

VIGNAN'S INSTITUTE OF MANAGEMENT AND TECHNOLOGY FOR WOMEN
B. Tech. in CSE (DATA SCIENCE)
COURSE STRUCTURE – VR25

II B. Tech. – I Semester

S.No	Course Code	Course	L	T	P	Credits
1	25MA301BS	Mathematical and Statistical Foundations	3	0	0	3
2	25EC302PC	Computer Organization and Architecture	3	0	0	3
3	25CS303PC	Object Oriented Programming through Java	3	0	0	3
4	25IT304PC	Software Engineering	3	0	0	3
5	25CS305PC	Database Management System	3	0	0	3
6	25MA306PC	Computational Mathematics Lab	0	0	2	1
7	25CS307PC	Object Oriented Programming through Java Lab	0	0	2	1
8	25IT308PC	Software Engineering Lab	0	0	2	1
9	25CS309PC	Database Management Systems Lab	0	0	2	1
10	25ML310SD	Node JS/React JS/Django	0	0	2	1
		Total	15	0	10	20

II B. Tech. - II Semester

S.No	Course Code	Course	L	T	P	Credits
1	25CS401PC	Discrete Mathematics	3	0	0	3
2	25CS402PC	Operating Systems	3	0	0	3
3	25DS403PC	Algorithms Design and Analysis	3	0	0	3
4	25CS404PC	Computer Networks	3	0	0	3
5	25ML405PC	Machine Learning	3	0	0	3
6	25MS406BS	Innovation and Entrepreneurship	2	0	0	2
7	25CS407PC	Operating Systems Lab	0	0	2	1
8	25CS408PC	Computer Networks lab	0	0	2	1
9	25ML409PC	Machine Learning Lab	0	0	2	1
10	25DS410SD	Data Visualization- R Programming/ Power BI	0	0	2	1
11	25MS411BS	Indian Knowledge System	1	0	0	1
		Total	18	0	08	22

Note: L - Theory

T - Tutorial

P - Practical

C - Credits

B.Tech. CSE(DS)	L	T	P	C
II Year - II Semester	3	0	0	3

DISCRETE MATHEMATICS
(Common for CSE(DS), CSE, IT, CSE(AI&ML))

Course Objectives:

- Introduces elementary discrete mathematics for computer science and engineering.
- Topics include formal logic notation, methods of proof, induction, sets, relations, algebraic structures, elementary graph theory, permutations and combinations, counting principles; recurrence relations and generating functions.

Course Outcomes:

- Understand and construct precise mathematical proofs
- Apply logic and set theory to formulate precise statements
- Analyze and solve counting problems on finite and discrete structures
- Describe and manipulate sequences
- Apply graph theory in solving computing problems

UNIT - I

Mathematical logic: Introduction, Statements and Notation, Connectives, Normal Forms, Theory of Inference for the Statement Calculus, The Predicate Calculus, Inference Theory of the Predicate Calculus.

UNIT - II

Set theory: Introduction, Basic Concepts of Set Theory, Representation of Discrete Structures, Relations and Ordering, Functions.

UNIT - III

Algebraic Structures: Introduction, Algebraic Systems, Semi groups and Monoids, Lattices as Partially Ordered Sets, Boolean Algebra.

UNIT - IV

Elementary Combinatorics: Basics of Counting, Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutation with Constrained Repetitions, Binomial Coefficient, The Binomial and Multinomial Theorems, The Principle of Exclusion.

UNIT - V

Graph Theory: Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multi-graphs and Euler Circuits, Hamiltonian Graphs, Chromatic Numbers, The Four-Color Problem.

TEXT BOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science: J.P. Tremblay, R. Manohar, McGraw-Hill, 1st ed.
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe I. Mott, Abraham Kandel, Theodore P. Baker, Prentis Hall of India, 2nd ed.

REFERENCE BOOKS:

1. Discrete and Combinatorial Mathematics - an applied introduction: Ralph. P. Grimald, Pearson education, 5th edition.
2. Discrete Mathematical Structures: Thomas Kosy, Tata McGraw Hill Publishing co.

