DSR routing protocols

### UNIT-II: Mobility Management

Location Management, InterBS Handoff, Intersystem Handoff, Detection and assignment for handoff management, Strategies for handoff detection-Mobile controlled handoff, Network controlled handoff, mobile assisted handoff, handoff failure, hard handoff-MCHO link transfer, MAHO/NAHO link transfer, Soft handoff-adding and dropping new BS.

### UNIT-III: Mobile Services

3G mobile services: Paradigm shift in 3G systems, WCDMA, CDMA2000, Improvements on core network, quality of service in 3G, Wireless operating systems for 3G handsets, DoCoMo W-CDMA field trial. GSM: Architecture, location tracking and call setup, security, data services-HSCSD, GPRS, GSM location updates, mobility databases, failure restoration, International GSM call setup, reducing international call delivery cost,

### UNIT-IV: WAP & Markup Scripts

Wireless application protocol: WAP model, WAP gateway, WAP protocols-wireless datagram protocol, wireless transport layer security, wireless transaction protocol, wireless session protocol, wireless application environment, wireless local loop architecture and deployment issues, wireless local loop technologies-satellite based systems, cellular based systems, fixed wireless access systems.

Wireless markup language and wireless markup script: Fundamentals of WML, Writing and formatting text, Navigating between cards and decks, Displaying images, Tables, Using variables, Acquiring User input, Introduction to WML Script, Wml Script control Structures.

### Text Books:

1. Yi Bing Li "Wireless and Mobile Network Architecture", John Wiley
2. Wrox "The beginning WML and WML script", Wrox Publication
3. John Schiller



### **17CSEPCD13: ADVANCED MULTIMEDIA TECHNOLOGY**

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

#### **UNIT-I: Introduction**

Concept of Multimedia, Media & data stream, main properties of multimedia system, Data stream characteristics & for continuous media Multimedia Applications, Hardware Software requirements, Storage Technologies: RAID, Optical Media.

#### **UNIT-II: Compressions & File formats**

Text, Basic sound concepts, MIDI, Speech, Basic concept of Images, Graphics format, Basic concepts of Video & animation, Conventional system, Computer based animation, Authoring Tools, Categories of Authoring Tools.

Compression Techniques: Lossless and Lossy compression, Run length coding, Statistical Coding, Transform Coding, JPEG, MPEG, Text compression using static Huffman technique, Dynamic Huffman Technique, Arithmetic Technique.

#### **UNIT-III: Animations**

Introduction, Basic Terminology techniques, tweening & morphing, Motion Graphics 2D & 3D animation.

Animation: Key frame animation, reactive animation, path animation, Skelton animation etc., deformers..

#### **UNIT-IV: Advanced Topics**

Dynamics: soft bodies, Rigid bodies and its usages in the scene etc.,  
Rendering: soft, Hard rendering. IPR rendering, Line and box rendering etc.,  
Special Effects: Shading & Texturing Surfaces, Lighting, Special effects.  
Working with MEL: Basics & Programming

#### **Text Book:**

1. David Hillman, "Multimedia Technology & Applications", Galgotia Publications, 2000

#### **Reference Books:**

1. Nigel Chapman & Jenny Chapman, "Digital Multimedia", Wiley Publications, 2000
2. D.P. Mukherjee, "Fundamentals of Computer Graphics and Multimedia", PHI, 2001
3. Maya manuals.

## 17CSEPCD14: PARALLEL COMPUTING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:** 3 Hrs

**Marks of Internal:** 20

**Examination:** 80

**Total Marks:** 100

### **UNIT-I: Parallel and Network Models**

The state of computing, multiprocessors and multicomputers, multivector and SIMD computers, architectural development tracks.

Program and Network Properties: Conditions of parallelism, program partitioning and scheduling, program flow mechanisms. System Interconnect Architectures. Network properties and routing, static interconnection networks and dynamic interconnection networks, MPI and PVM architecture.

