Course code	Course Name	L-T-P Credits	Year of Introduction
CS401	**COMPUTER GRAPHICS**	**4-0-0-4**	**2016**

Course Objectives :

- To introduce concepts of graphics input and display devices.
- To discuss line and circle drawing algorithms.
- To introduce 2D and 3D transformations and projections.
- To introduce fundamentals of image processing.

Syllabus:

Basic Concepts in Computer Graphics. Input devices. Display devices. Line and circle drawing Algorithms. Solid area scan-conversion. Polygon filling. Two dimensional transformations. Windowing, clipping. 3D Graphics, 3D transformations. Projections – Parallel, Perspective. Hidden Line Elimination Algorithms. Image processing – digital image representation – edge detection – Robert, Sobel, Canny edge detectors. Scene segmentation and labeling – region-labeling algorithm – perimeter measurement.

Expected Outcome:

The Students will be able to :

i. compare various graphics devices
ii. analyze and implement algorithms for line drawing, circle drawing and polygon filling
iii. apply geometrical transformation on 2D and 3D objects
iv. analyze and implement algorithms for clipping
v. apply various projection techniques on 3D objects
vi. summarize visible surface detection methods
vii. interpret various concepts and basic operations of image processing

Text Books:

1. Donald Hearn and M. Pauline Baker, Computer Graphics, PHI, 2e, 1996
2. E. Gose, R. Johnsonbaugh and S. Jost., Pattern Recognition and Image Analysis, PHI PTR, 1996 (Module VI – Image Processing part)
3. William M. Newman and Robert F. Sproull , Principles of Interactive Computer Graphics. McGraw Hill, 2e, 1979
4. Zhigang Xiang and Roy Plastock, Computer Graphics (Schaum's outline Series), McGraw Hill, 1986.

References:

1. David F. Rogers , Procedural Elements for Computer Graphics, Tata McGraw Hill, 2001.
2. M. Sonka, V. Hlavac, and R. Boyle, Image Processing, Analysis, and Machine Vision, Thomson India Edition, 2007.
3. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing. Pearson, 2017

Course Plan			
Module	**Contents**	**Hours**	**End Sem. Exam Marks**
I	Basic concepts in Computer Graphics – Types of Graphic Devices – Interactive Graphic inputs – Raster Scan and Random Scan Displays.	7	15%
II	Line Drawing Algorithm- DDA, Bresenham's algorithm – Circle Generation Algorithms –Mid point circle algorithm, Bresenham's algorithm- Scan Conversion-frame buffers – solid area scan conversion – polygon filling algorithms	8	15%
FIRST INTERNAL EXAM			
III	Two dimensional transformations. Homogeneous coordinate systems – matrix formulation and concatenation of transformations. Windowing concepts –Window to Viewport Transformation- Two dimensional clipping-Line clipping – Cohen Sutherland, Midpoint Subdivision algorithm	8	15%
IV	Polygon clipping-Sutherland Hodgeman algorithm, Weiler-Atherton algorithm, Three dimensional object representation-Polygon surfaces, Quadric surfaces – Basic 3D transformations	8	15%
SECOND INTERNAL EXAM			
V	Projections – Parallel and perspective projections – vanishing points. Visible surface detection methods– Back face removal- Z-Buffer algorithm, A-buffer algorithm, Depth-sorting method, Scan line algorithm.	9	20%
VI	Image processing – Introduction - Fundamental steps in image processing – digital image representations – relationship between pixels – gray level histogram –spatial convolution and correlation – edge detection – Robert, Prewitt, Sobel.	8	20%
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
    a. **Total marks : 40**
    b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
    All the TEN questions have to be answered.
3. **Part B**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
5. **Part D**
    a. **Total marks : 24**
    b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST* 50%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS403	**PROGRAMMING PARADIGMS**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce the basic constructs that underlie all programming languages
- To introduce the basics of programming language design and implementation
- To introduce the organizational framework for learning new programming languages.

Syllabus:

Names, Scopes, and Bindings - Binding Time, Scope Rules, Storage Management, Overloading, Polymorphism; Control Flow - Expression Evaluation, Structured and Unstructured Flow, Non-determinacy; Data Types - Type Systems, Type Checking, Equality Testing and Assignment; Subroutines and Control Abstraction - Static and Dynamic Links, Calling Sequences, Parameter Passing, Exception Handling, Co-routines; Functional and Logic Languages; Data Abstraction and Object Orientation -Encapsulation, Inheritance, Dynamic Method Binding; Innovative features of Scripting Languages; Concurrency - Threads, Synchronization, Language-Level Mechanisms; Run-time program Management.

