

SEMESTER VI

(Applicable to the students admitted from the Academic year 2006 – 2007 onwards)

Code No.	Course Title	L	T	P	M
THEORY					
	Artificial Intelligence	4	0	0	100
	Principles of Compiler Design	4	0	0	100
	Engineering Management	4	0	0	100
	Graphics and Multimedia (Common for CSE & IT)	4	0	0	100
	Fundamentals of Digital Signal Processing	4	0	0	100
	Elective – I	4	0	0	100
PRACTICAL					
	Graphics and Multimedia Lab(Common for CSE & IT)	0	0	3	100
	Compiler Design Lab	0	0	3	100
	Mini Project	0	0	3	100

based learning – Learning using relevant information – Inductive logic programming - Statistical learning methods - Learning with complete data - Learning with hidden variable - EM algorithm - Instance based learning - Neural networks - Reinforcement learning – Passive reinforcement learning - Active reinforcement learning - Generalization in reinforcement learning.

UNIT V

APPLICATIONS

8

Communication – Communication as action – Formal grammar for a fragment of English – Syntactic analysis – Augmented grammars – Semantic interpretation – Ambiguity and disambiguation – Discourse understanding – Grammar induction - Probabilistic language processing - Probabilistic language models – Information retrieval – Information Extraction – Machine translation.

TOTAL : 45

TEXT BOOK

1. Stuart Russell, Peter Norvig, “Artificial Intelligence – A Modern Approach”, 2nd Edition, Pearson Education / Prentice Hall of India, 2004.

REFERENCES

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

SEMESTER VI

PRINCIPLES OF COMPILER DESIGN

AIM

At the end of the course the student will be able to design and implement a simple compiler.

OBJECTIVES

- To understand, design and implement a lexical analyzer.
- To understand, design and implement a parser.
- To understand, design code generation schemes.
- To understand optimization of codes and runtime environment.

UNIT I INTRODUCTION TO COMPILING 9

Compilers – Analysis of the source program – Phases of a compiler – Cousins of the Compiler – Grouping of Phases – Compiler construction tools – Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens.

UNIT II SYNTAX ANALYSIS 9

Role of the parser – Writing Grammars – Context-Free Grammars – Top Down parsing – Recursive Descent Parsing – Predictive Parsing – Bottom-up parsing – Shift Reduce Parsing – Operator Precedent Parsing – LR Parsers – SLR Parser – Canonical LR Parser – LALR Parser.

UNIT III INTERMEDIATE CODE GENERATION 9

Intermediate languages – Declarations – Assignment Statements – Boolean Expressions – Case Statements – Back patching – Procedure calls.

UNIT IV CODE GENERATION 9

Issues in the design of code generator – The target machine – Runtime Storage management – Basic Blocks and Flow Graphs – Next-use Information – A simple Code generator – DAG representation of Basic Blocks – Peephole Optimization.

UNIT V CODE OPTIMIZATION AND RUN TIME ENVIRONMENTS 9

Introduction– Principal Sources of Optimization – Optimization of basic Blocks – Introduction to Global Data Flow Analysis – Runtime Environments – Source Language issues – Storage Organization – Storage Allocation strategies – Access to non-local names – Parameter Passing.

TOTAL : 45

TEXT BOOK

1. Alfred Aho, Ravi Sethi, Jeffrey D Ullman, “Compilers Principles, Techniques and Tools”, Pearson Education Asia, 2003.

REFERENCES

1. Allen I. Holub “Compiler Design in C”, Prentice Hall of India, 2003.
2. C. N. Fischer and R. J. LeBlanc, “Crafting a compiler with C”, Benjamin Cummings, 2003.
3. J.P. Bennet, “Introduction to Compiler Techniques”, Second Edition, Tata McGraw-Hill, 2003.
4. Henk Alblas and Albert Nymeyer, “Practice and Principles of Compiler Building with C”, PHI, 2001.
5. Kenneth C. Loudon, “Compiler Construction: Principles and Practice”, Thompson Learning, 2003

SEMESTER VI

ENGINEERING MANAGEMENT (Common to VI SEM IT)

OBJECTIVE

Knowledge on the principles of management is essential for all kinds of people in all kinds of organizations. After studying this course, students will be able to have a clear understanding of the managerial functions like planning, organizing, staffing, leading and controlling. Students will also gain some basic knowledge on international aspect of management.

1. HISTORICAL DEVELOPMENT 9

Definition of Management – Science or Art – Management and Administration – Development of Management Thought – Contribution of Taylor and Fayol – Functions of Management – Types of Business Organisation.