### **UNIT-II: Processors and Memory Hierarchy**

Advanced processor technology- CISC, RISC, Superscalar, Vector, VLIW and symbolic processors, Memory hierarchy technology, Virtual memory technology (Virtual memory models, TLB, paging and segmentation). Cache memory organization, shared memory organization, sequential and weak consistency models

### **UNIT-III: Pipelining and Super scalar techniques**

Linear Pipeline Processors, Nonlinear Pipeline processors, Instruction Pipeline Design, Arithmetic Pipeline Design.

### **UNIT-IV: Parallel and Scalable Architecture**

Multiprocessors System Interconnects, Cache Coherence and Synchronization Mechanisms, Vector Processing Principles, Multivector Multiprocessors and Data Flow Architecture.

#### **Text:**

1. Kai Hwang “Advanced Computer Architecture”, McGraw Hill.

#### **References:**

1. J.P.Hayes “Computer Architecture and Organization”, McGraw Hill.
2. Harvey G. Cragon, “Memory Systems and Pipelined Processors”, Narosa Publication.
3. V. Rajaranam & C.S.R. Murthy, “Parallel Computers”, PHI.
4. R. K. Ghose, Rajan Moona & Phalguni Gupta, “Foundation of Parallel Processing”, Narosa Publications.
5. Kai Hwang and Zu, “Scalable Parallel Computers Architecture”, McGraw Hill.
6. Stalling W., “Computer Organization & Architecture”, PHI.

## 17CSEPCD15: WEB ENGINEERING

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:**    **3 Hrs**

**Marks of Internal:**        **20**

**Examination:**                **80**

**Total Marks:**                **100**

### **UNIT-I:        Information Architecture**

The role of the Information Architect, Collaboration and Communication, Organizing Information, Organizational Challenges, Organizing Web sites and Intranets, Creating Cohesive Organization Systems Designing Navigation Systems, Types of Navigation systems, Integrated Navigation Elements, Remote Navigation Elements, Designing Elegant Navigation Systems, Searching Systems, Searching your Web Site, Designing the Search Interface, Indexing the Right Stuff, To search or Not To Search, Grouping Content, Conceptual Design, High-Level Architecture Blueprints, Architectural Page Mockups, Design Sketches.

### **UNIT-II:        Dynamic HTML and Web Designing**

HTML Basic Concepts, Good Web Design, Process of Web Publishing, Phases of Web Site development, Structure of HTML documents, HTML Elements-Core attributes, Language attributes, Core Events, Block Level Events, Text Level Events, Linking Basics, Linking in HTML, Images and Anchors, Anchor Attributes, Image maps, Semantic Linking Meta Information, Image Preliminaries, Image Download Issues, Image as Buttons, Introduction to Layout: Backgrounds, Colors and Text, Fonts, Layout with Tables. Advanced Layout: Frames and Layers, HTML and other media types. Audio Support in Browsers, Video Support, Other binary Formats. Style Sheets, Positioning with Style sheets. Basic Interactivity and HTML: FORMS, Form Control, New and emerging Form elements.

### **UNIT-III:        Java Server Pages and Active Server Pages**

Basics, Integrating Script, JSP/ASP Objects and Components, configuring and troubleshooting,: Request and response objects, Retrieving the contents of a an HTML form, Retrieving a Query String, Cookies, Creating and Reading Cookies. Using application Objects and Events.

### **UNIT-IV:        Overview of advance features of XML**

Basics, Integrating Script, Objects and Components, Configuring and troubleshooting, advanced features & their creation and applications, embedding XML with other tools.

### **Text Books:**

- x HTML The complete Reference, TMH
- x CGI Programming with Perl 2/e, Scott Guelich, Shishir Gundavaram, Gunther Birzniek; O'Reilly
- x Doug Tidwell, James Snell, Pavel Kulchenko; Programming Web Services with SOAP, O' Reilly
- x Pardi, XML in Action, Web Technology, PHI

## 17CSEPCD16: FUZZY LOGIC

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:**    3 Hrs

**Marks of Internal:**        20

**Examination:**                80

**Total Marks:**                100

### **UNIT-I:        Fuzzy Logic**

Introduction to Fuzzy Logic, Classical and Fuzzy Sets: Overview of Classical Sets, Membership Function, Fuzzy rule generation.