B.Tech. CSE(DS)	L	T	P	C
II Year - II Semester	3	0	0	3

OPERATING SYSTEMS
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives:

- Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
- Introduce the issues to be considered in the design and development of operating system
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:

- Will be able to control access to a computer and the files that may be shared
- Demonstrate the knowledge of the components of computers and their respective roles in computing.
- Ability to recognize and resolve user problems with standard operating environments.
- Gain practical knowledge of how programming languages, operating systems, and architectures interact and how to use each effectively.
- Analyze and apply operating system concepts such as process scheduling, synchronization, memory management, deadlocks, and file systems to evaluate and improve system performance and reliability.

UNIT – I

Operating System - Introduction, Structures - Simple Batch, Multiprogrammed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

Process - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads

UNIT - II

CPU Scheduling - Scheduling Criteria, Scheduling Algorithms, Multiple -Processor Scheduling. System call interface for process management-fork, exit, wait, waitpid, exec

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

UNIT - III

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors **Interprocess Communication Mechanisms:** IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT - IV

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms.

UNIT - V

File System Interface and Operations -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of open, create, read, write, close, lseek, stat, ioctl system calls.

TEXT BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems- Internals and Design Principles, William Stallings, Fifth Edition–2005, Pearson Education/PHI
2. Operating System A Design Approach- Crowley, TMH.
3. Modern Operating Systems, Andrew S. Tanenbaum 2nd edition, Pearson/PHI
4. UNIX programming environment, Kernighan and Pike, PHI/ Pearson Education
5. UNIX Internals -The New Frontiers, U. Vahalia, Pearson Education.

B.Tech. CSE(DS)	L	T	P	C
II Year - II Semester	3	0	0	3

ALGORITHMS DESIGN AND ANALYSIS

(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives

- Develop proficiency in evaluating algorithms using asymptotic notations, including best-, average-, and worst-case time/space complexities, and solving related recurrence relations.
- Master various algorithmic strategies—divide-and-conquer, greedy, dynamic programming, backtracking, and branch-and-bound—identifying suitable use cases and demonstrating their application.
- Critically assess and contrast different algorithms in terms of efficiency, scalability, and correctness through rigorous analytical reasoning and empirical evaluation.
- Differentiate between tractable (polynomial-time) and intractable (super-polynomial or exponential-time) problems;
- **Identify and classify** problems as P, NP, NP-hard, or NP-complete, and **assess** their relationships through polynomial-time reductions and Cook's theorem.

Course Outcomes

- Able to Apply space and time complexity analysis using asymptotic notations.
- Able to Design divide-and-conquer algorithms and critically assess their runtime and space trade-offs.
- Able to Device backtracking and dynamic programming solutions.
- Able to Apply greedy methods and graph traversal algorithms
- Able to Analyse and Design branch-and-bound algorithms for NP-hard problems

UNIT - I

Introduction: Algorithm, Performance Analysis-Space complexity, Time complexity, Asymptotic Notations- Big oh notation, Omega notation, Theta notation, and Little oh notation.

Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Strassen's matrix multiplication.

UNIT - II

Disjoint Sets: Disjoint set operations, union and find algorithms, Priority Queue-Heaps, Heapsort **Backtracking:** General method, applications, n-queens problem, sum of subsets problem, graph coloring, Hamiltonian cycles.

UNIT - III

Dynamic Programming: General method, applications- Optimal binary search tree, 0/1 knapsack problem, All pairs shortest path problem, Traveling salesperson problem, Reliability design.

UNIT - IV

Greedy method: General method, applications- Job sequencing with deadlines, knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

Basic Traversal and Search Techniques: Techniques for Binary Trees, Techniques for Graphs, Connected components, Biconnected components.

UNIT - V

Branch and Bound: General method, applications - Travelling salesperson problem, 0/1 knapsack problem - LC Branch and Bound solution, FIFO Branch and Bound solution.

NP-Hard and NP-Complete problems: Basic concepts, non-deterministic algorithms, NP - Hard and NP-Complete classes, Cook's theorem.

TEXT BOOK:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni, and Rajasekaran, University Press.