Expected Outcome:

The Students will be able to :

i. compare scope and binding of names in different programming languages
ii. analyze control flow structures in different programming languages
iii. appraise data types in different programming languages
iv. analyze different control abstraction mechanisms
v. appraise constructs in functional, logic and scripting languages
vi. analyze object oriented constructs in different programming languages
vii. compare different concurrency constructs
viii. interpret the concepts of run- time program management

Text book:

1. Scott M L, Programming Language Pragmatics, 3rd Edn., Morgan Kaufmann Publishers, 2009.

References:

1. David A Watt, Programming Language Design Concepts, Wiley Dreamtech, 2004
2. Ghezzi C and M. Jazayeri, Programming Language Concepts, 3rd Edn, Wiley.1997
3. Kenneth C Louden, Programming Languages: Principles and Practice, 3rd Edn., Cengage Learning, 2011.
4. Pratt T W, M V Zelkowitz, and T. V. Gopal, Programming Languages: Design and Implementation, 4th Edn., Pearson Education, 2001
5. R W Sebesta, Concepts of Programming Languages, 11th Edn., Pearson Education, 2015
6. Ravi Sethi, Programming Languages: Concepts & Constructs, 2nd Edn., Pearson Education, 2006
7. Tucker A B and R E Noonan, Programming Languages: Principles and Paradigms, 2nd Edn,McGraw Hill, 2006.

Course Plan			
Module	**Contents**	**Hours**	**End Sem. Exam Marks**
I	Names, Scopes and Bindings:- Names and Scopes, Binding Time, Scope Rules, Storage Management, Binding of Referencing Environments. Control Flow: - Expression Evaluation, Structured and Unstructured Flow, Sequencing, Selection, Iteration, Recursion, Non-determinacy.	7	15 %
II	Data Types:-Type Systems, Type Checking, Records and Variants, Arrays, Strings, Sets, Pointers and Recursive Types, Lists, Files and Input/Output, Equality Testing and Assignment.	7	15 %
FIRST INTERNAL EXAM			
III	Subroutines and Control Abstraction: - Static and Dynamic Links, Calling Sequences, Parameter Passing, Generic Subroutines and Modules, Exception Handling, Co-routines.	7	15 %
IV	Functional and Logic Languages:- Lambda Calculus, Overview of Scheme, Strictness and Lazy Evaluation, Streams and Monads, Higher-Order Functions, Logic Programming in Prolog, Limitations of Logic Programming.	7	15 %
SECOND INTERNAL EXAM			
V	Data Abstraction and Object Orientation:-Encapsulation, Inheritance, Constructors and Destructors, Aliasing, Overloading, Polymorphism, Dynamic Method Binding, Multiple Inheritance. Innovative features of Scripting Languages:-Scoping rules, String and Pattern Manipulation, Data Types, Object Orientation.	7	20 %
VI	Concurrency:- Threads, Synchronization. Run-time program Management:- Virtual Machines, Late Binding of Machine Code, Reflection, Symbolic Debugging, Performance Analysis.	7	20 %
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
   All the TEN questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
5. **Part D**
   a. **Total marks : 24**
   b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST* 50%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P -Credits	Year of Introduction
CS405	**COMPUTER SYSTEM ARCHITECTURE**	**3-0-0-3**	**2016**

Course Objectives:

- To impart a basic understanding of the parallel architecture and its operations
- To introduce the key features of high performance computers

Syllabus:

Basic concepts of parallel computer models, SIMD computers, Multiprocessors and multi-computers, Cache Coherence Protocols, Multicomputers, Pipelining computers and Multithreading.

Expected outcome :

The Students will be able to :

i. summarize different parallel computer models
ii. analyze the advanced processor technologies
iii. interpret memory hierarchy
iv. compare different multiprocessor system interconnecting mechanisms
v. interpret the mechanisms for enforcing cache coherence
vi. analyze different message passing mechanisms
vii. analyze different pipe lining techniques
viii. appraise concepts of multithreaded and data flow architectures

Text Book:

- K. Hwang and Naresh Jotwani, Advanced Computer Architecture, Parallelism, Scalability, Programmability, TMH, 2010.

References:

1. H P Hayes, Computer Architecture and Organization, McGraw Hill, 1978.
2. K. Hwang & Briggs , Computer Architecture and Parallel Processing, McGraw Hill International, 1986
3. M J Flynn, Computer Architecture: Pipelined and Parallel Processor Design, Narosa Publishing House, 2012.
4. M Sasikumar, D Shikkare and P Raviprakash, Introduction to Parallel Processing, PHI, 2014.
5. P M Kogge, The Architecture of Pipelined Computer, McGraw Hill, 1981.
6. P V S Rao , Computer System Architecture, PHI, 2009.
7. Patterson D. A. and Hennessy J. L., Morgan Kaufmann , Computer Organization and Design: The Hardware/Software Interface, Morgan Kaufmann Pub, 4/e, 2010.