Operations on Fuzzy Sets: Complement, Intersection, Union, Combinations of Operations, Aggregation Operations.

### **UNIT-II:        Fuzzy Arithmetic**

Fuzzy Numbers, Linguistic Variables, Arithmetic Operations on Intervals & Numbers, Lattice of Fuzzy Numbers, Fuzzy Equations. Fuzzy Logic: Classical Logic, Multivalued Logics, Fuzzy Propositions, Fuzzy Qualifiers, Linguistic Hedges.

### **UNIT-III :     Uncertainty based Information**

Information & Uncertainty, Nonspecificity of Fuzzy & Crisp Sets, Fuzziness of Fuzzy Sets, Bayesian Theory & other uncertainty theories.

### **UNIT-IV:     Applications & Genetic Algorithms**

Application of Fuzzy Logic: Medicine, Economics etc.

Genetic Algorithm: An Overview, GA in problem solving, Implementation of GA

Introduction of Neuro-Fuzzy Systems: Architecture of Neuro Fuzzy Networks.

### **Text Books:**

1. “An Introduction to Neural Networks”, Anderson J.A., PHI, 1999.
2. “Introduction to the Theory of Neural Computation”, Hertz J. Krogh, R.G. Palmer, Addison-Wesley, California, 1991.
3. “Fuzzy Sets & Fuzzy Logic”, G.J. Klir & B. Yuan, PHI, 1995.
4. “An Introduction to Genetic Algorithm”, Melanie Mitchell, PHI, 1998.

### **Reference books:**

1. “Neural Networks-A Comprehensive Foundations”, Prentice-Hall International, New Jersey, 1999.
2. “Neural Networks: Algorithms, Applications and Programming Techniques”, Freeman J.A. & D.M. Skapura, Addison Wesley, Reading, Mass, (1992).

## 17CSEPCD17: ADVANCED NETWORKING AND PROTOCOLS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    **-**    **-**

**Duration of Exam:**    3 Hrs

**Marks of Internal:**        20

**Examination:**            80

**Total Marks:**            100

### **UNIT-I:        Review of Basic Concepts**

Network Architecture- Protocol Hierarchies, Layered model, Services, Interface, Reference Models, Underlying Technologies, LAN's (Ethernet, Token Ring, Wireless), Point-to-Point WAN's, Switched WAN's (X.25, Frame Relay, ATM)

### **UNIT-II:        Internet Layer Protocols**

IP- Datagram, fragmentation and reassembly, ICP, ICMP  
Interior and Exterior Routing-RIP, OSPF, BGP, Multicast Routing- Unicast, Multicast and Broadcast, Multicasting

### **UNIT-III:      The Transport Layer**

The transport service-Services provided, Service primitives, Sockets, Elements of transport protocols-addressing, connection establishment, connection release, flow control and buffering, multiplexing, crash recovery, UDP-Introduction, Remote Procedure Call, TCP- Service model, Protocol, frame format, connection establishment release, connection management

### **UNIT-IV:      The Application Layer**

DNS, Telnet and Rlogin, FTP, TFTP, SNMP, SMTP, World Wide Web(Client and Server Side, cookies, wireless web), Java and the Internet, Multimedia (streaming audio, Internet Radio, voice over IP-RTP, video standards) Real time traffic over the internet

### **References:**

1. Behrouz Forouzan, TCP/IP Protocol Suite, Second Edition, Tata McGraw Hill
2. Andrew S Tanenbaum, Computer Networks, Fourth Edition, Prentice Hall
3. Douglas E. Comer, Internetworking with TCP/IP, Vol. 1, Principles, Protocols and Architecture Fifth Edition, Prentice Hall, 2000, ISBN 0-13-018380-6.
4. William Stallings, Data and Computer Communications, Seventh Edition, Pearson Education

## 17CSEPCD18: INTELLIGENT SYSTEMS

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Introduction**

Intelligent Agents – Agents and environments – Good behavior – The nature of environments – structure of agents – Problem Solving – problem solving agents – example problems – searching for solutions – uniformed search strategies –avoiding repeated states – searching with partial information.