REFERENCE BOOKS:

1. Design and Analysis of algorithms, Aho, Ullman, and Hopcroft, Pearson education.
2. Introduction to Algorithms, second edition, T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C.Stein, PHI Pvt. Ltd./ Pearson Education.
3. Algorithm Design: Foundations, Analysis and Internet Examples, M.T. Goodrich and R. Tamassia, John Wiley and Sons.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	3	0	0	3

COMPUTER NETWORKS
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives

- Equip the students with a general overview of the concepts and fundamentals of computer networks.
- Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.
- Elucidate the students about working and implementation of protocols at various layers in protocols stack.
- Appreciating the protocol working by observing and analysing outputs of the packet sniffer,

Course Outcomes

- Gain the knowledge of the basic computer network technology.
- Gain the knowledge of the functions of each layer in the ISO-OSI and TCP/IP reference model.
- Obtain the skills of subnetting and routing mechanisms.
- Familiarity with the essential protocols of computer networks, and how they can be applied in network design and implementation.
- Understanding working of the protocols through traces captured by a packet sniffer

UNIT – I

Introduction: The Internet, Protocol, Network Edge, Access Networks, Network Core, Packet Switching, Circuit Switching, Delay, Loss, and Throughput in Packet-Switched Networks, Protocol reference models: ISO-OSI, TCP/IP, Types of Network attacks, History of Computer Networking and the Internet.

UNIT-II

Application Layer: Principles of Network Applications, Network Application Architectures, Processes Communicating, Transport Services Available to Applications, Transport Services Provided by the Internet, Application-Layer Protocols, The Web and HTTP, File Transfer: FTP, Electronic Mail in the Internet, SMTP, DNS, Peer-to-Peer Applications, Socket Programming: Creating Network Applications.

UNIT - III

Transport Layer: Transport-Layer Services, Multiplexing and Demultiplexing, Connectionless Transport: UDP, Principles of Reliable Data Transfer, Building a Reliable Data Transfer Protocol, Pipelined Reliable Data Transfer Protocols, Go-Back-N (GBN), Selective Repeat (SR), Connection-Oriented Transport: TCP, The TCP

Connection, Segment Structure, Round-Trip Time Estimation and Timeout, Reliable Data Transfer, Flow Control, TCP Connection Management, Principles of Congestion Control, TCP Congestion Control, Fairness.

UNIT - IV

Network Layer: Data and Control plane, Forwarding and Routing 308, Network Service Models, Virtual Circuit and Datagram Networks, Router working, The Internet Protocol (IP): Forwarding and Addressing in the Internet, Datagram Format, IPv4 Addressing, Internet Control Message Protocol (ICMP), IPv6, IP Security, Routing Algorithms- The Link-State (LS) Routing Algorithm, The Distance- Vector (DV) Routing Algorithm, Hierarchical Routing, Routing in the Internet-Intra-AS Routing in the Internet: RIP, Intra-AS Routing in the Internet: OSPF, Inter-AS Routing: BGP, Broadcast and Multicast Routing, Broadcast Routing Algorithms, Multicasting.

UNIT – V

The Link Layer: The Services Provided by the Link Layer, Error-Detection and - Correction Techniques- Parity Checks, Checksum Methods, Cyclic Redundancy Check (CRC), Hamming code, Multiple Access Links and Protocols, Channel Partitioning Protocols, Random Access Protocols, Taking-Turns Protocols, DOCSIS: The Link-Layer Protocol for Cable Internet Access, Switched Local Area Networks, Link-Layer Addressing and ARP, Ethernet, Link-Layer Switches, Virtual Local Area Networks (VLANs), Link Virtualization-Multiprotocol Label Switching (MPLS), Data Center Networking, A Day in the Life of a Web Page Request. Wireless network characteristics, Wireless LAN.

TEXT BOOKS:

1. Computer Networking: A Top-Down Approach – James F.Kurose, Keith W. Ross, Pearson
2. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson/PHI

REFERENCE BOOK:

1. Data Communications and Networking – Behrouz A. Forouzan. Third Edition TMH.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	3	0	0	3

MACHINE LEARNING
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives:

- To introduce students to the basic concepts and techniques of Machine Learning.
- To have a thorough understanding of the Supervised and Unsupervised learning techniques
- To study the various probability-based learning techniques

Course Outcomes:

- Distinguish between, supervised, unsupervised and semi-supervised learning.
- Understand algorithms for building classifiers applied on datasets of non-linearly separable classes
- Design an ensemble model to increase the classification accuracy
- Understand the principles of RL evolutionary computing algorithms
- Apply appropriate machine learning algorithms, feature engineering techniques, and evaluation metrics to build, compare, and interpret predictive models for real-world datasets.