2. PLANNING 9

Nature & Purpose – Steps involved in Planning – Objectives – Setting Objectives – Process of Managing by Objectives – Strategies, Policies & Planning Premises- Forecasting – Decision-making.

3. ORGANISING 9

Nature and Purpose – Formal and informal organization – Organization Chart – Structure and Process – Departmentation by difference strategies – Line and Staff authority – Benefits and Limitations – De-Centralization and Delegation of Authority – Staffing – Selection Process - Techniques – HRD – Managerial Effectiveness.

4. DIRECTING 9

Scope – Human Factors – Creativity and Innovation – Harmonizing Objectives – Leadership – Types of Leadership Motivation – Hierarchy of needs – Motivation theories – Motivational Techniques – Job Enrichment – Communication – Process of Communication – Barriers and Breakdown – Effective Communication – Electronic media in Communication.

5. CONTROLLING 9

System and process of Controlling – Requirements for effective control – The Budget as Control Technique – Information Technology in Controlling – Use of computers in handling the information – Productivity – Problems and Management – Control of Overall Performance – Direct and Preventive Control – Reporting – The Global Environment – Globalization and Liberalization – International Management and Global theory of Management.

TOTAL : 45

TEXT BOOKS

1. Harold Kooritz & Heinz Weihrich “Essentials of Management”, Tata McGraw-Hill, 1998.

2. Joseph L Massie “Essentials of Management”, Prentice Hall of India, (Pearson) Fourth Edition, 2003.

REFERENCES

1. Tripathy PC And Reddy PN, “ Principles of Management”, Tata McGraw-Hill, 1999.
2. Decenzo David, Robbin Stephen A, ”Personnel and Human Resources Management”, Prentice Hall of India, 1996
3. JAF Stomer, Freeman R. E and Daniel R Gilbert Management, Pearson Education, Sixth Edition, 2004.
4. Fraidoon Mazda, “Engineering Management”, Addison Wesley, 2000.

TEXT BOOKS

1. Donald Hearn and M.Pauline Baker, “Computer Graphics C Version”, Pearson Education, 2003.
(UNIT I : Chapters 1 to 6; UNIT 2: Chapter 9 – 12, 15, 16)
2. Prabat K Andleigh and Kiran Thakrar, “Multimedia Systems and Design”, PHI, 2003.
(UNIT 3 to 5)

REFERENCES

1. Judith Jeffcoate, “Multimedia in practice technology and Applications”, PHI, 1998.
2. Foley, Vandam, Feiner, Huges, “Computer Graphics: Principles & Practice”, Pearson Education, second edition 2003.

SEMESTER VI
GRAPHICS AND MULTIMEDIA LAB
(Common to V SEM IT)

1. To implement Bresenham's algorithms for line, circle and ellipse drawing
2. To perform 2D Transformations such as translation, rotation, scaling, reflection and sharing.
3. To implement Cohen-Sutherland 2D clipping and window-viewport mapping
4. To perform 3D Transformations such as translation, rotation and scaling.
5. To visualize projections of 3D images.
6. To convert between color models.
7. To implement text compression algorithm
8. To implement image compression algorithm
9. To perform animation using any Animation software
10. To perform basic operations on image using any image editing software

SEMESTER VI

COMPILER DESIGN LAB

1. Write a program for Constructing NFA from a regular Expression.
2. Write a program for Constructing DFA from a regular Expression.
3. Write a program to find leading and Trailing of the given Grammar.
4. Write a program for constructing Top Down Parsing table.
5. Write a program to implement Shift reduce parsing Algorithm.
6. Write a program to implement Operator precedence Parsing Algorithm.
7. Write a program to find the Closure of the given Grammar.
8. Write a program for constructing LR Parsing table.
9. Write a program to generate DAG for the given expression.
10. Write a program to simulate the storage management.
11. Write a program to generate a code for a given intermediate code.

SEMESTER VI

MINI PROJECT

(Common to VI SEM IT)

- 1 The objective of Mini Project is to provide opportunity for the student to apply the knowledge acquired during the academic programme to real-life problems which he/she may have to face in future as an engineer
- 2 Three periods per week shall be allotted in the time table for the activity and this time shall be utilized by the students to receive guidance from the members of faculty on solving real-life problems, practice solving these problems , seminar presentation as assigned by the faculty member in-charge
- 3 The continuous assessment and semester evaluation may be carried out as specified in the guidelines to be issued from time to time and finally he/she should submit the report.