Course Plan			
Module	**Contents**	**Hours**	**End Sem. Exam Marks**
I	Parallel computer models – Evolution of Computer Architecture, System Attributes to performance, Amdahl's law for a fixed workload. Multiprocessors and Multicomputers, Multivector and SIMD computers, Architectural development tracks, Conditions of parallelism.	6	15%
II	Processors and memory hierarchy – Advanced processor technology- Design Space of processors, Instruction Set Architectures, CISC Scalar Processors, RISC Scalar Processors, Superscalar and vector processors, Memory hierarchy technology.	8	15%
FIRST INTERNAL EXAM			
III	Multiprocessors system interconnects - Hierarchical bus systems, Cross bar switch and multiport memory, Multistage and combining networks. Cache Coherence and Synchronization Mechanisms, Cache Coherence Problem, Snoopy Bus Protocol, Directory Based Protocol, Hardware Synchronization Problem	7	15%
IV	Message Passing Mechanisms-Message Routing schemes, Flow control Strategies, Multicast Routing Algorithms. Pipelining and Superscalar techniques – Linear Pipeline processors and Nonlinear pipeline processors	8	15%
SECOND INTERNAL EXAM			
V	Instruction pipeline design, Arithmetic pipeline deign - Super Scalar Pipeline Design	8	20%
VI	Multithreaded and data flow architectures - Latency hiding techniques, Principles of multithreading - Multithreading Issues and Solutions, Multiple context Processors, Fine-grain Multicomputer- Fine-grain Parallelism. Dataflow and hybrid architecture	8	20%
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. *TEN* questions, each have **4 marks**, covering **all the SIX modules** (*THREE* questions from **modules I & II**; *THREE* questions from **modules III & IV**; *FOUR* questions from **modules V & VI**).
   All the TEN questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. *THREE* questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have ***maximum*** *THREE* subparts.
4. **Part C**
   a. **Total marks : 18**
   b. *THREE* questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have ***maximum*** *THREE* subparts.
5. **Part D**
   a. **Total marks : 24**
   b. *THREE* questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have ***maximum*** *THREE* subparts.
6. There will be ***AT LEAST*** **60%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P – Credits	Year of Introduction
CS407	DISTRIBUTED COMPUTING	3-0-0-3	2016

Course Objectives:

- To introduce fundamental principles of distributed systems, technical challenges and key design issues.
- To impart knowledge of the distributed computing models, algorithms and the design of distributed system.

Syllabus:

Introduction to distributed computing, Design issues, Distributed Computing Models, System models, Inter-process communication, Distributed file system, Name Service , Distributed mutual exclusion , Distributed system design.

Expected Outcome

The Students will be able to :

i. distinguish distributed computing paradigm from other computing paradigms
ii. identify the core concepts of distributed systems
iii. illustrate the mechanisms of inter process communication in distributed system
iv. apply appropriate distributed system principles in ensuring transparency, consistency and fault-tolerance in distributed file system
v. compare the concurrency control mechanisms in distributed transactional environment
vi. outline the need for mutual exclusion and election algorithms in distributed systems

Text Books:

1. George Coulouris, Jean Dollimore and Tim Kindberg , Distributed Systems: Concepts and Design, Fifth Edition , Pearson Education, 2011
2. Pradeep K Sinha, Distributed Operating Systems : Concepts and Design, Prentice Hall of India

References:

1. A S Tanenbaum and M V Steen , Distributed Systems: Principles and paradigms, Pearson Education, 2007
2. M Solomon and J Krammer, Distributed Systems and Computer Networks, PHI

Course Plan

Module	Contents	Hours	End Sem. Exam Marks
I	Evolution of Distributed Computing -Issues in designing a distributed system- Challenges- Minicomputer model – Workstation model - Workstation-Server model– Processor - pool model - Trends in distributed systems	7	15%
II	System models: Physical models - Architectural models - Fundamental models	6	15%

FIRST INTERNAL EXAM			
III	Interprocess communication: characteristics – group communication - Multicast Communication –Remote Procedure call - Network virtualization. Case study : Skype	7	15%
IV	Distributed file system: File service architecture - Network file system- Andrew file system- Name Service	7	15%
SECOND INTERNAL EXAM			
V	Transactional concurrency control:- Transactions, Nested transactions-Locks-Optimistic concurrency control	7	20%
VI	Distributed mutual exclusion – central server algorithm – ring based algorithm- Maekawa's voting algorithm – Election: Ring -based election algorithm – Bully algorithm	7	20%
END SEMESTER EXAM			

Question Paper Pattern

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. *TEN* questions, each have **4 marks**, covering **all the SIX modules** (*THREE* questions from **modules I & II**; *THREE* questions from **modules III & IV**; *FOUR* questions from **modules V & VI**).
   All the TEN questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. *THREE* questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have *maximum THREE* subparts.
4. **Part C**
   a. **Total marks : 18**
   b. *THREE* questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have *maximum THREE* subparts.
5. **Part D**
   a. **Total marks : 24**
   b. *THREE* questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. *Any TWO* questions have to be answered.
   d. Each question can have *maximum THREE* subparts.
6. There will be ***AT LEAST* 50%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS409	**CRYPTOGRAPHY AND NETWORK SECURITY**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce fundamental concepts of symmetric and asymmetric cipher models.
- To introduce fundamental concepts of authentication.
- To introduce network security and web security protocols.