UNIT – I

Introduction to Machine Learning: Types of Human learning, machine learning process, Well- posed learning problem, Types of machine learning and comparison, applications of machine learning.

Model Preparation, Evaluation and feature engineering: Machine learning activities, Types of data in machine learning, dataset understanding, plotting and exploration, checking data quality, remediation, data pre-processing, selecting a model, predictive and descriptive models, supervised learning model training, cross-validation and boot strapping, lazy vs eager learner, interpreting the model- underfitting, overfitting, bias-variance trade-off. Parameter for evaluating performance of classification, regression, and clustering model. Improving performance of a model.

UNIT – II

Feature Engineering: Feature transformation - feature construction, feature extraction by PCA, SVD, LDA. Feature subset selection — feature relevancy and redundancy measures. Feature selection process and approaches.

Review of Probability concepts: joint probability, conditional probability, bayes rule, Common discrete and continuous distributions, dealing with multiple random variables, central limit theorem. Bayes classifier, Multi-class Classification, Naïve Bayes classifier, Bayesian belief network.

UNIT - III

Supervised Learning - Introduction to supervised learning,
Regression: Introduction of regression, Regression algorithms: Simple linear regression, Multiple linear regression, Polynomial regression model, Logistic regression, Maximum likelihood estimation.

Classification: Classification model and learning steps, Classification algorithms: Naïve Bayes classifier, Distance measures, k-Nearest Neighbor (kNN), Decision tree, Support vector machines, Kernel trick, Random Forest.

UNIT - IV

Unsupervised Learning: Introduction to unsupervised learning, Unsupervised vs supervised learning, Application of unsupervised learning, Clustering and its types, Partitioning method: k-Means and K-Medoids, Hierarchical clustering, Density-based methods – DBSCAN.

UNIT - V

Artificial Neural Network: Biological neuron, Artificial neuron, Activation functions, neural network architecture, perceptron, learning process in ANN, Back propagation.

Introduction to deep learning, overview of reinforcement learning, Representation learning, Evolutionary learning. Case-study of ML applications: Image recognition, Email spam filtering, Online fraud detection.

TEXT BOOKS:

1. Saikat Dutt, S. Chjandramouli, Das – Machine Learning, First Edition, Pearson
2. M N Murty, Anathanarayana V S – Machine Learning, First Edition, University Press
3. Tom M Mitchell, —Machine Learning, First Edition, McGraw Hill Education, 2013.

REFERENCE BOOKS:

1. Stephen Marsland, —Machine Learning – An Algorithmic Perspective, Second Edition,
2. Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	2	0	0	2

INNOVATION AND ENTREPRENEURSHIP
(Common for CSE(DS), IT, CSE(AI&ML))

Course Objectives:

- To familiarize on the basic concepts of innovation, entrepreneurship and its importance.
- To Identify and analyze the process of problem-opportunity identification, market segmentation, and idea generation techniques.
- To initiate prototype development and understand minimum viable product.
- To develop initial Business and financial planning and Go-to-Market strategies
- To impart knowledge on establishing startups, venture pitching and IPR

Course Outcomes:

- Understand the entrepreneurship and the entrepreneurial process and its significance in economic development.
- Assess the problem from an industry perspective and generate solutions using the design thinking principles.
- Assess market competition, estimate market size, and develop a prototype.
- Analyze Business and financial planning models and Go-to-Market strategies.
- Able to build a start-up, register IP and identify funding opportunities.

Unit I: Fundamentals of Innovation and Entrepreneurship

Innovation: Introduction, need for innovation, Features, Types of innovations, innovations in manufacturing and service sectors, fostering a culture of innovation, planning for innovation.

Entrepreneurship: Introduction, types of entrepreneurship attributes, mindset of entrepreneurial and intrapreneurial leadership, Role of entrepreneurs in economic development. Woman Entrepreneurship, Importance of on-campus startups. Understanding to build entrepreneurial mindset, attributes and networks individuals while on campus.