### **UNIT-II: Searching Techniques**

Informed search strategies – heuristic function – local search algorithms and optimistic problems – local search in continuous spaces – online search agents and unknown environments – Constraint satisfaction problems (CSP) –Backtracking search and Local search – Structure of problems – Adversarial Search

### **UNIT-III: Knowledge Representation**

First order logic - syntax and semantics – Using first order logic – Knowledge engineering – Inference – propositional versus first order logic – unification and lifting – forward chaining – backward chaining – Resolution – Knowledge representation

### **UNIT-IV: Learning**

Learning from observations – forms of learning – Inductive learning – Learning decision trees – Ensemble learning – Knowledge in learning – Logical formulation of learning – Explanation based learning – Learning using relevant information – Inductive logic programming - Statistical learning methods – Learning with complete data – Learning with hidden variable – EM algorithm – Instance based learning.

### **Text Books:**

1. Stuart Russell, Peter Norvig, “Artificial Intelligence – A Modern Approach”, Second Edition, Pearson Education / Prentice Hall of India, 2004.

References:

1. Nils J. Nilsson, “Artificial Intelligence: A new Synthesis”, Harcourt Asia Pvt. Ltd., 2000.
2. Elaine Rich and Kevin Knight, “Artificial Intelligence”, Second Edition, Tata McGraw Hill, 2003.
3. George F. Luger, “Artificial Intelligence-Structures And Strategies For Complex Problem Solving”, Pearson Education / PHI, 2002.

## **17CSEPCD19: INFORMATION PROCESSING AND E-COMMERCE**

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Compression**

Compression & Decompression Techniques – Loosy & Loose less Techniques, Different formats of multimedia files such as images, videos and audios will be studied

### **UNIT-II: Algorithms and Analysis**

Elementary data Structures and their operations, Basic search and traversal techniques, Divide-Conquer techniques, Greedy method, Branch bound.

### **UNIT-III: Searching & Computing**

Cloud Computing: Introduction, Iaas, Paas, Saas, Baas, Internetworking between Clouds. Search Engine Strategies: Functioning, Making information accessible on net, Getting better rating and preference in search engines

### **UNIT-IV: E-Commerce**

Overview of E-Commerce, Benefits of E-Commerce, Impact of E-Commerce, Applications of E-Commerce, Business Models of E-Commerce. Electronic Payment System: Introduction to Payment System, Online Payment System, Pre-paid and Post-paid Payment System. Security in E-Commerce: Transaction Security, Cryptology, Authentication Protocol, Digital Signature.

### **References:**

1. “Security Technologies for World Wide Web”, Rolf Oppliger, Artech House: Inc.
2. “Introduction to Cryptography with Coding Theory”, Wade Trappe, Lawrence C. Washington, Pearson Education.
3. “Network Security: Complete Reference”, TMH
4. “Compilers: principles, Techniques and Tools” ,Aho, Lam, Ullman, Pearson Education.
5. P.T. Joseph: E-Commerce - A Managerial Perspective, PHI Publication.
6. Jeffery: Introduction to E-Commerce, TMH.
7. Fundamentals of computer algorithms by Horowitz, Ellis; Sahni, Sartaj & Rajasekaran, university Press.
8. Cloud Computing: Web-Based Applications that change the way you work and collaborate By Michael miller.

