



Shri Vaishnav Vidyapeeth Vishwavidyalaya
Shri Vaishnav Institute Of Information Technology
B.Tech. (CSE - Big Data and Cloud Engineering – Impetus Technologies)
Choice Based Credit System (CBCS)-2021-25
SEMESTER-VII

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BBAI501	AECC	Human Values and Professional Ethics	60	20	20	0	0	3	0	0	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;
 ***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

The objective of the course is to disseminate the theory and practice of moral code of conduct and familiarize the students with the concepts of “right” and “good” in individual, social and professional context

Course Outcomes (COs):

1. Help the learners to determine what action or life is best to do or live.
2. Right conduct and good life.
3. To equip students with understanding of the ethical philosophies, principles, models that directly and indirectly affect business.

COURSE CONTENT

Unit I: Human Value

8 HOURS

1. Definition, Essence, Features and Sources
2. Sources and Classification
3. Hierarchy of Values
4. Values Across Culture

Unit II: Morality

8 HOURS

1. Definition, Moral Behaviour and Systems
2. Characteristics of Moral Standards
3. Values Vs Ethics Vs Morality
4. Impression Formation and Management

Unit III: Leadership in Indian Ethical Perspective.

8 HOURS

1. Leadership, Characteristics
2. Leadership in Business (Styles), Types of Leadership (Scriptural, Political, Business and Charismatic)
3. Leadership Behaviour, Leadership Transformation in terms of Shastras (Upanihads, Smritis and Manu-smriti).

Unit IV: Human Behavior – Indian Thoughts

8 HOURS

1. Business Ethics its meaning and definition
2. Types, Objectives, Sources, Relevance in Business organisations.
3. Theories of Ethics, Codes of Ethics

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Unit V: Globalization and Ethics

8 HOURS

1. Sources of Indian Ethos & its impact on human behavior
2. Corporate Citizenship and Social Responsibility – Concept (in Business),
3. Work Ethics and factors affecting work Ethics.

Suggested Readings

1. Beteille, Andre (1991). *Society and Politics in India*. AthlonePress:New Jersey.
2. Chakraborty, S. K. (1999). *Values and Ethics for Organizations*. oxford university press
3. Fernando, A.C. (2009). *Business Ethics - An Indian Perspective* .India: Pearson Education: India
4. Fleddermann, Charles D. (2012). *Engineering Ethics*. New Jersey: Pearson Education / Prentice Hall.
5. Boatright, John R (2012). *Ethics and the Conduct of Business*.Pearson. Education: New Delhi.
6. Crane, Andrew and Matten, Dirk (2015). *Business Ethics*. Oxford University Press Inc:New York.
7. Murthy, C.S.V. (2016). *Business Ethics – Text and Cases*. Himalaya Publishing House Pvt. Ltd:Mumbai
8. Naagrajan, R.R (2016). *Professional Ethics and Human Values*. New Age International Publications:New Delhi.

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BTCS702N	DCC	Big Data and Hadoop	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;
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Course Educational Objectives (CEOs):

The objectives of this course are to make the students to:

1. Introduce students to Big Data Analysis using hadoop
2. Introduce to Hadoop Eco System, HDFS, commands, management and map reduce.
3. Understating machine learning concept and Introduce JAQL, pig and HIVE
4. Data stream, partitioning, debugging and toolkits

Course Outcomes (COs):

At the end of the course, students shall be able to:

1. Install Hadoop, configure HDFS, Install Zookeeper , Pig Installation, Sqoop Installation, Hbase Installation run commands
2. Use Zookeeper , Sqoop, Hbase, JAQL, PIG & HIVE
3. Use BigInsite, data streams, partitioning and other toolkits
4. appreciate the influence of big data for business decisions and approach

Syllabus:

UNIT-I

10 HOURS

Introduction about big data ,Describe details Big data: definition and taxonomy , explain Big data value for the enterprise , Setting up the demo environment ,Describe Hadoop Architecture , Hadoop Distributed File System, MapReduce& HDFS , First steps with the Hadoop , Deep to understand the fundamental of MapReduce

UNIT II

7 HOURS

Hadoop ecosystem, Installing Hadoop Eco System and Integrate With Hive Installation , PigInstallation ,Hadoop , Zookeeper Installation , Hbase Installation , , Sqoop Installation, Installing Mahout Introduction to Hadoop , Hadoop components: MapReduce/Pig/Hive/HBase, Loading data into Hadoop, Getting data from Hadoop.