Core Teaching Tool: Simulation, Game, Industry Case Studies (Personalized for students — 16 industries to choose from), Venture Activity.

Unit II: Problem and Customer Identification

Identification of gap, problem, analyzing the problem from a industry perspective, real-world problems, market and customer segmentation, validation of customer problem fit, Iterating problem-customer fit, Competition and Industry trends mapping and assessing initial opportunity, Porter's Five Force Model. Idea generation, Ideation techniques: Brainstorming, Brain writing, Round robin, and SCAMPER, Design thinking principles, Mapping of solution to problem.

Core Teaching Tool: Several types of activities including: Class, game, Gen AI, 'Get out of the Building' and Venture Activity.

Unit III: Opportunity assessment and Prototype development

Identify and map global competitors, review industry trends, and understand market sizing: TAM, SAM, and SOM. Assessing scope and potential scale for the opportunity. Understanding prototyping and Minimum Viable Product (MVP). Developing a prototype: Testing, and validation.

Core Teaching Tool: Venture Activity, no-code Innovation tools, Class activity

Unit IV: Business & Financial Models

Introduction to Business Model and types, Lean Canvas Approach: 9-block lean canvas model, building lean canvas for your startup. Business planning: components of Business plan- Sales plan, People plan and financial plan, Financial Planning: Types of costs, preparing a financial plan for profitability using a financial template, understanding the basics of Unit economics, Economies of Scale and analyzing financial performance. Go-To-Market (GTM) approach — Selecting the Right Channel, creating digital presence, and building customer acquisition strategy.

Core Teaching Tool: Founder Case Studies – Sama and Securely Share; Class activity and discussions; Venture Activities.

Unit V: Startups and IPR

Startup requirements, building founding team members and mentors, pitch preparation, start-up registration process, funding opportunities and schemes, institutional support to entrepreneurs, startup lifecycle, documentation, legal aspects in startup, venture pitching readiness, National Innovation Startup Policy (NISP) and its features.

Patents, Designs, Patentability, Procedure for grants of patents. Indian Scenario of Patenting, International Scenario: International cooperation on Intellectual Property. Patent Rights: Scope of Patent Rights. Copyright, trademark, and GI. Licensing and transfer of technology.

Core Teaching Tool: Expert talks; Cases; Class activity and discussions; Venture Activities.

Suggested Readings:

1. John R Bessant, Joe Tidd, Innovation and Entrepreneurship, 4E, Wiley, Latest Edition.
2. Ajay Batra, The Startup Launch Book- A Practical Guide for Launching Customer Centric Ventures, Wiley, 2020. (For Core Teaching Tool).
3. Entrepreneurship Development and Small Business Enterprises, Poornima M Charantimath, 3E, Pearson, 2018.
4. D.F. Kuratko and T.V. Rao, Entrepreneurship: A South-Asian Perspective, Cengage Learning, 2013.
5. Robert D. Hisrich, Michael P. Peters, Dean A. Shepherd, Sabyasachi Sinha (2020). Entrepreneurship, McGrawHill, 11th Edition.
6. NISP -[Brochure inside pages - startup_policy_2019.pdf](#)

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	0	0	2	1

OPERATING SYSTEMS LAB
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives:

- To provide an understanding of the design aspects of operating system concepts through simulation.
- Introduce basic Unix commands, system call interface for process management, inter process communication and I/O in Unix.

Course Outcomes:

- Simulate and implement operating system concepts such as scheduling, deadlock management, file management and memory management.
- Able to implement C programs using Unix system calls.
- Apply inter-process communication and synchronization mechanisms such as semaphores, pipes, message queues, and shared memory in Unix/Linux environments.
- Analyze and compare operating system algorithms for CPU scheduling, memory management, and page replacement based on performance metrics.

List of Experiments:

1. Write C programs to simulate the following CPU Scheduling algorithms a) FCFS b) SJF c) Round Robin d) priority
2. Write programs using the I/O system calls of UNIX/LINUX operating system (open, read, write, close, lseek, stat, fork, exit)
3. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance.
4. Write a C program to implement the Producer – Consumer problem using semaphores using UNIX/LINUX system calls.
5. Write C programs to illustrate the following IPC mechanisms a) Pipes b) FIFOs c) Message Queues d) Shared Memory
6. Write C programs to simulate the following memory management techniques a) Paging b) Segmentation
7. Write C programs to simulate Page replacement policies a) FCFS b) LRU c) Optimal

TEXT BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.

