Semester –VI (Third Year)

Proposed Scheme w.e.f. January – 2023

Course Category	Course Code	Course Title	Weakly Teaching Hrs			Evaluation Scheme				Credit
			L	T	P	CA	MSE	ESE	Total	
	BTCOC601	Compiler Design	3	1	-	20	20	60	100	4
	BTCOC602	Computer Networks	3	1	-	20	20	60	100	4
	BTCOC603	Machine Learning	3	1	-	20	20	60	100	4
	BTCOE604	Elective – IV (A) Geographic Information System (B) Internet of Things (C) Embedded Systems	3	-	-	20	20	60	100	3
	BTHM605	Elective – V (A) Development Engineering (B) Employability and Skill Development (C) Consumer Behaviour	3	-	-	20	20	60	100	3
	BTCOL606	Competitive Programming & Machine Learning Lab	1*	-	4	60	-	40	100	3
	BTCOM607	Mini-project – II	-	-	4	60	-	40	100	2
	BTCOF608	Field Training / Internship / Industrial Training	-	-	-	-	-	-	-	Audit to be Evaluated in VII Sem.
TOTAL			**16**	**3**	**8**	**220**	**100**	**380**	**700**	**23**

*Note: Lecture should be conducted only for Competitive Programming

BTCOC601: Compiler Design

[Unit 1] Introduction to Compiling **[7 Hours]**

Definition, analysis of the source program, the phases of a compiler, the grouping of phases, Compiler Construction tools, A simple one-pass compiler,

[Unit 2] Lexical Analysis **[7 Hours]**

The role of the Lexical analyzer, Input buffering, Specification of Tokens, A Language for Specifying Lexical Analyzers, Design of a Lexical Analyzer generator.

[Unit 3] Syntax Analysis **[7 Hours]**

The role of the Parser, Context-free grammars, Writing a Grammar, Top-Down Parsing, Bottom-Up Parsing, Operator-precedence Parsing, LR Parsers, Using Ambiguous Grammars, Parser Generators.

[Unit 4] Syntax-Directed Translation **[7 Hours]**

Definitions, Construction of Syntax Trees, Bottom-Up Evaluation of S- Attributed definitions, Top-Down Translation, Bottom-Up Evaluation of Inherited attributes. Intermediate Languages, Declarations, Assignment Statements, Boolean Expressions, Case Statements, Back patching, Procedure Calls.

[Unit 5] Code Generation **[7 Hours]**

Issues in the Design of a Code Generator, The target Machine, Run-Time Storage Management, Basic Blocks and Flow Graphs, Next-Use Information, Simple Code Generator, Register allocation and Assignment, The DAG Representation of Basic Blocks, Generating Code from DAGs, Dynamic Programming, Code-Generation Algorithm, Code-Generators.

Text Book:

1. Aho, Sethi, Ullman, Compilers Principles, Techniques and Tools, Pearson Education India, 2nd Edition, 2013

Reference Books:

1. Hopcroft, Motwani and Ullman, Introduction to Automata Theory, Languages and Computation, Pearson Publication, 2nd Edition, 2001.

2. Dick Grune, Kees van Reeuwijk, Henri E. Bal, Ceriel J. H. Jacobs and Koen Langendoen, Modern Compiler Design, Springer, 2nd Edition, 2012.

BTCOC602: Computer Networks

[Unit 1] Introduction **[7 Hours]**

Applications of computer networks, Network hardware, Network software: Protocol Hierarchy, Design Issue, connection oriented vs. connectionless, Service Primitives, Reference models: OSI and TCP/IP, Example networks: Internet, Network standardization, Performance: Bandwidth and Latency, Delay and bandwidth product, High- Speed Network, Application Performance Needs.

[Unit 2] LAN Technologies **[7 Hours]**

X5, Frame relay, ATM, Ethernet (802.3), FDDI, Token Rings, Resilient Packet Rings, Wireless LANs: Wi-Fi (802.11), Cell Phone Technologies, Broadband Wireless: Wi-MAX (802.16), Bluetooth (802.15.1), RFID.

