

# COMPUTER SCIENCE AND ENGINEERING/CS

## B.TECH. (CSE/CS)

### SEVENTH SEMESTER (DETAILED SYLLABUS)

<b>Artificial Intelligence (KCS071)</b>		
<b>Course Outcome ( CO )</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able to understand</b>		
CO 1	Understand the basics of the theory and practice of Artificial Intelligence as a discipline and about intelligent agents.	K <sub>2</sub>
CO 2	Understand search techniques and gaming theory.	K <sub>2</sub> , K <sub>3</sub>
CO 3	The student will learn to apply knowledge representation techniques and problem solving strategies to common AI applications.	K <sub>3</sub> , K <sub>4</sub>
CO 4	Student should be aware of techniques used for classification and clustering.	K <sub>2</sub> , K <sub>3</sub>
CO 5	Student should aware of basics of pattern recognition and steps required for it.	K <sub>2</sub> , K <sub>4</sub>
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
Unit	Topic	Proposed Lecture
I	<b>INTRODUCTION :</b> Introduction–Definition – Future of Artificial Intelligence – Characteristics of Intelligent Agents– Typical Intelligent Agents – Problem Solving Approach to Typical AI problems.	<b>08</b>
II	<b>PROBLEM SOLVING METHODS:</b> Problem solving Methods – Search Strategies- Uninformed – Informed – Heuristics – Local Search Algorithms and Optimization Problems – Searching with Partial Observations – Constraint Satisfaction Problems – Constraint Propagation – Backtracking Search – Game Playing – Optimal Decisions in Games – Alpha – Beta Pruning – Stochastic Games	<b>08</b>
III	<b>KNOWLEDGE REPRESENTATION:</b> First Order Predicate Logic – Prolog Programming – Unification – Forward Chaining-Backward Chaining – Resolution – Knowledge Representation – Ontological Engineering-Categories and Objects – Events – Mental Events and Mental Objects – Reasoning Systems for Categories – Reasoning with Default Information	<b>08</b>
IV	<b>SOFTWARE AGENTS:</b> Architecture for Intelligent Agents – Agent communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent systems.	<b>08</b>
V	<b>APPLICATIONS:</b> AI applications – Language Models – Information Retrieval- Information Extraction – Natural Language Processing – Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning – Moving	<b>08</b>
<b>Text books:</b>		
<ol style="list-style-type: none"> <li>1. S. Russell and P. Norvig, “Artificial Intelligence: A Modern Approach”, Prentice Hall, Third Edition, 2009.</li> <li>2. I. Bratko, “Prolog: Programming for Artificial Intelligence”, Fourth edition, Addison-Wesley Educational Publishers Inc., 2011.</li> <li>3. M. Tim Jones, —Artificial Intelligence: A Systems Approach(Computer Science)l, Jones and Bartlett Publishers, Inc.First Edition, 2008</li> <li>4. Nils J. Nilsson, —The Quest for Artificial Intelligencel, Cambridge University Press, 2009.</li> <li>5. William F. Clocksin and Christopher S. Mellish,l Programming in Prolog: Using the ISO Standardl, Fifth Edition, Springer, 2003.</li> <li>6. Gerhard Weiss, —Multi Agent Systemsll, Second Edition, MIT Press, 2013.</li> <li>7. David L. Poole and Alan K. Mackworth, —Artificial Intelligence: Foundations of Computational Agentsl, Cambridge University Press, 2010.</li> </ol>		

## CRYPTOGRAPHY & NETWORK SECURITY

**NIT-701**

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**Unit-I** **10**

Introduction to security attacks, services and mechanism, Classical encryption techniques-substitution ciphers and transposition ciphers, cryptanalysis, steganography, Stream and block ciphers. Modern Block Ciphers: Block ciphers principles, Shannon's theory of confusion and diffusion, fiestal structure, Data encryption standard(DES), Strength of DES, Idea of differential cryptanalysis, block cipher modes of operations, Triple DES

**Unit-II** **10**

Introduction to group, field, finite field of the form  $GF(p)$ , modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm, Advanced Encryption Standard (AES) encryption and decryption Fermat's and Euler's theorem, Primarily testing, Chinese Remainder theorem, Discrete Logarithmic Problem, Principals of public key crypto systems, RSA algorithm, security of RSA

**Unit-III** **10**

Message Authentication Codes: Authentication requirements, authentication functions, message authentication code, hash functions, birthday attacks, security of hash functions, Secure hash algorithm (SHA)

Digital Signatures: Digital Signatures, Elgamal Digital Signature Techniques, Digital signature standards (DSS), proof of digital signature algorithm,

**Unit-IV** **10**

Key Management and distribution: Symmetric key distribution, Diffie-Hellman Key Exchange, Public key distribution, X.509 Certificates, Public key Infrastructure.

Authentication Applications:

Kerberos, Electronic mail security: pretty good privacy (PGP), S/MIME.

**Unit-V** **10**

IP Security: Architecture, Authentication header, Encapsulating security payloads, combining security associations, key management.