2. Advanced programming in the Unix environment, W. R. Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems – Internals and Design Principles, William Stallings, Fifth Edition–2005, Pearson Education/PHI.
2. Operating System - A Design Approach-Crowley, TMH.
3. Modern Operating Systems, Andrew S Tanenbaum, 2nd edition, Pearson/PHI.
4. UNIX Programming Environment, Kernighan and Pike, PHI/Pearson Education.
5. UNIX Internals: The New Frontiers, U. Vahalia, Pearson Education.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	0	0	2	1

COMPUTER NETWORKS LAB
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives:

- To understand the working principle of various communication protocols.
- To understand the network simulator environment and visualize a network topology and observe its performance
- To analyze the traffic flow and the contents of protocol frames

Course Outcomes:

- Implement data link layer framing methods
- Analyze error detection and error correction codes.
- Implement and analyze routing and congestion issues in network design.
- Implement Encoding and Decoding techniques used in presentation layer
- To be able to work with different network tool

List of Experiments

1. Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijkstra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting techniques used in buffers.
10. **Wireshark**
 - i. Packet Capture Using Wire shark
 - ii. Starting Wire shark
 - iii. Viewing Captured Traffic
 - iv. Analysis and Statistics & Filters.

1. How to run Nmap scan
2. Operating System Detection using Nmap
3. Do the following using NS2 Simulator
 - I. NS2 Simulator-Introduction
 - II. Simulate to Find the Number of Packets Dropped
 - III. Simulate to Find the Number of Packets Dropped by TCP/UDP
 - IV. Simulate to Find the Number of Packets Dropped due to Congestion
 - V. Simulate to Compare Data Rate & Throughput.
 - VI. Simulate to Plot Congestion for Different Source/Destination
 - VII. Simulate to Determine the Performance with respect to Transmission of Packets

TEXT BOOK:

1. Computer Networks, Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI

REFERENCES:

1. An Engineering Approach to Computer Networks, S.Keshav, 2nd Edition, Pearson Education
2. Data Communications and Networking – Behrouz A. Forouzan. 3rd Edition, TMH.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	0	0	2	1

MACHINE LEARNING LAB
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objective:

- The objective of this lab is to get an overview of the various machine learning techniques and can demonstrate them using python.

Course Outcomes:

- Understand modern notions in predictive data analysis
- Select data, model selection, model complexity and identify the trends
- Understand a range of machine learning algorithms along with their strengths and weaknesses
- Build predictive models from data and analyze their performance
- Implement and evaluate machine learning models using Python libraries to solve real-world data analysis problems and interpret the results.

List of Experiments:

1. Write a python program to compute Central Tendency Measures: Mean, Median, Mode, Measure of Dispersion: Variance, Standard Deviation
2. Study of Python Basic Libraries such as Statistics, Math, Numpy and Scipy
3. Study of Python Libraries for ML application such as Pandas and Matplotlib
4. Write a Python program to implement Simple Linear Regression
5. Implementation of Multiple Linear Regression for House Price Prediction using sklearn
6. Implementation of Decision tree using sklearn and its parameter tuning
7. Implementation of KNN using sklearn
8. Implementation of Logistic Regression using sklearn
9. Implementation of K-Means Clustering
10. Performance analysis of Classification Algorithms on a specific dataset (Mini Project)

TEXT BOOK:

1. Machine Learning – Tom M. Mitchell, - MGH.

REFERENCE BOOK:

1. Machine Learning: An Algorithmic Perspective, Stephen Marshland, Taylor & Francis.

B.Tech. CSE (DS) **L T P C**
II Year - II Semester **0 0 2 1**

DATA VISUALIZATION - R PROGRAMMING/ POWER BI
(Common for CSE(DS), CSE, CSE(AI&ML))

Course Objectives:

- Effective use of Business Intelligence (BI) technology (Tableau) to apply data visualization
- To discern patterns and relationships in the data.
- To build Dashboard applications.
- To communicate the results clearly and concisely.
- To be able to work with different formats of data sets.