[Unit 3] Data Link Layer **[7 Hours]**

Data Link Layer Design Issues: Service provided to network layer Framing, Error Control, Flow Control, Error Detection and Correction: error correcting codes, error detecting codes.

[Unit 4] Network Layer and Congestion Control **[7 Hours]**

IPv4/IPv6, Routers and Routing Algorithms distance vector link state. TCP UDP and sockets, General principles, Congestion prevention policies, Load shading, Jitter control, Quality of service: Packet scheduling, Traffic shaping, integrated Services.

[Unit 5] Application Layer Protocols **[7 Hours]**

DNS, SMTP, POP, FTP, HTTP. Network Security: Authentication, Basics of public key and private key cryptography, digital signatures and certificates, firewalls.

Text Book:

1. A. Tanenbaum, Computer Networks, PHI Publication, 5th Edition, 2011.

Reference Books:

1. B. Forouzan, Data Communications and Networking, McGraw Hill Publication, 5th Edition, 2013.
2. Larry Peterson and Bruce Davie, Computer Networks: A Systems Approach, Morgan Kufman Publication, 5th Edition, 2012.
3. S. Keshav, An Engineering Approach to Computer Networking, Addison-Wesley Professional.
4. D. Comer, Computer Networks and Internet, Pearson Education, 6th Edition, 2014.
5. M. Gallo, W. Hancock, Computer Communications and Networking Technologies, Brooks/Cole Publisher, 2001.
6. Natalia Olifer, Victor Olifer, Computer Networks: Principles, Technologies and Protocols for Network Design, Wiley Publication, 2005.

BTCOC603: Machine Learning

[Unit 1] **[7 Hours]**

Basic definitions, types of learning, hypothesis space and inductive bias, evaluation, cross-validation, Linear regression, Decision trees, over fitting, Instance based learning, Feature reduction, Collaborative filtering based recommendation

[Unit 2] **[7 Hours]**

Probability and Bayes learning, Logistic Regression, Support Vector Machine, Kernel function and Kernel SVM.

[Unit 3] **[7 Hours]**

Perceptron, multilayer network, back propagation, introduction to deep neural network.

[Unit 4] **[7 Hours]**

Computational learning theory, PAC learning model, Sample complexity, VC Dimension, Ensemble learning.

[Unit 5] **[7 Hours]**

Clustering k-means, adaptive hierarchical clustering, Gaussian mixture model.

Text Book:

1. Tom Mitchell, Machine Learning, First Edition, McGraw Hill, 1997.

Reference Books:

1. Ethem Alpaydin, Introduction to Machine Learning, 2nd Edition,

BTCOE604 (A): Geographic Information System

[Unit 1] **[6 Hours]**

What is Geographic Information Systems?, Different components of GIS, Different types of vector data, Raster data models and their types TIN data model.

[Unit 2] **[6 Hours]**

Advantages and disadvantages associated with vector, raster and TIN Non-spatial data attributes and their type Raster data compression techniques Different raster data file formats spatial database systems and their types.

[Unit 3] **[6 Hours]**

Pre-processing of spatial datasets Different map projections, Spatial interpolation techniques Different types of resolutions Digital Elevation Model (DEM).

[Unit 4] **[6 Hours]**

Quality assessment of freely available DEMS GIS analysis-1

[Unit 5] **[6 Hours]**

GIS analysis-2 and applications Errors in GIS Key elements of maps.

Text Book:

1. Ian Heywood, Sarah Cornelius and Steve Carver, An Introduction to Geographical Information Systems (4th Edition) 2012.

Reference Books:

1. Chang Kang-tsung (Karl), Introduction to Geographic Information Systems, 2006
2. Tor Bernhardsen Geographic Information Systems: An Introduction, May 2002

NPTEL Course:

1. Dr. Arun K. Saraf, Introduction to Geographical Information System, IIT Roorkee.

BTCOE604 (B): Internet of Things

[Unit 1] IoT Introduction **[7 Hours]**

Genesis of IoT, IoT and Digitization, IoT Impact, Convergence of IT and IoT, IoT Challenges, IoT Network Architecture and Design, Drivers Behind New Network Architectures, Comparing IoT Architectures, A Simplified IoT Architecture, The Core IoT Functional Stack, IoT Data Management and Compute Stack.