Syllabus:

Symmetric Cipher Models - Differential and linear Cryptanalysis- Block Cipher Design principles- Primitive operations- Key expansions- Inverse Cipher- Principles of Public key Cryptography Systems - Authentication functions- Message authentication codes- Hash functions- Digital signatures- Authentication protocols- Network security - Web Security - secure Socket Layer and Transport layer Security- Secure electronic transaction –Firewalls.

Expected Outcome:

The Students will be able to :

i. summarize different classical encryption techniques
ii. identify mathematical concepts for different cryptographic algorithms
iii. demonstrate cryptographic algorithms for encryption/key exchange
iv. summarize different authentication and digital signature schemes
v. identify security issues in network, transport and application layers and outline appropriate security protocols

Text Books:

1. Behrouz A. Forouzan, Cryptography and Network Security, Tata McGraw-Hill. 2010
2. William Stallings, Cryptography and Network Security, Pearson Education, 2014

References:

1. B. Schneier , Applied Cryptography, Protocols, Algorithms, and Source Code in C, 2 nd Edn, Wiley, 1995.
2. Charlie Kaufman, Radia Perlman, Mike Speciner, Network Security, PHI, 2002

Course Plan

Module	Contents	Hours	End Sem. Exam Marks
I	Symmetric Cipher Models- Substitution techniques- Transposition techniques- Rotor machines-Steganography. Simplified DES- Block Cipher principles- The Data Encryption Standard, Strength of DES- Differential and linear Cryptanalysis. Block Cipher Design principles- Block Cipher modes of operations.	7	15 %
II	IDEA: Primitive operations- Key expansions- One round, Odd round, Even Round- Inverse keys for decryption. AES: Basic Structure- Primitive operation- Inverse Cipher- Key Expansion, Rounds, Inverse Rounds. Stream Cipher –RC4.	7	15 %
FIRST INTERNAL EXAM			

III	Public key Cryptography: - Principles of Public key Cryptography Systems, Number theory- Fundamental Theorem of arithmetic, Fermat's Theorem, Euler's Theorem, Euler's Totient Function, Extended Euclid's Algorithm, Modular arithmetic. RSA algorithm-Key Management - Diffie-Hellman Key Exchange, Elliptic curve cryptography	7	15 %
IV	Authentication requirements- Authentication functions- Message authentication codes- Hash functions- SHA -1, MD5, Security of Hash functions and MACs- Authentication protocols-Digital signatures-Digital signature standards.	7	15 %
SECOND INTERNAL EXAM			
V	Network security: Electronic Mail Security: Pretty good privacy-S/MIME. IP Security: Architecture- authentication Header-Encapsulating Security payload- Combining Security associations-Key management.	7	20 %
VI	Web Security: Web Security considerations- secure Socket Layer and Transport layer Security- Secure electronic transaction. Firewalls-Packet filters- Application Level Gateway- Encrypted tunnels.	7	20 %
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**). ***All*** questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
5. **Part D**
   a. **Total marks : 24**
   b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST 60%*** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS461	**COMPUTATIONAL GEOMETRY**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce techniques for designing efficient algorithms for geometric problems.
- To discuss data structures used for geometric problems
- To introduce combinatorial complexity of geometric problems.
- To study rigorous algorithmic analysis of geometric problems.

Syllabus:

Geometric preliminaries, Plane sweep technique, Line segment intersection, Point location, Searching, Triangulation, Art Gallery theorem, Linear programming, Arrangements of lines, Convex Hulls and Verona Diagrams.

Expected Outcome:

The Students will be able to :

i. Develop efficient algorithms by exploiting geometric properties, and using appropriate data structures and geometric techniques.
ii. Apply techniques and algorithms for solving problems in diversified fields like database searching, data mining, graphics and image processing, pattern recognition, computer vision, motion planning and robotics.
iii. Perform complexity analysis of algorithms
iv. Identify properties of geometric objects, express them as lemmas or theorems, and prove their correctness
v. Implement geometric algorithms.

Text Books:

1. Franco P. Preparata and Michael Ian Shamos, *Computational Geometry an Introduction.* Texts and Monographs in Computer Science, Springer Verlag.
2. Joseph O'Rourke, *Computational Geometry in C*. Cambridge University Press 2nd Edn.
3. Mark. de Berg, Marc. van Kreveld, Mark. Overmars and Otfried Cheong, *Computational Geometry- Algorithms and Applications.* Springer- Verlag 3rd Edn.

References:

1. Herbert Edelsbrunner, *Algorithms in Combinatorial Geometry,* EATCS Monographs on Theoretical Computer Science, Springer Verlag.
2. Joseph O' Rourke, *Art Gallery Theorems.* Oxford Press publications.