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UNIT III

7 HOURS

Using Hadoop to store data, Learn NoSQL Data Management, Querying big data with Hive, Introduction to the SQL Language , From SQL to HiveQL , Querying big data with Hive, Introduction to HIVE e HIVEQL, Using Hive to query Hadoop files. Moving the Data from RDBMS to Hadoop , Moving the Data from RDBMS to Hbase , Moving the Data from RDBMS to Hive

UNIT-IV

8 HOURS

Machine Learning Libraries for big data analysis, Machine Learning Model Deployment, Machine learning tools , Spark & SparkML , H2O , Azure ML.

UNIT-V

8 HOURS

Monitoring The HadoopCluster , Monitoring Hadoop Cluster, Monitoring Hadoop Cluster with Nagios , Monitoring Hadoop Cluster, Real Time Example in Hadoop , Apache Log viewer Analysis , Market Basket Algorithms Big Data Analysis in Practice , Case Study , Preparation of Case Study Report and Presentation , Case Study Presentation

Text Books:

1. Tom White,” Hadoop: The Definitive Guide Paperback – 2015” Shroff Publishers & Distributers Private Limited - Mumbai; Fourth edition (2015).
2. V. K. Jain (Author),” Big Data and Hadoop” Khanna Publishers; 1 edition (1 June 2015)
3. Jason Bell (Author) “Machine Learning for Big Data: Hands-On for Developers and Technical Professionals” Wiley (2014)
4. Big Data Analytics & Hadoop by IBM ICE Publications

References:

1. Big data. Architettura, tecnologie e metodi per l'utilizzo di grandibasi di dati, A. Rezzani, Apogeo Education, 2013
2. Hadoop For Dummies, Dirk deRoos, For Dummies, 2014.

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3. Cohen et al. “MAD Skills: New Analysis Practices for Big Data”, 2009
4. Ullman, Rajaraman, Mining of Massive Datasets, Chapter 2
5. Stonebraker et al., “MapReduce and Parallel DBMS’s: Friends or Foes?”, Communications of the ACM, January 2010.
6. Dean and Ghemawat, “MapReduce: A Flexible Data Processing Tool”, Communications of the ACM, January 2010.

List of Practicals:

1. Installing Hadoop, configure HDFS, Install Zookeeper , Pig Installation, Sqoop Installation, Hbase Installation
2. Configuring Hadoop
3. Running jobs on Hadoop
4. Working on HDFS
5. Hadoop streaming
6. Creating Mapper function using python.
7. Creating Reducer function using python
8. Python iterator and generators
9. Twitter data sentimental analysis using Flume and Hive
10. Business insights of User usage records of data cards
11. Wiki page ranking with hadoop
12. Health care Data Management using Apache Hadoop ecosystem



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BTCS708N	DCC	Introduction to Data science	60	20	20	30	20	3	0	2	4

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Course Educational Objectives (CEOs):

The objective of this course is to impart necessary knowledge of the mathematical foundations needed for data science and develop programming skills required to build data science applications.

Course Outcomes (COs):

Upon completion of the subject, students will be able to:

1. Demonstrate understanding of the mathematical foundations needed for data science.
2. Collect, explore, clean, munge and manipulate data.
3. Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks and clustering.
4. Build data science applications using Python based toolkits.

SYLLABUS

UNIT-I

10 HOURS

Introduction to Data Science: Concept of Data Science, Traits of Big data, Web Scraping, Analysis vs Reporting.

UNIT-II

7 HOURS

Introduction to Programming Tools for Data Science: Toolkits using Python: Matplotlib, NumPy, Scikit-learn, NLTK, Visualizing Data: Bar Charts, Line Charts, Scatterplots, Working with data: Reading Files, Scraping the Web, Using APIs (Example: Using the Twitter APIs), Cleaning and Munging, Manipulating Data, Rescaling, Dimensionality Reduction.