[Unit 2] Smart Objects **[7 Hours]**

The "Things" in IoT, Sensors, Actuators, and Smart Objects, Sensor Networks, Connecting Smart Objects, Communications Criteria, IoT Access Technologies.

[Unit 3] IP Layer **[7 Hours]**

IP as the IoT Network Layer, The Business Case for IP, The need for Optimization, Optimizing IP for IoT, Profiles and Compliances, Application Protocols for IoT, The Transport Layer, IoT Application Transport Methods.

[Unit 4] Data and Analytics for IoT **[7 Hours]**

An Introduction to Data Analytics for IoT, Machine Learning, Big Data Analytics Tools and Technology, Edge Streaming Analytics, Network Analytics, Securing IoT, A Brief History of IoT Security, Common Challenges in IoT Security, Formal Risk Analysis Structures: OCTAVE and FAIR, The Phased Application of Security in an Operational Environment

[Unit 5] IoT Physical Devices and Endpoints **[7 Hours]**

Building iot with Arduino: Arduino–Interfaces-Arduino IDE–Programming, RaspberryPi: Introduction to RaspberryPi, About the RaspberryPi Board: Hardware Layout, Operating Systems on RaspberryPi, Configuring RaspberryPi, Programming RaspberryPi with Python, Wireless Temperature Monitoring System Temperature Sensor, Connecting Raspberry Pi via SSH, Accessing Temperature from sensors, Remote access to RaspberryPi, Smart and Connected Cities, An IoT Strategy for Smarter Cities, Smart City IoT Architecture, Smart City Security Architecture, Smart City Use-Case Examples.

Text Book:

1. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Robert Barton, Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet Things", 1st Edition, Pearson Education.

Reference Books:

1. Srinivasa K G, "Internet of Things", CENGAGE Leaning India, 2017.
2. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014.
3. Raj Kamal, "Internet of Things: Architecture and Design Principles", 1st Edition, McGraw Hill Education, 2017.

BTCOE604 (C): Embedded Systems

[Unit 1] **[7 Hours]**

Introduction: Embedded system overview, Design challenge, Processor technology, IC technology, Design technology, Custom single processor technology, Hardware-combinational logic, Sequential logic, Custom single purpose processor design, RT-level custom single purpose processor design, Optimizing custom single purpose processors.

[Unit 2] **[7 Hours]**

General purpose processor Software: Basic architecture, Operation, Programmers view, Development environment, Application specific instruction set processor, Selecting a microprocessor, General purpose processor design. Introduction, ARM7TDMI-S processor, Block diagram, Memory mapping, Memory accelerator module.

[Unit 3] **[7 Hours]**

System control: Pin description, Register description, Crystal oscillator, External interrupt inputs, Other system controls, Memory mapping control, Phase locked loop, Power control, Reset, APB divider, Wakeup timer. GPIO: GPIO register map, Timer-TIMER / COUNTER0 and TIMER / COUNTER1 register map, Example timer operation, Architecture.

[Unit 4] **[7 Hours]**

UART: UART0/1 - UART0/1 register map, UART0/1 baud rate, UART0/1 auto-baud, UART0/1 block diagram. Serial peripheral interface: SPI data transfers, SPI pin description, SPI register map, SPI block diagram; I2C-bus interface: I2C bus configuration, I2C operating modes, I2C Bus serial interface block diagram, Summary of I2C registers.

[Unit 5] **[7 Hours]**

Introduction, Process scheduling, Examples of RTOS, Microprocessor and microcontroller based system design, typical design examples, system design and simulation using simulation software such as Proteus VSM. Digital Camera Example Introduction, Introduction to a Simple Digital Camera; User's Perspective, Designer's perspective requirements specification non functional requirements, Informal functional specification, refined functional specification.