Course Plan

Module	Contents	Hours	End Sem. Exam Marks
I	Geometric Preliminaries, DCEL (Doubly Connected Edge List) data structure, Polygon, Planar Straight Line Graph (PSLG) Area of a triangle, area of a polygon, Determinant used to test position of a point with respect to a directed line. Convex polygons, properties and point location in convex polygon (inside-outside test) Plane sweep algorithm, Algorithm for Line segment intersection problem using plane sweep technique.	6	15%

II	Point location in PSLG – Slab method, Chain method and complexity analysis. Range Searching – 1D Range search, Kd Trees.	6	15%
FIRST INTERNAL EXAM			
III	Polygon Triangulation: Regularization of polygons, properties of triangulations –Proofs, triangulation of monotone polygon – algorithm and complexity analysis. Linear Programming – Half plane intersection, Incremental algorithm and Randomized algorithm	8	15%
IV	Art Gallery Theorem, Guarding Art Gallery, Fisk's proof using three colouring. Arrangements of Lines – Duality, Combinatorics of arrangements, Zone Theorem, Algorithm for Constructing arrangements of lines.	6	15%
SECOND INTERNAL EXAM			
V	Convex Hulls- Convex Hull Algorithms in the Plane -Graham's Scan Algorithm, Jarvi's March, Divide and Conquer Algorithm.	6	20%
VI	Voronoi Diagrams- Properties and applications in the plane. Proofs of properties related to vertices and edges of voronoi diagrams Algorithm for constructing voronoi diagram. Delaunay Triangulation.	8	20%
END SEMESTER EXAM			

Question Paper Pattern End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
   All the TEN questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.

5. **Part D**
    a. **Total marks : 24**
    b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST* 60%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P-Credit	Year of Introduction
CS463	**DIGITAL IMAGE PROCESSING**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce and discuss the fundamental concepts and applications of Digital Image Processing.
- To discuss various basic operations in Digital Image Processing.
- To know various transform domains

Syllabus:

Introduction on digital image processing fundamentals; Image Transforms; Spatial and frequency domain filtering; Image segmentation; Morphological Image processing; Representation and Description.

Expected Outcome

The Students will be able to :

i. compare different methods for image acquisition, storage and representation in digital devices and computers
ii. appreciate role of image transforms in representing, highlighting, and modifying image features
iii. interpret the mathematical principles in digital image enhancement and apply them in spatial domain and frequency domain
iv. apply various methods for segmenting image and identifying image components
v. summarise different reshaping operations on the image and their practical applications
vi. identify image representation techniques that enable encoding and decoding images

Text Books:

1. A K. Jain, Fundamentals of digital image processing, Prentice Hall of India, 1989.
2. Rafael C. Gonzalez, Richard E. Woods, Digital Image Processing (English) 3rd Edition, Pearson India, 2013.

References:

1. Al Bovik, The Essential Guide to Image Processing, Academic Press, 2009.
2. Milan Sonka, Vaclav Hlavac and Roger Boyle, Image Processing, Analysis, and Machine Vision, Thomson Learning, 2008.
3. S Jayaraman, S Esakkirajan and T Veerakumar, Digital Image Procesing, McGraw Hill Education , 2009.

COURSE PLAN

Module	Contents	Hours	End Sem. Exam Marks
I	Introduction to Image processing: Fundamental steps in image processing; Components of image processing system; Pixels; coordinate conventions; Imaging Geometry; Spatial Domain; Frequency Domain; sampling and quantization; Basic relationship between pixels; Applications of Image Processing.	6	15%

II	Image transforms and its properties – Unitary transform; Discrete Fourier Transform; Discrete Cosine Transform; Walsh Transform; Hadamard Transform;	7	15%
FIRST INTERNAL EXAM			
III	Image Enhancement in spatial domain Basic Gray Level Transformation functions – Image Negatives; Log Transformations; Power-Law Transformations. Piecewise-Linear Transformation Functions: Contrast Stretching; Gray Level Slicing; Bit Plane Slicing; Histogram Processing–Equalization; Specification. Basics of Spatial Filtering – Smoothing: Smoothing Linear Filters; Ordered Statistic Filters; Sharpening: Laplacian; Unsharp Masking and High Boost Filtering.	8	15%
IV	Image Enhancement in Frequency Domain Basics of Filtering in Frequency Domain, Filters - Smoothing Frequency Domain Filters : Ideal Low Pass Filter; Gaussian Low Pass Filter; Butterworth Low Pass Filter; Sharpening Frequency Domain Filters: Ideal High Pass Filter; Gaussian High Pass Filter; Butterworth High Pass Filter; Homomorphic Filtering.	6	15%
SECOND INTERNAL EXAM			
V	Image Segmentation: Pixel-Based Approach- Multi-Level Thresholding, Local Thresholding, Threshold Detection Method; Region-Based Approach- Region Growing Based Segmentation, Region Splitting, Region Merging, Split and Merge, Edge Detection - Edge Operators; Line Detection, Corner Detection.	8	20%
VI	Morphological Operations Basics of Set Theory; Dilation and Erosion - Dilation, Erosion; Structuring Element; Opening and Closing; Hit or Miss Transformation. Representation and Description Representation - Boundary, Chain codes, Polygonal approximation approaches, Boundary segments.	7	20%
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
   a. **Total marks : 40**
   b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
      All the TEN questions have to be answered.
3. **Part B**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
   a. **Total marks : 18**
   b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
5. **Part D**
   a. **Total marks : 24**
   b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST 60%*** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS465	**BIOINFORMATICS**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce concepts and data representations in bioinformatics
- To introduce fundamentals of Sequence alignment and Gene Recognition
- To discuss predictive methods using DNA and Protein Sequences