Course Outcomes: At the end of the course a student should be able to

- Understand How to import data into Tableau.
- Understand Tableau concepts of Dimensions and Measures.
- Develop Programs and understand how to map Visual Layouts and Graphical Properties.
- Create a Dashboard that links multiple visualizations.
- Use graphical user interfaces to create Frames for providing solutions to real world problems.

Lab Problems:

1. Understanding Data, What is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization?
2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts(line, bar charts, Tree maps),Using the Show me panel.
3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.
4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.
5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data.
6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.
7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.
8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.

9. Tableau file types, publishing to Tableau Online, Sharing your visualizations, printing, and Exporting.
10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.

REFERENCES:

1. Microsoft Power BI cookbook, Brett Powell, 2nd edition.
2. R Programming for Data Science by Roger D. Peng (References)
3. The Art of R Programming by Norman Matloff Cengage Learning India.

B.Tech. CSE (DS)	L	T	P	C
II Year - II Semester	1	0	0	1

INDIAN KNOWLEDGE SYSTEM
(Common for CSE(DS), CSE, CSE(AI&ML))

Bharat is considered one of the oldest civilizations of the world. Some of the archaeological evidences proved the existence of Indus Valley Civilization in 7000 B.C. Bhartiya traditions, culture, cultural activities, rituals, sacraments, painting, art of dancing, art of singing etc. is being practised till the modern times without knowing scientific approaches behind that. Eternity of Indian knowledge system proved itself that not only many rituals but also many traditions, many streams of knowledge like astrology, mathematics, physics, chemistry, biology, language studies, yoga and meditation had been following from the starting till now with some changes, in the form of traditions.

This course is for undergraduate students to inculcate Indian values. It will promote advance study and inter disciplinary research on all aspects of the Indian knowledge system.

Course Objectives: This course aims:

- To provide a tribute of the rich culture and traditions of Indian knowledge system to students of various disciplines.
- To introduce historical account on the education and scientific literature available in ancient Indian traditions and its connections with ancient Indian Philosophy
- To give insights about the applications of Bharatiya Jnana Parampara
- To introduce Indian approach towards health and wellbeing
- To elaborate vast contribution of ancient Indian researchers, engineers, scientists and architects to the modern world

Course Outcomes: Students will be able to:

- Understand nature, scope and related fields of Indian knowledge system.
- Demonstrate the scientific literature available in ancient Indian traditions
- Understanding the application of Bharatiya Jnana Parampara
- Understand Indian approach towards Wellbeing
- Appreciate vast contribution of ancient Indian researchers, engineers, scientists and architects to the modern world

Unit 1: Introduction to Indian Knowledge Systems

Meaning, Nature, Scope and Salient Aspects of Bharatiya Jnana Parampara - Introduction to Vedas, Upanishads, Vidya, Kala, Jnana, Shastra - Practices and Continuity of Tradition.

Unit 2: Overview of History of Indian Education and Scientific Literature

Gurukul System - Role of Sanskrit in Natural Language Processing - Scientific Literature - Vedic Literature - Available Scientific Treatises – Inter linkings

Unit 3: Introduction to Scientific Theories from Pure Sciences from Ancient Indian Knowledge Systems

Overview of theories from available ancient Indian Literature about Physics, Chemistry and Mathematics – Inter linking's and applications

Unit 4: Introduction to Ancient Indian Wellness Systems

Concept of Wellness – Yoga System - Ayurveda System - Ancient Indian Aesthetics

Unit 5: Development of Engineering, Science, Technology & Fine Arts in India

Various Industries - Silk, Cotton and Ship Building - Evolution of Indian Fine Arts — Cave and Temple Architecture, Vastu - Vidya, Sculpture, Forts and Stepwells, Observatories and Paintings - Music and Natyakala - Cultural Traditions & Folk Arts

❖ Pedagogy for Teachers: Apart from Class Room Instruction, the following Methods are Suggested.

1. Project based activities and learning.
2. Presentation and case studies.
3. Film screening and book reviews.
4. Visit to historical places, archives centre, research centre or library nearby.