Introduction to Secure Socket Layer, Secure electronic, transaction (SET)

System Security: Introductory idea of Intrusion, Intrusion detection, Viruses and related threats, firewalls

**TOTAL: 45 PERIODS**

**REFERENCES:**

1. William Stallings, "Cryptography and Network Security: Principals and Practice", Pearson Education.
2. Behrouz A. Frouzan: Cryptography and Network Security, Tata McGraw Hill
3. C K Shyamala, N Harini, Dr. T.R.Padmnabhan Cryptography and Security ,Wiley
4. Bruce Schiener, "Applied Cryptography". John Wiley & Sons
5. Bernard Menezes," Network Security and Cryptography", Cengage Learning.
6. AtulKahate, "Cryptography and Network Security", Tata McGraw Hill

**B.TECH. (COMPUTER SCIENCE AND ENGINEERING)****VII & VIII SEMESTER (DETAILED SYLLABUS)**

<b>DISTRIBUTED SYSTEM</b>		
<b>DETAILED SYLLABUS</b>		<b>3-1-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>Characterization of Distributed Systems:</b> Introduction, Examples of distributed Systems, Resource sharing and the Web Challenges. Architectural models, Fundamental Models. Theoretical Foundation for Distributed System: Limitation of Distributed system, absence of global clock, shared memory, Logical clocks ,Lamport's & vectors logical clocks. Concepts in Message Passing Systems: causal order, total order, total causal order, Techniques for Message Ordering, Causal ordering of messages, global state, termination detection.	<b>08</b>
<b>II</b>	<b>Distributed Mutual Exclusion:</b> Classification of distributed mutual exclusion, requirement of mutual exclusion theorem, Token based and non token based algorithms, performance metric for distributed mutual exclusion algorithms. Distributed Deadlock Detection: system model, resource Vs communication deadlocks, deadlock prevention, avoidance, detection & resolution, centralized dead lock detection, distributed dead lock detection, path pushing algorithms, edge chasing algorithms.	<b>08</b>
<b>III</b>	<b>Agreement Protocols:</b> Introduction, System models, classification of Agreement Problem, Byzantine agreement problem, Consensus problem, Interactive consistency Problem, Solution to Byzantine Agreement problem, Application of Agreement problem, Atomic Commit in Distributed Database system. Distributed Resource Management: Issues in distributed File Systems, Mechanism for building distributed file systems, Design issues in Distributed Shared Memory, Algorithm for Implementation of Distributed Shared Memory.	<b>08</b>
<b>IV</b>	Failure Recovery in Distributed Systems: Concepts in Backward and Forward recovery, Recovery in Concurrent systems, Obtaining consistent Checkpoints, Recovery in Distributed Database Systems. Fault Tolerance: Issues in Fault Tolerance, Commit Protocols, Voting protocols, Dynamic voting protocols	<b>08</b>
<b>V</b>	<b>Transactions and Concurrency Control:</b> Transactions, Nested transactions, Locks, Optimistic Concurrency control, Timestamp ordering, Comparison of methods for concurrency control. Distributed Transactions: Flat and nested distributed transactions, Atomic Commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication: System model and group communication, Fault - tolerant services, highly available services, Transactions with replicated data.	<b>08</b>
<b>Text books:</b>		
<ol style="list-style-type: none"> <li>1. Singhal&amp;Shivaratri, "Advanced Concept in Operating Systems", McGraw Hill</li> <li>2. Ramakrishna,Gehrke," Database Management Systems", McGraw Hill</li> <li>3. Vijay K.Garg Elements of Distributed Computing , Wiley</li> <li>4. Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Education</li> <li>5. Tenanuanbaum, Steen," Distributed Systems", PHI</li> </ol>		

<b>KOE-068 SOFTWARE PROJECT MANAGEMENT</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able :</b>		
CO 1	Identify project planning objectives, along with various cost/effort estimation models.	K <sub>3</sub>
CO 2	Organize & schedule project activities to compute critical path for risk analysis.	K <sub>3</sub>
CO 3	Monitor and control project activities.	K <sub>4</sub> , K <sub>5</sub>
CO 4	Formulate testing objectives and test plan to ensure good software quality under SEI-CMM.	K <sub>6</sub>
CO 5	Configure changes and manage risks using project management tools.	K <sub>2</sub> , K <sub>4</sub>

<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
<b>Unit</b>		<b>Lecture</b>
<b>I</b>	<b>Project Evaluation and Project Planning :</b> Importance of Software Project Management – Activities – Methodologies – Categorization of Software Projects – Setting objectives – Management Principles – Management Control – Project portfolio Management – Cost-benefit evaluation technology – Risk evaluation – Strategic program Management – Stepwise Project Planning.	<b>08</b>
<b>II</b>	<b>Project Life Cycle and Effort Estimation :</b> Software process and Process Models – Choice of Process models – Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points – COCOMO II – a Parametric Productivity Model.	<b>08</b>
<b>III</b>	<b>Activity Planning and Risk Management :</b> Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning – Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.	<b>08</b>
<b>IV</b>	<b>Project Management and Control:</b> Framework for Management and control Collection of data Visualizing progress – Cost monitoring Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control Software Configuration Management – Managing contracts – Contract Management.	<b>08</b>
<b>V</b>	<b>Staffing in Software Projects :</b> Managing people – Organizational behavior – Best methods of staff selection Motivation – The Oldham Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams Decision making Organizational structures Dispersed and Virtual teams – Communications genres Communication plans Leadership.	<b>08</b>

**Text books:**

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, McGraw Hill, New Delhi, 2012.
2. Robert K. Wysocki —Effective Software Project Management – Wiley Publication, 2011.
3. Walker Royce: —Software Project Management- Addison-Wesley, 1998.
4. Gopalaswamy Ramesh, —Managing Global Software Projects – McGraw Hill Education (India), Fourteenth Reprint 2013.