Syllabus:

Introduction to bioinformatics and molecular biology: Databases tools and their uses, Data searches and Pairwise Alignments, Multiple Sequence Alignments, Molecular Phylogenetic, Genomics and Gene Recognition, Protein and RNA structure Prediction

Expected Outcome:

The Students will be able to :

i. interpret the concepts of bioinformatics
ii. identify different types of biological sequence
iii. analyse multiple sequences and find conserved regions
iv. predict RNA and Protein secondary structures
v. analyse genomic sequences and identify encoded gene regions

References:

1. S C Rastogi, N Mendiratta and P Rastogi, " Bioinformatics: Methods and Applications" , ISBN : 978-81-203-4785-4, published by PHI Learning Private Limited, New Delhi, 2015.
2. D E Krane and M L Raymer, Fundamental Concepts of Bioinformatics, ISBN 978-81-7758-757-9, Pearson Education, 2006.
3. Andreas D.Baxevanis, B F Francis Ouellette, "Bioinformatics - A Practical Guide to the Analysis of Genes and Proteins", Third Edition, 2005-2006, ISBN: 978-81-265-2192-0, published by John Wiley & Sons INC. , U.K.
4. Neil C Jones and Pavel A Pevzner, An Introduction to Bioinformatics Algorithms, MIT press, 2004.

Course Plan

Module	Contents	Hours	End Sem. Exam Marks
I	Bioinformatics and Computational Biology, Nature & Scope of Bioinformatics. The central dogma of molecular biology and bio-sequences associated with it, RNA classification –coding and non coding RNA- mRNA, tRNA, miRNA and sRNA, RNAi. DNA and RNA structure – Nucleic Acid structure and function, Genetic Code, Genes and Evolution	6	15%
II	Importance of databases - Biological databases-primary sequence databases, Composite sequence databases- Secondary databases- nucleic acid sequence databases - Protein sequence data bases - structure databases, Types of databases, Data retrieval tools - Entrez	8	15%

FIRST INTERNAL EXAM			
III	Sequence alignment – local/global, pairwise sequence alignment, scoring methods. Needleman and Wunsch algorithm, global and local alignments. Multiple sequence alignment. Scoring matrices: basic concept of a scoring matrix, Matrices for nucleic acid and proteins sequences, PAM and BLOSUM series, principles based on which these matrices are derived. Differences between distance & similarity matrix.	8	20%
IV	Introduction, Advantages, Phylogenetic Trees, Tree topologies, Methods for phylogenetic analysis- Distance Matrix methods, Character based methods. HMM (Hidden Markov Model): Introduction to HMM, Forward algorithm, Viterbi algorithm, applications in Bioinformatics	6	15%
SECOND INTERNAL EXAM			
V	General introduction to Gene expression in prokaryotes and eukaryotes- Prokaryotic Genomes – Gene structure, GC content, Gene Density, Eukaryotic Genomes- Gene structure, GC content, Gene Density, Gene Expression, Transposition, Gene prediction approaches.	8	20%
VI	Protein and RNA structure Prediction: Predicting RNA secondary structure - Nussinov Algorithm, Energy minimisation methods - Zuker Algorithm. Amino Acids, Polypeptide Composition, Protein Structures, Algorithm for protein folding, Structure prediction	6	15%
END SEMESTER EXAM			

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
    a. **Total marks : 40**
    b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
    All the TEN questions have to be answered.
3. **Part B**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
    a. **Total marks : 18**

b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
c. ***Any TWO*** questions have to be answered.
d. Each question can have ***maximum THREE*** subparts.

5. **Part D**
   a. **Total marks : 24**
   b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST* 60%** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS467	MACHINE LEARNING	3-0-0-3	2016

Course Objectives:

- To introduce the prominent methods for machine learning
- To study the basics of supervised and unsupervised learning
- To study the basics of connectionist and other architectures

Syllabus:

Introduction to Machine Learning, Learning in Artificial Neural Networks, Decision trees, HMM, SVM, and other Supervised and Unsupervised learning methods.