UNIT-III

8 HOURS

Mathematical Foundations: Linear Algebra: Vectors, Matrices, Statistics: Describing a Single Set of Data, Correlation, Simpson's Paradox, Correlation and Causation, Probability: Dependence and Independence, Conditional Probability, Bayes's Theorem, Random Variables, Continuous Distributions, The Normal Distribution, The Central Limit Theorem, Hypothesis and Inference: Statistical Hypothesis Testing, Confidence Intervals, Packing, Bayesian Inference.

UNIT-IV

7 HOURS

Machine Learning: Overview of Machine learning concepts – Over fitting and train/test splits,

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BTCS708N	DCC	Introduction to Data science	60	20	20	30	20	3	0	2	4

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Types of Machine Learning – Supervised, Unsupervised, Reinforced learning, Introduction to Bayes Theorem, Linear Regression- model assumptions, regularization (lasso, ridge, elastic net), Classification and Regression algorithms- Naïve Bayes, K-Nearest Neighbors, logistic regression, support vector machines (SVM), decision trees, and random forest, Classification Errors, Analysis of Time Series- Linear Systems Analysis, Nonlinear Dynamics, Rule Induction, Neural Networks-Learning And Generalization, Overview of Deep Learning.

UNIT–V

8 HOURS

Case Studies of Data Science Application: Weather forecasting, Stock market prediction, Object recognition, Real Time Sentiment Analysis.

TEXT BOOKS:

1. Joel Grus, "Data Science from Scratch: First Principles with Python", O'Reilly Media.
2. Aurélien Géron, "Hands-On Machine Learning with Scikit-Learn and Tensor Flow: Concepts, Tools, and Techniques to Build Intelligent Systems", 1st Edition, O'Reilly Media.
3. Jain V.K., "Data Sciences", Khanna Publishing House, Delhi.
4. Jain V.K., "Big Data and Hadoop", Khanna Publishing House, Delhi.
5. Jeeva Jose, "Machine Learning", Khanna Publishing House, Delhi.
6. Chopra Rajiv, "Machine Learning", Khanna Publishing House, Delhi.
7. Ian Goodfellow, Yoshua Bengio and Aaron Courville, "Deep Learning", MIT Press
<http://www.deeplearningbook.org>
8. Jiawei Han and Jian Pei, "Data Mining Concepts and Techniques", Third Edition, Morgan Kaufmann Publishers

LIST OF PRACTICALS:

1. Write a programme in Python to predict the class of the flower based on available attributes.
2. Write a programme in Python to predict if a loan will get approved or not.
3. Write a programme in Python to predict the traffic on a new mode of transport.
4. Write a programme in Python to predict the class of user.
5. Write a programme in Python to identify the tweets which are hate tweets and which are not.
6. Write a programme in Python to predict the age of the actors.
7. Mini project to predict the time taken to solve a problem given the current status of the user

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BTCS707N	SEC	Technical presentation skill	0	0	0	0	50	0	0	2	1

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Course Educational Objectives (CEOs):

The student will have ability to:

1. To encourage the students to study advanced engineering developments.
2. To prepare and present technical reports.
3. To prepare technical material using audiovisual materials.
4. To encourage the students to use various teaching aids such as over head projectors, PowerPoint presentation and demonstrative models.

Course Outcomes (COs):

Upon completion of the subject, students will be able to:

1. Ability to review, prepare and present technological developments.
2. Ability to face the placement interviews.
3. Ability to effectively communicate technical material in print.
4. Ability to present technical material orally with confidence and poise.
5. Ability to present technical material using audiovisual materials.
6. Ability to communicate technical material to a variety of audiences, from members of the building and engineering trades and medical fields to government representatives and the general public.
7. Ability to work well in teams.

GUIDELINES:

During the Presentation Session each student is expected to prepare and present a topic on engineering/technology, for duration of about 15-20 minutes. Each student is expected to present at least twice during the semester and the student is evaluated based on that. At the end of the semester, he / she can submit a report on his / her topic of presentation and marks are given based on the report.