RESOURCE MANAGEMENT TECHNIQUES

1. LINEAR PROGRAMMING:	9
Principal components of decision problem – Modeling phases – LP Formulation and graphic solution – Resource allocation problems – Simplex method – Sensitivity analysis.	
2. DUALITY AND NETWORKS:	9
Definition of dual problem – Primal – Dual relation ships – Dual simplex methods – Post optimality analysis – Transportation and assignment model shortest route problem.	
3. INTEGER PROGRAMMING:	9
Cutting plan algorithm – Branch and bound methods, Multistage (Dynamic) programming.	
4. CLASSICAL OPTIMISATION THEORY:	9
Unconstrained external problems, Newton – Ralphson method – Equality constraints – Jacobean methods – Lagrangian method – Kuhn – Tucker conditions – Simple problems.	
5. OBJECT SCHEDULING:	9
Network diagram representation – Critical path method – Time charts and resource leveling – PERT.	
TOTAL = 45	

REFERNECES:

1. Anderson ‘Quantitative Methods for Business’, 8th Edition, Thomson Learning, 2002.
2. Winston ‘Operation Research’, Thomson Learning, 2003.
3. H.A.Taha, ‘Operation Research’, Prentice Hall of India, 2002.
4. Vohra, ‘Quantitative Techniques in Management’, Tata McGraw Hill, 2002.
5. Anand Sarma, ‘Operation Research’, Himalaya Publishing House, 2003.

UNIX INTERNALS

AIM

To understand the kernel, I/O & files, process control, scheduling and memory management policies in unix.

OBJECTIVES

- To get thorough understanding of the kernel..
- To understand the file organization and management.
- To know the various system calls.
- To have a knowledge of process architecture, process control & scheduling and memory management.

UNIT I GENERAL OVERVIEW OF THE SYSTEM 9

History – System structure – User perspective – Operating system services – Assumptions about hardware. Introduction to the Kernel : Architecture of the UNIX operating system – Introduction to system concepts – Kernel data structures – System administration – Summary and Preview.

UNIT II BUFFER CACHE 9

Buffer headers – Structure of the buffer pool – Advantages and disadvantages of the buffer cache. Internal representation of files : Inodes – Structure of a regular file – Directories – Conversion of a path name to an Inode – Super block – Other file types.

UNIT III SYSTEM CALLS FOR FILE SYSTEM 9

Open – Read – Write – File and record locking – Adjusting the position of file I/O –LSEEK – Close – File creation – Creation of special files – Pipes – Dup – Mounting and unmounting file systems

UNIT IV THE STRUCTURE OF PROCESSES

9

Process states and transitions – Layout of system memory – The context of a process – Saving the context of a process. Process Control: Process creation – Signals – Process termination – Awaiting process termination – Invoking other programs – The shell – System boot and the INIT process.

UNIT V PROCESS SCHEDULING AND MEMORY MANAGEMENT POLICIES 9

Process Scheduling – Memory Management Policies : Swapping – A hybrid system with swapping and demand paging. The I/O Subsystem : Driver Interfaces– Disk Drivers-Terminal Drivers.

TOTAL : 45

TEXT BOOK

1. Maurice J. Bach, “The Design of the Unix Operating System”, Prentice Hall of India, 2004.

REFERENCE

1. Vahalia, “Unix Internals: The New Frontiers”, Pearson Education Inc, 2003.

2. www.hpl.hp.com/techreports/1999/HPL-1999-111.html (Unit V: Network Processor)
3. www.intel.com/design/network/products/npfamily (Unit V: Network Processor)
4. www.national.com/appinfo/imaging/processors.html(Unit V: Image Processor)
5. Barry B.Brey, "The Intel Microprocessors, 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, PentiumPro Processor, PentiumII, PentiumIII, PentiumIV, Architecture, Programming & Interfacing", 6th Edition, Pearson Education/PHI, 2002.

REFERENCES

1. Margaret H.Dunham, "Data Mining: Introductory and Advanced Topics", Pearson Education 2004.
2. Sam Anahory, Dennis Murry, "Data Warehousing in the real world", Pearson Education 2003.
3. David Hand, Heikki Manila, Padhraic Symth, "Principles of Data Mining", PHI 2004.
4. W.H.Inmon, "Building the Data Warehouse", 3rd Edition, Wiley, 2003.
5. Alex Bezon, Stephen J.Smith, "Data Warehousing, Data Mining & OLAP", McGraw-Hill Edition, 2001.
6. Paulraj Ponniah, "Data Warehousing Fundamentals", Wiley-Interscience Publication, 2003.