Expected Outcome:

The Students will be able to :

i. differentiate various learning approaches, and to interpret the concepts of supervised learning
ii. compare the different dimensionality reduction techniques
iii. apply theoretical foundations of decision trees to identify best split and Bayesian classifier to label data points
iv. illustrate the working of classifier models like SVM, Neural Networks and identify classifier model for typical machine learning applications
v. identify the state sequence and evaluate a sequence emission probability from a given HMM
vi. illustrate and apply clustering algorithms and identify its applicability in real life problems

References:

1. Christopher M. Bishop, *Pattern Recognition and Machine Learning*, Springer, 2006.
2. Ethem Alpaydın, *Introduction to Machine Learning* (Adaptive Computation and Machine Learning), MIT Press, 2004.
3. Margaret H. Dunham. Data Mining: introductory and Advanced Topics, Pearson, 2006
4. Mitchell. T, *Machine Learning,* McGraw Hill.
5. Ryszard S. Michalski, Jaime G. Carbonell, and Tom M. Mitchell, *Machine Learning : An Artificial Intelligence Approach*, Tioga Publishing Company.

Course Plan

Module	Contents	Hours	End Sem. Exam Marks %
I	Introduction to Machine Learning, Examples of Machine Learning applications - Learning associations, Classification, Regression, Unsupervised Learning, Reinforcement Learning. Supervised learning- Input representation, Hypothesis class, Version space, Vapnik-Chervonenkis (VC) Dimension	6	15

II	Probably Approximately Learning (PAC), Noise, Learning Multiple classes, Model Selection and Generalization, Dimensionality reduction- Subset selection, Principle Component Analysis	8	15
FIRST INTERNAL EXAM			
III	Classification- Cross validation and re-sampling methods- K-fold cross validation, Boot strapping, Measuring classifier performance- Precision, recall, ROC curves. Bayes Theorem, Bayesian classifier, Maximum Likelihood estimation, Density functions, Regression	8	20
IV	Decision Trees- Entropy, Information Gain, Tree construction, ID3, Issues in Decision Tree learning- Avoiding Over-fitting, Reduced Error Pruning, The problem of Missing Attributes, Gain Ratio, Classification by Regression (CART), Neural Networks- The Perceptron, Activation Functions, Training Feed Forward Network by Back Propagation.	6	15
SECOND INTERNAL EXAM			
V	Kernel Machines- Support Vector Machine- Optimal Separating hyper plane, Soft-margin hyperplane, Kernel trick, Kernel functions. Discrete Markov Processes, Hidden Markov models, Three basic problems of HMMs- Evaluation problem, finding state sequence, Learning model parameters. Combining multiple learners, Ways to achieve diversity, Model combination schemes, Voting, Bagging, Booting	8	20
VI	Unsupervised Learning - Clustering Methods - K-means, Expectation-Maximization Algorithm, Hierarchical Clustering Methods , Density based clustering	6	15
END SEMESTER EXAM			

Question Paper Pattern

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
    a. **Total marks : 40**
    b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
    All the TEN questions have to be answered.
3. **Part B**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.

4. **Part C**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
5. **Part D**
    a. **Total marks : 24**
    b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST 60%*** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P Credits	Year of Introduction
CS469	**COMPUTATIONAL COMPLEXITY**	**3-0-0-3**	**2016**

Course Objectives:

- To introduce the fundamentals of computational complexity theory.
- To discuss basic concepts such as computational models, computational complexity measures (e.g., time and space complexity measures), complexity classes, reducibility and completeness notions.
- To familiarize the concepts of randomized and approximation algorithms and discuss the related complexity classes.

Syllabus:

Turing machines, decision problems, time and space complexity, polynomial time algorithms, NP and NP-completeness, standard time and space complexity classes, optimization problems and approximation algorithms, randomized algorithms and complexity classes based on randomized machine models, interactive proofs and their relation to approximation.

Expected Outcome

The Students will be able to :

i. determine whether a problem is computable, and prove that some problems are not computable
ii. categorize problems into appropriate complexity classes
iii. classify problems based on their computational complexity using reductions
iv. analyse optimization problems using the concept of interactive proofs
v. classify optimization problems into appropriate approximation complexity classes

Text Books:

1. Michael Sipser, Introduction to the Theory of Computation, (First edition - PWS Publishing Company, January 1997, or second edition - Thomson Course Technology, 2005).
2. Sanjeev Arora and Boaz Barak, Computational Complexity: A Modern Approach, Cambridge University Press,2009

References:

1. Christos H Papadimitriou, Computational Complexity, Addison-Wesley, 1994.
2. M R Garey and D S Johnson, Computers and Intractability: A Guide to the Theory of NP-Completeness, Freeman, 1979.
3. Oded Goldreich, Computational Complexity, Cambridge University press, 2008.
4. Vijay Vazirani, Approximation Algorithms, Springer--Verlag, 2001