TEXT BOOKS:

1. The Chicago Manual of Style, 13th Edition, Prentice Hall of India 1989.
2. Gowers Ernest, "The Complete Plan in Words" Penguin, 1973.
3. Menzel D.H., Jones H.M, Boyd, LG., "Writing a Technical Paper". McGraw Hill, 1961.
4. Strunk, W., & White E.B., "The Elements of Style", 3rd Edition , McMillan, 1979.

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BTCS707N	SEC	Technical presentation skill	0	0	0	0	50	0	0	2	1

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REFERENCES:

1. Turbrian K.L., "A Manual for Writers of Term Papers, Thesis and dissertations" Univ of Chicago Press, 1973.
2. IEEE Transactions on "Written and Oral Communication" has many papers.

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BTCS705N	SEC	Industrial Training	0	0	0	0	50	0	0	2	1

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BTCS706N	SEC	Project	0	0	0	120	80	0	0	8	4

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Guideline and instruction for Project:-

S.No	Particular
1.	Group formation and Submission of Project Topic (At least three(03))
2.	Guide allotment and Topic Finalization
3.	Presentation – I Contents: 1. Problem Domain 2. Literature Survey 3. Feasibility Study 4. References
4.	Synopsis Submission
5.	Presentation – II Contents: 1. SRS / URD 2. Conceptual Design
6.	Presentation – III Contents: 1. Detail Design 2. Implementation & Test Plan
7.	Project Report Submission

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BTDSE711N	DSE	Soft Computing	60	20	20	30	20	3	0	2	4

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Course Educational Objectives (CEOs):

The student will have ability to:

1. Apply soft computing techniques to real word problems
2. Understand the concepts of fuzzy sets, knowledge representation using fuzzy rules, approximate reasoning, fuzzy inference systems, and fuzzy logic control and other machine intelligence applications of fuzzy logic.
3. Understand the fundamental theory and concepts of neural networks, neuro-modeling, several neural network paradigms and its applications.
4. Understand the basics of an evolutionary computing paradigm known as genetic algorithms and its application to engineering optimization problems.
5. Apply hybrid techniques to improve efficiency of the algorithms.

Course Outcomes (COs):

Upon completion of the subject, students will be able to:

1. Design asystems using approaches of soft computing for solving various real-world problems.
2. Applythe rules of fuzzy logic forfuzzy control and Competent with issues related fuzzy systems.
3. Learn training, verification and validation of neural network models.
4. Design Engineering applications that can be optimized using genetic algorithms.
5. Design a robust and low-cost intelligent machines with knowledge of tolerance of imprecision and uncertainty.

SYLLABUS

UNIT-I

8 HOURS

Introduction to Soft Computing, Historical Development, Definitions, advantages and disadvantages, solution of complex real life problems, Soft Computing and its Techniques, Soft Computing verses Hard Computing. Applications of Soft Computing in the Current industry.

UNIT-II

8 HOURS

Introduction to Fuzzy Logic, Crisp Sets, Fuzzy Sets, Fuzzy Relations, Membership Functions and features, Fuzzification, Methods of Membership Value Assignments, Defuzzification and methods, Lambda cuts. Fuzzy Measure, Fuzzy Reasoning, Fuzzy Inference System.

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BTDSE711N	DSE	Soft Computing	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;
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UNIT–III

8 HOURS

Neural Network (NN), Biological foundation of Neural Network, Neural Model and Network Architectures, Perceptron Learning, Supervised Hebbian Learning, Back-propagation, Associative Learning, Competitive Networks, Hopfield Network, Computing with Neural Nets and applications of Neural Network

UNIT–IV

7 HOURS

Genetic Algorithm, Fundamentals, basic concepts, working principle, encoding, fitness function, reproduction, Genetic modeling: Inheritance operator, cross over, inversion & deletion, mutation operator, Bitwise operator, Generational Cycle, Convergence of GA, Applications & advances in GA, Differences & similarities between GA & other traditional methods.