Text Book:

1. Frank Vahid "Embedded System Design- A Unified system Hardwar/Software Introduction", (3rd Edition, John Wiley India) ISBN 978-81-265-0837-2.

Reference Books:

1. LPC 214x User manual (UM10139):- www.nxp.com..
2. Andrew N. Sloss, Dominic Symes and Chris Wright "ARM System Developer's Guide – Designing and Optimizing System Software", (Elsevier) ISBN: 1-55860-874-5.
3. LPC 17xx User manual (UM10360) :- www.nxp.com
4. ARM architecture reference manual : - www.arm.com
5. Steve Furber "An Engineer's Introduction to the LPC2100 series" Trevor Martin (Hitex (UK) Ltd.)."ARM System-on-Chip Architecture" (2nd Edition, Addison-Wesley Professional)ISBN-13: 9780201403527

BTHM605 (A): Development Engineering

[Unit 1] **[7 Hours]**

Introduction, Various Definitions of Development Engineering.

[Unit 2] **[7 Hours]**

World Poverty and Development, Poverty in the India, Sustainable Development, Culture and Global Competence, The Engineer's Role.

[Unit 3] **[7 Hours]**

Social Justice, Social Justice and Engineering, Religious Perspectives, Secular Perspectives.

[Unit 4] **[7 Hours]**

Development Strategies: Society, Technological Change, and Development, Development Economists' Perspectives, Global Health Perspective, International Education Perspective, Social Business Perspectives.

[Unit 5] **[7 Hours]**

Engineering for Sustainable Community Development: The Engineer as a Helper Participatory Community Development, Teamwork and Project Management, Community Assessment: Learning About a Community, Project Selection, Humanitarian Technology, Participatory Technology Development, Humanitarian STEM Education. ICT for Development, AI for Humanitarian purposes, Blockchain and Social Development.

Text Book:

1. Kevin M. Passino, Humanitarian Engineering: Advancing Technology for Sustainable Development.

BTHM605 (B): Employability and Skill Development

[Unit 1] Soft Skills & Communication basics: **[7 Hours]**

Soft skills Vs hard skills, Skills to master, Interdisciplinary relevance, Global and national perspectives on soft skills, Resume, Curriculum vitae, How to develop an impressive resume, Different formats of resume Chronological, Functional, Hybrid, Job application or cover letter, Professional presentation- planning, preparing and delivering presentation, Technical writing.

[Unit 2] Arithmetic and Mathematical Reasoning and Analytical Reasoning and Quantitative Ability: **[7 Hours]**

Aspects of intelligence, Bloom taxonomy, multiple intelligence theory, Number sequence test, mental arithmetic (square and square root, LCM and HCF, speed calculation, reminder theorem).
Matching, Selection, Arrangement, Verifications (Exercises on each of these types). Verbal aptitude (Synonym, Antonym, Analogy).

[Unit 3] Grammar and Comprehension: **[7 Hours]**

English sentences and phrases, Analysis of complex sentences, Transformation of sentences, Paragraph writing, Story writing, Reproduction of a story, Letter writing, précis writing, Paraphrasing and e-mail writing.

[Unit 4] Skills for interviews: **[7 Hours]**

Interviews- types of interviews, preparatory steps for job interviews, interview skill tips, Group discussion- importance of group discussion, types of group discussion, difference between group discussion, panel discussion and debate, personality traits evaluated in group discussions, tips for successful participation in group discussion, Listening skills- virtues of listening, fundamentals of good listening, Non-verbal communication-body movement, physical appearance, verbal sounds, closeness, time.

[Unit 5] Problem Solving Techniques: **[7 Hours]**

Problem solving model: 1. Define the problem, 2. Gather information, 3. Identify various solution, 4. Evaluate alternatives, 5. Take actions, 6. Evaluate the actions.
Problem solving skills: 1. Communicate. 2. Brain storming, 3. Learn from mistakes.