## 17CSEPCD20: INFORMATION HIDING TECHNIQUES

**Note:** Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT- I: Introduction**

Introduction to Information Hiding: Types of Information Hiding, Applications, Importance & Significances. Differences between cryptography and steganography, Wisdom from Cryptography, types of steganography their application and significances. Past present and future of steganography

### **UNIT- II: Principles of Steganography**

Framework for Secret Communication, Security of Steganography System, Information Hiding in Noisy Data, Adaptive versus non-Adaptive Algorithms, Active and Malicious Attackers, Information hiding in Written Text, Steganographic system, Study of Different methods of insertion and retrieval of message using image steganography, Study of histogram analysis using MATLAB of original image and stego image

### **UNIT- III: Watermarking and Copyright Protection**

Basics of watermarking, Watermarking process, Watermarking applications, Requirements and Algorithmic Design Issues, Evaluation and Benchmarking of Watermarking, Bit plane of an Image, study of noises in stego images and their comparisons, Robustness of watermarking schemes on different attacks like blurring, cropping, compression of the image. PSNR calculation of the images.

### **UNIT IV: Biometrics & Frame proof codes**

Use of image steganography in biometric sciences, Study of security enhancement of biometric template using steganographic  
Frame proof codes:-Definition, Introduction of frame proof codes, Methods to obtain 2-frame proof codes using mutually orthogonal latin squares. Use of frame proof codes in ownership and software piracy.



## 17CSEPCD21: DATA MODELING AND DESIGN

Note: Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Conceptual Modeling**

Conceptualization and 100% principles, ER, SHM, SHM+  
Conversion of conceptual schemas to relational models  
High and Low CASE tools

### **UNIT-II: Object oriented modeling**

Functional modeling, dynamic modeling, and object modeling, Representation of these in UML  
Principles of class design: Open closed principle, Liskov's substitution principle, dependency inversion principle  
Principles of package design: package cohesion principle, common-reuse principle, common-closure principle, package coupling, stable dependencies principle.

### **UNIT-III: Multidimensional modeling**

Facts, dimension, aggregate, star schema, snowflake schema, constellation.  
Conversion of ER to star schema, Star schema to relational schema, using multi-dimensional data structures

### **UNIT-IV: Structured systems analysis**

Statement of purpose, context diagram, developing process hierarchy. Use cases  
XML, XML schema, XML query

## **17CSEPCD22: STRUCTURED SYSTEMS ANALYSIS, DESIGN AND TESTING**

Note: Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>	<b>Marks of Internal:</b>	<b>20</b>
<b>3</b>	<b>-</b>	<b>-</b>	<b>Examination:</b>	<b>80</b>
<b>Duration of Exam:</b>	<b>3 Hrs</b>		<b>Total Marks:</b>	<b>100</b>

### **UNIT-I: Structured systems design & Principles**

Structuring definition, application to real world phenomena,  
Data Flow Diagrams, principles of module design, cohesion, coupling

### **UNIT-II: Structured programming languages**

Data structuring: need, definition, evolution of data structuring in Fortran, COBOL, Pascal, C Control structuring: need, definition, control structuring in Fortran, COBOL, Pascal, C program structuring: need, side effects, calling conventions and their applications in program structuring.

### **UNIT-III: Testing Structured Systems**

Testing life cycle, Notion of a test case,  
White box testing: statement testing, branch testing, condition testing, basis path, cyclomatic complexity, loop testing, testing recursive programs  
Integration testing: top down and bottom up testing, stubs and drivers  
Black box testing: domain testing, equivalence class testing, boundary value testing and its different forms, Cause-effect graphs.

### **UNIT-IV: Structured systems analysis**

Statement of purpose, context diagram, developing process hierarchy. Use cases.