UNIT–V

8 HOURS

Neuro-Fuzzy and Soft Computing, Adaptive Neuro-Fuzzy Inference System Architecture, Hybrid Learning Algorithm, Learning Methods that Cross-fertilize ANFIS and RBFN. Coactive Neuro Fuzzy Modeling, Framework Neuron Functions for Adaptive Networks, Neuro Fuzzy Spectrum. Hybridization of other techniques

TEXT BOOKS:

1. S.N. Deepa and S.N. Sivanandam, Principles of Soft Computing, 2ed., Wiley, 2011
2. Vojislav Kecman, Learning and Soft Computing - Support Vector Machines, Neural Networks, and Fuzzy Logic Models, 1ed., The MIT Press, 2001.
3. D. K. Pratihari, Soft Computing, 1ed., Alpha Science, 2007.
4. Timothy J. Ross, Fuzzy logic with Engineering Applications, 3ed., John Wiley and Sons, 2010.
5. S. Rajasekaran and G.A.V. Pai, Neural Networks, Fuzzy Logic and Genetic Algorithms, 2ed. PHI
6. David E. Goldberg, Genetic Algorithms in search, Optimization & Machine Learning, 1ed., Addison-Wesley Publishing Company, 1989



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BTDSE711N	DSE	Soft Computing	60	20	20	30	20	3	0	2	4

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***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

REFERENCES:

1. Jang, Sun and Mizutani, Neuro-Fuzzy and Soft Computing: A Computational Approach to Learning and Machine Intelligence, 1ed., Pearson, 1997.
2. George J. Klir and Bo Yuan, Fuzzy Sets and Fuzzy Logic: Theory and Applications, 1ed., Prentice Hall, 1995
3. Simon Haykin, Neural Networks: A Comprehensive Foundation, 2ed. Prentice Hall, 1998
4. Samir Roy and Udit Chakraborty, A Beginners Approach to Soft Computing, 1ed., Pearson, 2013.

List of Practicals:

1. Implementation of Fuzzy Operations.
2. Implementation of Fuzzy Relations (Max-min Composition)
3. Implementation of Fuzzy Controller (Washing Machine)
4. Implementation of Simple Neural Network (McCulloch-Pitts model)
5. Implementation of Perceptron Learning Algorithm
6. Implementation of Unsupervised Learning Algorithm
7. Implementation of Simple Genetic Application
8. Study of ANFIS Architecture
9. Study of Derivative-free Optimization
10. Study of research paper on Soft Computing.

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BTDSE715N	DSE	Quantum Computing	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

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Course Educational Objectives (CEOs):

The objective of this course is to impart necessary knowledge to the learner so that he/she can develop and implement algorithm and write programs using these algorithm.

Course Outcomes (COs):

Upon completion of the subject, students will be able to:

1. Explain the working of a Quantum Computing program, its architecture and program model
2. Develop quantum logic gate circuits
3. Develop quantum algorithm
4. Program quantum algorithm on major toolkits

SYLLABUS

UNIT-I

8 HOURS

Introduction to Soft Computing, Historical Development, Definitions, advantages **Introduction to Quantum Computing:** Motivation for studying Quantum Computing, Major players in the industry (IBM, Microsoft, Rigetti, D-Wave etc.), Origin of Quantum Computing, Overview of major concepts in Quantum Computing: Qubits and multi-qubits states, Bra-ket notation, Bloch Sphere presentation, Quantum Superposition, Quantum Entanglement.

UNIT-II

8 HOURS

Math Foundation for Quantum Computing: Matrix Algebra: basis vectors and orthogonality, innerproduct and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors.

UNIT-III

10 HOURS

Building Blocks for Quantum Program: Architecture of a Quantum Computing platform, Details of q-bit system of information representation: Bloch Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perspective e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc, Programming model for a Quantum Computing Program: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits.