Text Book:

1. R. Gajendra Singh Chauhan, Sangeeta Sharma, “Soft Skills- An integrated approach to maximize personality”, ISBN: 987-81-265-5639-7, First Edition 2016

Reference Books:

1. Wiley Wren and Martin, "English grammar and Composition", S. Chand publications.
2. R. S. Aggarwal, "A modern approach to verbal reasoning", S. Chand publications.
3. Philip Carter, "The Complete Book of Intelligence Test", John Willey & Sons Ltd.
4. Philip Carter, Ken Russell, "Succeed at IQ test", Kogan Page.
5. Eugene Ehrlich, Daniel Murphy, "Schaum;s Outline of English Grammar", McGraw Hills.
6. David F. Beer, David A. McMurrey, “A Guide to Writing as an Engineer”, ISBN: 978- 1-118-30027-5 4th Edition, 2014, Wiley.

BTHM605 (C): Consumer Behavior

[Unit 1] **[7 Hours]**

Introduction to the Study of Consumer Behavior: Defining Consumer Behavior, Scope and Application of Consumer Behavior, Why Study Consumer Behavior, Evolution of Consumer Behavior as a Field Of Study and its relationship with Marketing: Behavioral Dimension, The Interdisciplinary Nature of Consumer Behavior. Market Research and Consumer Behavior, Relevance of Market Research with Consumer Behavior, Approaches to Consumer Behavior Research, Quantitative Research, Qualitative Research.

[Unit 2] **[7 Hours]**

Market Segmentation and Positioning, Market Segmentation, Basis for Segmentation, Alternatives available for Segmentation, Positioning. The Consumer Decision Making Process: Buying Motives, Buying Roles, Consumer Decision Making Process, Levels of Consumer Decision Making, Perspectives to Consumer Decision Making, Consumer Decision Making Process.

[Unit 3] **[7 Hours]**

Models of Consumer Behavior: The Economic model, Learning model, Psychoanalytic model, The sociological model. The Howard Sheth model of Buying Behaviour, The Nicosia model, The Engel - Kollat - Blackwell Model, Engel, Blackwell and Miniard (EBM) model.

[Unit 4] **[7 Hours]**

Psychological Influences on Consumer Decision Making: Consumers Needs & Motivation, Emotions and Mood, Consumer Involvement, Consumer Learning, Personality, Self-concept and Self-image, Consumer Perception, Risk and Imagery. Consumer Attitude: Belief, Affect, Attitude and Intention, Attitude Formation and Attitude Change, Consumer Communication. Sociological Influences on Consumer Decision Making: Consumer groups, Consumer reference groups, Family and Life cycle, Social class and mobility, lifestyle analysis, Culture; Sub-Culture, Cross Culture, Interpersonal Communication and influence, Opinion Leadership.

[Unit 5] **[7 Hours]**

Diffusion of innovation Diffusion Process, Adoption Process, Consumer Innovators, Multiplicative innovation adoption (MIA) model. Organizational Buying: Differences between Industrial Markets and Consumer Markets, Differences between Organizational and Consumer Buying, Buying Decisions in Organizational Buying Process, Types of Decision Making, Organization Buyer's Decision Making Process, and Factors influencing Organizational Buying Behaviour, Decision Makers in Organizational Buying, Webster and Wind model of Organizational buying behaviour, The Sheth model of Industrial buying, The Sheth model of Industrial buying Consumer Behavior Analysis and Marketing Strategy: Consumer Behavior and Product Strategy, Consumer Behavior and Pricing Strategy, Consumer Behavior and Distribution Channel Strategy, Consumer Behavior and Promotion Strategy.

Text Book:

1. Consumer Behavior, Schiffman, L.G. and Kanuk L.L., Prentice Hall, India.

Reference Books:

1. Consumer Behavior, Concepts and Applications, Loudon, D.L. and Bitta, A.J.D, Tata McGraw Hill.
2. Consumer Behavior and Marketing Startegy, Peter, J.P. and Olson, J.C., Schiffman, L.G. and Kanuk L.L., Prentice Hall, India.