3. Hortsman & Cornell, "CORE JAVA 2 ADVANCED FEATURES, VOL II", Pearson Education, 2002. (UNIT I and UNIT IV)

REFERENCES

1. Web reference: <http://java.sun.com>.
2. Patrick Naughton, "COMPLETE REFERENCE: JAVA2", Tata McGraw-Hill, 2003.

EMBEDDED SYSTEMS

AIM

To give sufficient background for undertaking embedded systems design.

OBJECTIVES

- To introduce students to the embedded systems, its hardware and software.
- To introduce devices and buses used for embedded networking.
- To explain programming concepts and embedded programming in C and C++.
- To explain real time operating systems, inter-task communication and an exemplary case of MUCOS – IIRTS.

UNIT I INTRODUCTION TO EMBEDDED SYSTEMS

9

Definition and Classification – Overview of Processors and hardware units in an embedded system – Software embedded into the system – Exemplary Embedded Systems – Embedded Systems on a Chip (SoC) and the use of VLSI designed circuits

UNIT II DEVICES AND BUSES FOR DEVICES NETWORK

9

I/O Devices - Device I/O Types and Examples – Synchronous - Iso-synchronous and Asynchronous Communications from Serial Devices - Examples of Internal Serial-Communication Devices - UART and HDLC - Parallel Port Devices - Sophisticated interfacing features in Devices/Ports- Timer and Counting Devices - '12C', 'USB', 'CAN' and advanced I/O Serial high speed buses- ISA, PCI, PCI-X, cPCI and advanced buses.

UNIT III PROGRAMMING CONCEPTS AND EMBEDDED PROGRAMMING IN C, C++

9

Programming in assembly language (ALP) vs. High Level Language - C Program Elements, Macros and functions -Use of Pointers - NULL Pointers - Use of Function Calls – Multiple function calls in a Cyclic Order in the Main Function Pointers – Function Queues and Interrupt Service Routines Queues Pointers – Concepts of EMBEDDED PROGRAMMING in C++ - Objected Oriented Programming – Embedded Programming in C++, 'C' Program compilers – Cross compiler – Optimization of memory codes.

UNIT IV REAL TIME OPERATING SYSTEMS – PART - 1

9

Definitions of process, tasks and threads – Clear cut distinction between functions – ISRs and tasks by their characteristics – Operating System Services- Goals – Structures- Kernel - Process Management – Memory Management – Device Management – File System Organisation and Implementation – I/O Subsystems – Interrupt Routines Handling in RTOS, REAL TIME OPERATING SYSTEMS : RTOS Task scheduling models - Handling of task scheduling and latency and deadlines as performance metrics – Co-operative Round Robin Scheduling – Cyclic Scheduling with Time Slicing (Rate Monotonics Co-operative Scheduling) – Preemptive Scheduling Model strategy by a Scheduler – Critical Section Service by a Preemptive Scheduler – Fixed (Static) Real time scheduling of tasks - INTER PROCESS COMMUNICATION AND SYNCHRONISATION – Shared data problem – Use of Semaphore(s) – Priority Inversion Problem and Deadlock Situations – Inter Process Communications using Signals – Semaphore Flag or mutex as Resource key – Message Queues – Mailboxes – Pipes – Virtual (Logical) Sockets – Remote Procedure Calls (RPCs).

UNIT V REAL TIME OPERATING SYSTEMS – PART - 2

9

Study of Micro C/OS-II or Vx Works or Any other popular RTOS – RTOS System Level Functions – Task Service Functions – Time Delay Functions – Memory Allocation Related Functions – Semaphore Related Functions – Mailbox Related Functions – Queue Related Functions – Case Studies of Programming with RTOS – Understanding Case Definition – Multiple Tasks and their functions – Creating a list of tasks – Functions and IPCs – Exemplary Coding Steps.

TOTAL: 45

TEXT BOOKS

1. Rajkamal, Embedded Systems Architecture, Programming and Design, TATA McGraw-Hill, First reprint Oct. 2003

REFERENCES

1. Steve Heath, Embedded Systems Design, Second Edition-2003, Newnes,
2. David E.Simon, An Embedded Software Primer, Pearson Education Asia, First Indian Reprint 2000.
3. Wayne Wolf, Computers as Components; Principles of Embedded Computing System Design – Harcourt India, Morgan Kaufman Publishers, First Indian Reprint 2001
4. Frank Vahid and Tony Givargis, Embedded Systems Design – A unified Hardware / Software Introduction, John Wiley, 2002.