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UNIT-IV

7 HOURS

Quantum Algorithms: Basic techniques exploited by quantum algorithms, Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks, Major Algorithms: Shor’s Algorithm, Grover’s Algorithm, Deutsch’s Algorithm, Deutsch -Jozsa Algorithm,

UNIT-V

8 HOURS

OSS Toolkits for implementing Quantum program: IBM quantum experience, Microsoft Q, RigettiPyQuil (QPU/QVM)

TEXT BOOKS And REFERENCES:

1. Michael A. Nielsen, “Quantum Computation and Quantum Information”, Cambridge University Press.
2. David McMahon, “Quantum Computing Explained”, Wiley.
3. IBM Experience:
<https://quantumexperience.ng.bluemix.net>
4. Microsoft Quantum Development Kit
<https://www.microsoft.com/en-us/quantum/development-kit>
5. Forest SDK PyQuil:
<https://pyquil.readthedocs.io/en/stable/>.

List of Practicals:

1. Implementation of Qubits.
2. Visualization of Bloch Spherere.
3. Implementation of Shor’s Algorithm.
4. Implementation of Grover’s Algorithm.
5. Implementation of Deutsch’s Algorithm.
6. Implementation of Deutsch -Jozsa Algorithm.

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BTDSE716N	DSE	Virtual Reality	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

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Course Educational Objectives (CEOs):

The objective of this course is to provide a detailed understanding of the concepts of Virtual Reality and its applications.

Course Outcomes (COs):

Upon completion of the subject, students will be able to:

1. Understand geometric modelling and Virtual environment.
2. Study about Virtual Hardware and Software
3. Develop Virtual Reality applications.

SYLLABUS

UNIT-I

10 HOURS

Introduction to Virtual Reality: Virtual Reality and Virtual Environment: Introduction, Computergraphics, Real time computergraphics, Flight Simulation, Virtual environment requirement, benefits of virtual reality, Historical development of VR, Scientific Landmark.

3D Computer Graphics: Introduction, The Virtual world space, positioning the virtual observer, the perspective projection, human vision, stereo perspective projection, 3D clipping, Colour theory, Simple 3D modelling, Illumination models, Reflection models, Shading algorithms, Radiosity, Hidden Surface Removal, Realism-Stereographic image.

UNIT-II

8 HOURS

Geometric Modelling: Geometric Modelling: Introduction, From 2D to 3D, 3D space curves, 3D boundary representation.

Geometrical Transformations: Introduction, Frames of reference, Modelling transformations, Instances, Picking, Flying, Scaling the VE, Collision detection.

Generic VR system: Introduction, Virtual environment, Computer environment, VR technology, Model of interaction, VR Systems.

UNIT-III

8 HOURS

Virtual Environment: Animating the Virtual Environment: Introduction, The dynamics of numbers, Linear and Nonlinear interpolation, the animation of objects, linear and non-linear

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BTDSE716N	DSE	Virtual Reality	60	20	20	30	20	3	0	2	4

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translation, shape & object in between, free from deformation, particle system.
 Physical Simulation: Introduction, Objects falling in a gravitational field, Rotating wheels, Elastic collisions, projectiles, simple pendulum, springs, Flight dynamics of an aircraft.

UNIT-IV

8 HOURS

VR Hardware and Software: Human factors: Introduction, the eye, the ear, the somatic senses.
 VR Hardware: Introduction, sensor hardware, Head-coupled displays, Acoustic hardware, Integrated VR systems.
 VR Software: Introduction, Modelling virtual world, Physical simulation, VR toolkits, Introduction to VRML

UNIT-V

8 HOURS

VR Applications: Introduction, Engineering, Entertainment, Science, Training.
 The Future: Virtual environment, modes of interaction

TEXT BOOKS And REFERENCES:

1. John Vince, “Virtual Reality Systems“, Pearson Education Asia, 2007.
2. Anand R., “Augmented and Virtual Reality”, Khanna Publishing House, Delhi.
3. Adams, “Visualizations of Virtual Reality”, Tata McGraw Hill, 2000.
4. Grigore C. Burdea, Philippe Coiffet, “Virtual Reality Technology”, Wiley Inter Science, 2nd Edition, 2006.
5. William R. Sherman, Alan B. Craig, “Understanding Virtual Reality: Interface, Application and Design”, Morgan Kaufmann, 2008.
6. www.vresources.org
7. www.vrac.iastate.edu
8. www.w3.org/MarkUp/VRML.