Course Plan

Module	Contents	Hours	End Sem. Exam Marks %
I	**Introduction:** Easy and hard problems. Algorithms and complexity. **Turing machines:** Models of computation. Multi-tape deterministic and non-deterministic Turing machines. Decision problems	**5**	**15%**

II	**The Halting Problem and Undecidable Languages:** Counting and diagonalization. Tape reduction. Universal Turing machine. Undecidability of halting. Reductions. Rice's theorem. **Deterministic Complexity Classes:** DTIME[t]. Linear Speed-up Theorem. P Time. Polynomial reducibility. Polytime algorithms: 2-satisfiability, 2-colourability.	**8**	**15%**
	FIRST INTERNAL EXAM		
III	**NP and NP-completeness:** Non-deterministic Turing machines. NTIME[t]. NP. Polynomial time verification. NP-completeness. Cook-Levin Theorem. Polynomial transformations: 3-satisfiability, clique, colourability, Hamilton cycle, partition problems. Pseudo-polynomial time. Strong NP-completeness. Knapsack. NP-hardness.	**8**	**15%**
IV	**Space complexity and hierarchy theorems:** DSPACE[s]. Linear Space Compression Theorem. PSPACE, NPSPACE. PSPACE = NPSPACE. PSPACE-completeness. Quantified Boolean Formula problem is PSPACE-complete. L, NL and NL-completeness. NL=coNL. Hierarchy theorems.	**8**	**15%**
	SECOND INTERNAL EXAM		
V	**Randomized Complexity:** The classes BPP, RP, ZPP. Interactive proof systems: IP = PSPACE.	**6**	**20%**
VI	**Optimization and approximation:** Combinatorial optimization problems. Relative error. Bin-packing problem. Polynomial and fully polynomial approximation schemes. Vertex cover, traveling salesman problem, minimum partition.	**7**	**20%**
	END SEMESTER EXAM		

Question Paper Pattern (End semester exam)

1. There will be ***FOUR*** parts in the question paper – **A, B, C, D**
2. **Part A**
    a. **Total marks : 40**
    b. ***TEN*** questions, each have **4 marks**, covering **all the SIX modules** (***THREE*** questions from **modules I & II**; ***THREE*** questions from **modules III & IV**; ***FOUR*** questions from **modules V & VI**).
    All the TEN questions have to be answered.
3. **Part B**
    a. **Total marks : 18**
    b. ***THREE*** questions, each having **9 marks**. One question is from **module I**; one question is from **module II**; one question ***uniformly*** covers **modules I & II**.
    c. ***Any TWO*** questions have to be answered.
    d. Each question can have ***maximum THREE*** subparts.
4. **Part C**
    a. **Total marks : 18**

b. ***THREE*** questions, each having **9 marks**. One question is from **module III**; one question is from **module IV**; one question ***uniformly*** covers **modules III & IV**.
c. ***Any TWO*** questions have to be answered.
d. Each question can have ***maximum THREE*** subparts.

5. **Part D**
   a. Total marks : 24
   b. ***THREE*** questions, each having **12 marks**. One question is from **module V**; one question is from **module VI**; one question ***uniformly*** covers **modules V & VI**.
   c. ***Any TWO*** questions have to be answered.
   d. Each question can have ***maximum THREE*** subparts.
6. There will be ***AT LEAST 60%*** analytical/numerical questions in all possible combinations of question choices.

Course code	Course Name	L-T-P - Credits	Year of Introduction
CS431	**COMPILER DESIGN LAB**	**0-0-3-1**	**2016**

Pre-requisite : CS331 System Software Lab

Course Objectives:

- To implement the different Phases of compiler.
- To implement and test simple optimization techniques.
- To give exposure to compiler writing tools.

List of Exercises/Experiments :

1. Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.
2. Implementation of Lexical Analyzer using Lex Tool
3. Generate YACC specification for a few syntactic categories.
   a) Program to recognize a valid arithmetic expression that uses operator +, – , * and /.
   b) Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.
   c) Implementation of Calculator using LEX and YACC
   d) Convert the BNF rules into YACC form and write code to generate abstract syntax tree
4. Write program to find ε – closure of all states of any given NFA with ε transition.
5. Write program to convert NFA with ε transition to NFA without ε transition.
6. Write program to convert NFA to DFA
7. Write program to minimize any given DFA.
8. Develop an operator precedence parser for a given language.
9. Write program to find Simulate First and Follow of any given grammar.
10. Construct a recursive descent parser for an expression.
11. Construct a Shift Reduce Parser for a given language.
12. Write a program to perform loop unrolling.
13. Write a program to perform constant propagation.
14. Implement Intermediate code generation for simple expressions.
15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.

Expected Outcome:

The Student will be able to :

i. Implement the techniques of Lexical Analysis and Syntax Analysis.
ii. Apply the knowledge of Lex & Yacc tools to develop programs.
iii. Generate intermediate code.
iv. Implement Optimization techniques and generate machine level code.