BTCOL606: Competitive Programming

[Unit 1] **[7 Hours]**

Introduction: Online Judge The Programming Challenges Robot Judge, Understanding Feedback From the Judge, Choosing Programming Languages, Reading Our Programs, Standard Input/Output, Programming Hints, Elementary Data Types.

Challenging Problems

(1) The 3n + 1 Problem (2) Minesweeper (3) The Trip, (4) LCD Display (5) Graphical Editor (6) Interpreter (7) Check the Check (8) Australian Voting.

[Unit 2] **[7 Hours]**

Elementary Data Structures: Data Structures: Elementary Data Structures, Stacks, Dictionaries, Priority Queues Sets, Object Libraries, The C++ Standard Template Library, The Java java.util Package, Program Design Example: Going to War, Hitting the Dec, String Input/Output, Winning the War, Testing and Debugging.

Challenging Problems

(1) Jolly (2) Poker Hands (3) Hartals (4) Crypt Kicker (5) Stack 'em Up (6) Erd¨os Numbers (7) Contest Scoreboard (8) Yahtzee.

[Unit 3] **[7 Hours]**

Strings: Character Codes, Representing Strings, Program Design Example: Corporate Renamings, Searching for Patterns, Manipulating Strings, Completing the Merger, String Library Functions.

Challenging Problems

(1) WERTYU (2) Where's Waldorf? (3) Common Permutation (4) Crypt Kicker II (5) Automated Judge Script (6) File Fragmentation (7) Doublets (8) Fmt

[Unit 4] **[7 Hours]**

Sorting: Sorting, Sorting Applications Sorting Algorithms, Program Design Example: Rating the Field, Sorting Library Functions, Rating the Field.

Challenging Problems

(1) Vito's Family (2) Stacks of Flapjacks (3) Bridge (4) Longest Nap (5) Shoemaker's Problem (6) CDVII (7) Shell Sort (8) Football.

[Unit 5] **[8 Hours]**

Arithmetic and Algebra: Machine Arithmetic, Integer Libraries, High-Precision Integers, High-Precision Arithmetic, Numerical Bases and Conversion, Real Numbers, Dealing With Real Numbers, Fractions, Decimals, Algebra, Manipulating Polynomials, Root Finding, Logarithms, Real Mathematical Libraries.

Challenging Problems

(1) Primary Arithmetic (2) Reverse and Add (3) The Archeologist's Dilemma (4) Ones (5) A Multiplication Game (6) Polynomial Coefficients (7) The Stern-Brocot Number System (8) Pairsumonious Numbers.

Combinatorics: Basic Counting Techniques, Recurrence Relations, Binomial Coefficients, Other Counting Sequences, Recursion and Induction Problems.

Challenging Problems

(1) How Many Fibs? (2) How Many Pieces of Land? (3) Counting (4) Expressions (5) Complete Tree Labeling (6) The Priest Mathematician (7) Self-describing Sequence (8) Steps

List of Practical:

At least twenty five problems solving on competitive programming platforms such as, https://uva.onlinejudge.org, http://hackerrank.com/, http://codechef.com/

Text Book:

1. Steven S. Skiena Miguel A. Revilla, Programming Challenges The Programming Contest Training Manual, Springer

Reference Books:

1. Antti Laaksonen, Competitive Programmer's Handbook.
2. Steven Halim, Competitive Programming 3: The Lower Bounds of Programming Contests.
3. Gayle Lakaman Cracking the Coding Interview.
4. The Hitchhiker's Guide to the Programming Contests.

BTCOL606: Machine Learning Laboratory

As a part of lab exercises for Machine Learning Laboratory, it is suggested that the student should get hands-on experience by solving data analysis problems available on Machine Learning competition platforms such as Hacker Earth and Kaggle. Some of the suggestive list of problem solving is given below. Knowledge of R programming or Python is required to solve these problems, students get this prerequisite in Second Year.

1	Regression Analysis and Plot interpretation.
2	Logistic Regression Analysis in R.
3	Random Forest and Parameter Tuning in R.
4	Clustering Algorithms and Evaluation in R.
5	Machine Learning Project in Python on Hourse Prices Data.