***Note:** Activities mentioned above are only suggestive. Teacher-educators should encourage students to be innovative.*

Suggested Readings:

1. B. Mahadevan, Bhat Vinayak and Nagendra Pavan R.N., (2022) '*Introduction to Indian Knowledge Systems: Concepts and Applications*' PHI learning PVT, New Delhi ISBN [9789391818203]
2. Dharmapal (1971) '*Indian Science and Technology in the Eighteenth Century*'. Other India Press, Goa.
3. Kapil Kapoor, Singh Avdhesh Kumar, (2005) '*Indian Knowledge Systems*' D.K. Printworld (P) Ltd. ISBN 10: 8124603367 / ISBN 13: 9788124603369
4. Chakradeo, Ujwala, Temples of Bharat, Aayu Publications, New Delhi, 2024.
5. D.N. Bose, S.N. Sen and B. V. Subbarayappa, *A Concise History of Science in India*, Indian National Science Academy, New Delhi, 2009.
6. Datta B. and A. N. Singh, *History of Hindu Mathematics: Parts I and II*, Asia Publishing House, Bombay, 1962.
7. Kapoor, K. (2021), *Indian Knowledge System: Nature, Philosophy, Character in Indian Knowledge System*, vol. 1, Pub. Indian Institute of Advanced Studies, Shimla
8. Mahadevan, B., Bhat, V.R., Pavana, N. (2022), Philosophical Systems, in *Introduction to Indian Knowledge System*, Pub. PHI Learning, New Delhi.

9. Mahadevan, B., Bhat, V.R., Pavana, N. (2022), Knowledge: Framework and Classification, in Introduction to Indian Knowledge System, Pub. PHI Learning, New Delhi.

Video Resources:

1. Introductory lectures by Prof. Gauri Mahulikar
2. Introductory lectures by Prof. Kapil Kapoor

Websites:

- <https://iksin dia.org/index.php>
- Official Website of IKS- Indian Knowledge System
- <https://www.youtube.com/watch?v=uKcf-hSlcUE>
- Address by Prof Kapil Kapoor | Indian Institute of Advanced Study (FDP 2021)
- https://www.youtube.com/watch?v=MDJTXNiH2_A
- Mukul Kanitkar on Bharatiya Knowledge System
- <https://www.youtube.com/watch?v=uARMhv97pjk>
- <https://www.youtube.com/watch?v=oTwgf56GbsA>
- Scientific History of India | Mukul Kanitkar Lecture in DTU
- <https://youtu.be/gNJNmPJqXJc?si=WFBbuUT65mLZzpOW>
- Ancient India's Scientific Achievements & Contribution in Mathematics, Astronomy, Science & Medicine

B.Tech. IT	L	T	P	C
II Year - I Semester	0	0	2	1

DATA VISUALIZATION - R PROGRAMMING/ POWER BI/TABLEAU/GOOGLE CHART

Course Objectives:

- Effective use of Business Intelligence (BI) technology (Tableau) to apply data visualization
- To discern patterns and relationships in the data.
- To build Dashboard applications.
- To communicate the results clearly and concisely.
- To be able to work with different formats of data sets.

Course Outcomes: At the end of the course a student should be able to

- Understand How to import data into Tableau.
- Understand Tableau concepts of Dimensions and Measures.
- Develop Programs and understand how to map Visual Layouts and Graphical Properties.
- Create Dashboard, custom charts, and, publish to tableau online for any real time dataset.
- Use graphical user interfaces to create Frames for providing solutions to real world problems.

Lab Problems:

1. Understanding Data, what is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization.
2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts (line, bar charts, Tree maps), Using the Show me panel.
3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.
4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.
5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data
6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.
7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.

8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.
9. Tableau file types, publishing to Tableau Online, sharing your visualizations, printing, and exporting.
10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.
11. Visualize various data patterns taking any dataset from Kaggle.
12. Visualize data patterns using Google Charts by creating interactive Line, Bar, and Pie charts along with Dashboards using HTML and JavaScript.

REFERENCE BOOKS:

1. Brett Powell, Microsoft Power BI cookbook, 2nd edition.
2. Roger D. Peng, R Programming for Data Science
3. Norman Matloff Cengage Learning India, The Art of R Programming.

WEB RESOURCE:

1. <https://developers.google.com/chart/interactive/docs>.