TEXT BOOK

1. Thomas M. Connolly, Carolyn E. Begg, “Database Systems - A Practical Approach to Design , Implementation , and Management”, Third Edition , Pearson Education, 2003

REFERENCES

1. Ramez Elmasri & Shamkant B.Navathe, “Fundamentals of Database Systems”, Fourth Edition , Pearson Education , 2004.
2. M.Tamer Ozsü , Patrick Ualduriel, “Principles of Distributed Database Systems”, Second Edition, Pearson Education, 2003.
3. C.S.R.Prabhu, “Object Oriented Database Systems”, PHI, 2003.
4. Peter Rob and Corlos Coronel, “Database Systems – Design, Implementation and Management”, Thompson Learning, Course Technology, 5th Edition, 2003.

INTELLECTUAL PROPERTY RIGHTS

UNIT I

Introduction – Invention and Creativity – Intellectual Property (IP) – Importance – Protection of IPR – Basic types of property (i. Movable Property ii. Immovable Property and iii. Intellectual Property).

UNIT II

IP – Patents – Copyrights and related rights – Trade Marks and rights arising from Trademark registration – Definitions – Industrial Designs and Integrated circuits – Protection of Geographical Indications at national and International levels – Application Procedures.

UNIT III

International convention relating to Intellectual Property – Establishment of WIPO – Mission and Activities – History – General Agreement on Trade and Tariff (GATT).

UNIT IV

Indian Position Vs WTO and Strategies – Indian IPR legislations – commitments to WTO-Patent Ordinance and the Bill – Draft of a national Intellectual Property Policy – Present against unfair competition.

UNIT V

Case Studies on – Patents (Basumati rice, turmeric, Neem, etc.) – Copyright and related rights – Trade Marks – Industrial design and Integrated circuits – Geographic indications – Protection against unfair competition.

TEXT BOOK

1. Subbaram N.R. “ Handbook of Indian Patent Law and Practice “, S. Viswanathan (Printers and Publishers) Pvt. Ltd., 1998.

REFERENCES

1. Eli Whitney, United States Patent Number : 72X, Cotton Gin, March 14, 1794.
2. Intellectual Property Today : Volume 8, No. 5, May 2001, [www.iptoday.com].
3. Using the Internet for non-patent prior art searches, Derwent IP Matters, July 2000. [www.ipmatters.net/features/000707_gibbs.html.

INDIAN CONSTITUTION AND SOCIETY

UNIT I

Historical Background – Constituent Assembly of India – Philosophical foundations of the Indian Constitution – Preamble – Fundamental Rights – Directive Principles of State Policy – Fundamental Duties – Citizenship – Constitutional Remedies for citizens. **9**

UNIT II

Union Government – Structures of the Union Government and Functions – President – Vice President – Prime Minister – Cabinet – Parliament – Supreme Court of India – Judicial Review. **9**

UNIT III

State Government – Structure and Functions – Governor – Chief Minister – Cabinet – State Legislature – Judicial System in States – High Courts and other Subordinate Courts. **9**

UNIT IV

Indian Federal System – Center – State Relations – President's Rule – Constitutional Amendments – Constitutional Functionaries - Assessment of working of the Parliamentary System in India. **9**

UNIT V

Society : Nature, Meaning and definition; Indian Social Structure; Caste, Religion, Language in India; Constitutional Remedies for citizens – Political Parties and Pressure Groups; Right of Women, Children and Scheduled Castes and Scheduled Tribes and other Weaker Sections. **9**

TEXT BOOKS

1. Durga Das Basu, "Introduction to the Constitution of India", Prentice Hall of India, New Delhi.
2. R.C. Agarwal, " (1997) Indian Political System ", S.Chand and Company, New Delhi.
3. Maciver and Page, " Society: An Introduction Analysis ", Mac Milan India Ltd., New Delhi.
4. K.L.Sharma, " (1997) Social Stratification in India: Issues and Themes ", Jawaharlal Nehru University, New Delhi.

REFERENCES

1. Sharma, Brij Kishore, " Introduction to the Constitution of India., Prentice Hall of India, New Delhi.
2. U.R.Gahai, " (1998) Indian Political System ", New Academic Publishing House, Jalaendhar.
3. R.N. Sharma, " Indian Social Problems ", Media Promoters and Publishers Pvt. Ltd.
4. Yogendra Singh, " (1997) Social Stratification and Change in India ", Manohar, New Delhi.