## 17CSEPCD23: INFORMATION THEORY AND CODING

Note: Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

**L**    **T**    **P/D**  
**3**    -    -

**Duration of Exam:**    3 Hrs

**Marks of Internal:**        20

**Examination:**                80

**Total Marks:**                100

### **Unit 1:            Information Theory**

Marginal, joint and conditional entropy, information rate, mutual information, channel capacity of various channels, cascaded channels, repetition of signals

### **Unit 1:            Shannon's theorem**

Shannon Hartley theorem, bandwidth- S/N ratio tradeoff, continuous channel, negative entropy

### **Unit 1:            Coding**

Irreducibility, separability, coding efficiency, source encoding, Shannon Fano code, Huffman code, and data compression

### **Unit 1:            Channel Encoding**

Minimum distance, error detection and correction, FEC and ARQ, block code, convolution codes, and cyclic codes, signal error correction, multiple error correction, burst error correction, Cryptography, Encryption and decryption

### **References:**

1. Information Theory; F.M Reza; McGraw Hills
2. Digital and Analog Communication Systems; K Sam Shanmugam; John Wiley
3. Communication Systems: Analog and digital; Singh and Sapre; TMH 1995
4. Digital Communication; B. Sklar; Pearson Education Asia

## 17CSEPCD24: FAULT TOLERANT SYSTEM

Note: Total 9 questions are to be set by the examiner/teacher covering the entire syllabus uniformly. A candidate is required to attempt any five questions at least one question from each unit. Question no. 1 is Compulsory. All questions shall carry equal marks.

<b>L</b>	<b>T</b>	<b>P/D</b>
<b>3</b>	<b>-</b>	<b>-</b>

**Marks of Internal: 20**

**Examination: 80**

**Duration of Exam: 3 Hrs**

**Total Marks: 100**

### **Unit 1: Introduction**

Top challenges facing the practice of fault-tolerances. Definitions, Dependability, Maintainability, Fault-Error-Failure. Redundancy, Error Detection, Damage Confinement, Error Recovery, Fault Treatment, Passive HW Redundancy, Voting. Fault Prevention -Fault tolerance – anticipated and unanticipated Faults- Test generation for digital systems- Combinational logic.

### **Unit II: Error models**

General coding scheme – Parity checking code- arithmetic code – code for computer memories –checking errors in logical operation – communication coding. Error detection techniques: Watchdog processors, Heartbeats, consistency and capability checking, Data audits, Assertions, Control-flow checking, Error control coding. Application: DHCP Fault tolerance: Coding technique-fault tolerant self checking and fail safe circuits-fault tolerance in combinatorial and sequential circuits- synchronous and asynchronous fail safe circuits. Software fault tolerance: Process pairs, Robust data structures, N version programming, Recovery blocks, Replica consistency & reintegration, Multithreaded programs Application: VAX

### **Unit III: Experimental Evaluation**

Network fault tolerance: Reliable communication protocols, Agreement protocols, Database commit protocols -Application: Distributed SQL server

Check pointing & Recovery - Application: Micro check pointing, IRIX Checkpoints  
Experimental Evaluation: Modeling and simulation based, Fault injection based -  
Application: NFTAPE fault injector

Modeling for performance, dependability and performability: dependability-specific methods (fault trees, reliability block diagrams), queues, stochastic Petri nets and stochastic activity networks - Application: UltraSAN

### **Unit IV: Practical Systems for Fault Tolerance**

Application: Ad-hoc wireless network- Application: NASA Remote Exploration & Experimentation System, Architecture: Fault tolerant computers - general purpose commercial systems-fault tolerant multiprocessor and VLSI based communication architecture. Fault tolerant software: Design-N-version programming recovery block - acceptance tests-fault trees- validation of fault tolerant systems.

### **REFERENCES**

K.K.Pradhan, "Fault Tolerant computing theory and techniques" volume III. P Hall, 1989.

Anderson and Lee, "Fault Tolerant principles and practice", PHI 1989.

Parag K. Lala, "Fault Tolerant and Fault Testable, Hardware design" PHI 1985.

LALA, " Digital systems design using PLD's ", PHI 1990.

N. N. Biswas, "Logic Design theory", PHI 1990.

Shem , toy Levei , Ashok K.Agarwala , "Fault Tolerant System design", Tata MG Hill, 1994

V. Nelson, "Fault-Tolerant Computing: Fundamental Concepts".