List of Practicals:

1. Study of tools like Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender.
2. Use the primitive objects and apply various projection types by handling camera.
3. Download objects from asset store and apply various lighting and shading effects.
4. Model three dimensional objects using various modelling techniques and apply textures over them.
5. Create three dimensional realistic scenes and develop simple virtual reality enabled mobile applications which have limited interactivity.

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BTDSE716N	DSE	Virtual Reality	60	20	20	30	20	3	0	2	4

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6. Add audio and text special effects to the developed application.
7. Develop VR enabled applications using motion trackers and sensors incorporating fullhaptic interactivity.
8. Develop AR enabled applications with interactivity like E learning environment, Virtualwalkthroughs and visualization of historic places.
9. Develop AR enabled simple applications like human anatomy visualization, DNA/RNAstructure visualization and surgery simulation.
10. Develop simple MR enabled gaming applications.

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BTCS502N	DCC	Introduction to Artificial Intelligence	60	20	20	30	20	3		2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

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COURSE OBJECTIVES

The student will have ability to:

1. Know how computer system adapts, evolves and learns.
2. To gain expertise in one of fastest growing areas of Computer Science that covers topics related to human intelligence and its applications in industry, defense, healthcare, agriculture and many other areas.
3. Provides a rigorous, advanced and professional graduate-level foundation in Artificial Intelligence

COURSE OUTCOMES

Upon completion of the subject, students will be able to:

1. Build intelligent agents for search and games
2. Solve AI problems through programming with Python
3. Learning optimization and inference algorithms for model learning
4. Design and develop programs for an agent to learn and act in a structured environment.

SYLLABUS

UNIT-I

10 HOURS

Introduction: Concept of AI, history, current status, scope, agents, environments, Problem Formulations, Review of tree and graph structures, State space representation, Search graph and Search tree.

UNIT-II

9 HOURS

Search Algorithms: Random search, Search with closed and open list, Depth first and Breadth first search, Heuristic search, Best first search, A* algorithm, Game Search.

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BTCS502N	DCC	Introduction to Artificial Intelligence	60	20	20	30	20	3		2	4

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UNIT-III

8 HOURS

Probabilistic Reasoning: Probability, conditional probability, Bayes Rule, Bayesian Networks- representation, construction and inference, temporal model, hidden Markov model.

UNIT-IV

7 HOURS

Markov Decision process: MDP formulation, utility theory, utility functions, value iteration, policy iteration and partially observable MDPs.

UNIT-V

8 HOURS

Reinforcement Learning: Passive reinforcement learning, direct utility estimation, adaptive dynamic programming, temporal difference learning, active reinforcement learning- Q learning.

TEXT BOOKS:

1. Stuart Russell and Peter Norvig, “Artificial Intelligence: A Modern Approach” , 3rd Edition, Prentice Hall.
2. Elaine Rich and Kevin Knight, “Artificial Intelligence”, Tata McGraw Hill.
3. Trivedi, M.C., “A Classical Approach to Artificial Intelligence”, Khanna Publishing House, Delhi.
4. Saroj Kaushik, “Artificial Intelligence”, Cengage Learning India, 2011.
5. David Poole and Alan Mackworth, “Artificial Intelligence: Foundations for Computational Agents”, Cambridge University Press 2010.

WEBSITES FOR REFERENCE:

1. <https://nptel.ac.in/courses/106105077>
2. <https://nptel.ac.in/courses/106106126>
3. <https://aima.cs.berkeley.edu>
4. https://ai.berkeley.edu/project_overview.html

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LIST OF PRACTICALS:

1. Write a program to conduct uninformed and informed search.
2. Write a program to conduct game search.
3. Write a program to construct a Bayesian network from given data.
4. Write a program to infer from the Bayesian network.
5. Write a program to run value and policy iteration in a grid world.
6. Write a program to do reinforcement learning in a grid world.
7. Mini Project work.

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