

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

**M. Tech in COMPUTER SCIENCE AND ENGINEERING
Common to (CS, CSE)**

EFFECTIVE FROM ACADEMIC YEAR 2017- 18 ADMITTED BATCH

COURSE STRUCTURE AND SYLLABUS

I Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-1	Advanced Algorithms	25	75	4	0	0	4
PC-2	Computer Networking	25	75	4	0	0	4
PC-3	Software Engineering	25	75	4	0	0	4
PE-1	1. Network Security and Cryptography 2. Mobile Application Development 3. Graph Theory 4. Internet of Things	25	75	3	0	0	3
PE-2	1. Game Theory 2. Parallel and Distributed Algorithms 3. Software Architecture and Design Patterns 4. Embedded Systems	25	75	3	0	0	3
OE-1	*Open Elective – 1	25	75	3	0	0	3
Laboratory I	Advanced Algorithms Lab	25	75	0	0	3	2
Seminar I	Seminar-I	100	0	0	0	3	2
Total		275	525	21	0	6	25

II Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-4	Network Programming	25	75	4	0	0	4
PC-5	Distributed Systems and Cloud Computing	25	75	4	0	0	4
PC-6	Theory of Computation	25	75	4	0	0	4
PE-3	1. Data Warehousing and Data Mining 2. Storage Area Networks 3. Semantic Web and Social Networks 4. Cyber Security	25	75	3	0	0	3
PE4	1. Big Data Analytics 2. Soft Computing 3. Software Process and Project Management 4. Machine Learning	25	75	3	0	0	3
OE-2	*Open Elective – 2	25	75	3	0	0	3
Laboratory II	Internet Technologies and Services Lab	25	75	0	0	3	2
Seminar II	Seminar -II	100	0	0	0	3	2
Total		275	525	21	0	6	25

III Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Technical Paper Writing	100	0	0	3	0	2
Comprehensive Viva-Voce	0	100	0	0	0	4
Project work Review II	100	0	0	0	22	8
Total	200	100	0	3	22	14

IV Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Project work Review III	100	0	0	0	24	8
Project Evaluation (Viva-Voce)	0	100	0	0	0	16
Total	100	100	0	0	24	24

*Open Elective subjects must be chosen from the list of open electives offered by **OTHER** departments.

For Project review I, please refer 7.10 in R17 Academic Regulations.

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NETWORK PROGRAMMING (PC – 4)

Course Objectives:

- To understand to Linux utilities
- To understand file handling, signals
- To understand IPC, network programming in Java
- To understand processes to communicate with each other across a Computer Network.

UNIT – I

Linux Utilities- File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking utilities, Filters, Text processing utilities and Backup utilities.

Bourne again shell(bash) - Introduction, pipes and redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples.

Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT - II

Files- File Concept, File types File System Structure, Inodes, File Attributes, file I/O in C using system calls, kernel support for files, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions- chmod, fchmod, file ownership-chown, lchown , fchown, links-soft links and hard links – symlink, link, unlink.

File and Directory management – Directory contents, Scanning Directories- Directory file APIs.

Process- Process concept, Kernel support for process, process attributes, process control – process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process.

UNIT - III

Signals- Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions.

Interprocess Communication - Introduction to IPC mechanisms, Pipes- creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions, Introduction to message queues, semaphores and shared memory.

Message Queues- Kernel support for messages, UNIX system V APIs for messages, client/server example.

Semaphores-Kernel support for semaphores, UNIX system V APIs for semaphores.

UNIT – IV

Shared Memory- Kernel support for shared memory, UNIX system V APIs for shared memory, client/server example.

Network IPC - Introduction to Unix Sockets, IPC over a network, Client-Server model ,Address formats(Unix domain and Internet domain), Socket system calls for Connection Oriented - Communication, Socket system calls for Connectionless-Communication, Example-Client/Server Programs- Single Server-Client connection, Multiple simultaneous clients, Socket options – setsockopt, getsockopt, fcntl.

UNIT-V

Network Programming in Java-Network basics, TCP sockets, UDP sockets (datagram sockets), Server programs that can handle one connection at a time and multiple connections (using multithreaded server), Remote Method Invocation (Java RMI)-Basic RMI Process, Implementation details-Client-Server Application.

TEXT BOOKS:

1. Unix System Programming using C++, T.Chan, PHI.(Units II,III,IV)
2. Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.(Unit I)
3. An Introduction to Network Programming with Java, Jan Graba, Springer, rp 2010.(Unit V)
4. Unix Network Programming ,W.R. Stevens, PHI.(Units II,III,IV)
5. Java Network Programming,3rd edition, E.R. Harold, SPD, O'Reilly.(Unit V)

REFERENCE BOOKS:

1. Linux System Programming, Robert Love, O'Reilly, SPD.
2. Advanced Programming in the UNIX environment, 2nd Edition, W.R.Stevens, Pearson Education.
3. UNIX for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education.
4. Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.
5. Unix Network Programming The Sockets Networking API, Vol.-I,W.R.Stevens, Bill Fenner, A.M.Rudoff, Pearson Education.
6. Unix Internals, U.Vahalia, Pearson Education.
7. Unix shell Programming, S.G.Kochan and P.Wood, 3rd edition, Pearson Education.
8. C Programming Language, Kernighan and Ritchie, PHI

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DISTRIBUTED SYSTEMS AND CLOUD COMPUTING (PC – 5)

Course Objectives:

- To explain the evolving computer model called cloud computing.
- To introduce the various levels of services that can be achieved by cloud.
- To describe the security aspects in cloud.

Course Outcomes:

- Ability to understand the virtualization and cloud computing concepts.

UNIT- I

Systems Modeling, Clustering and Virtualization: Distributed System Models and Enabling Technologies, Computer Clusters for Scalable Parallel Computing, Virtual Machines and Virtualization of Clusters and Data centers.

UNIT- II

Foundations: Introduction to Cloud Computing, Migrating into a Cloud, Enriching the 'Integration as a Service' Paradigm for the Cloud Era, The Enterprise Cloud Computing Paradigm.

UNIT- III

Infrastructure as a Service (IAAS) & Platform and Software as a Service (PAAS / SAAS): Virtual machines provisioning and Migration services, On the Management of Virtual machines for Cloud Infrastructures, Enhancing Cloud Computing Environments using a cluster as a Service, Secure Distributed Data Storage in Cloud Computing.
Aneka, Comet Cloud, T-Systems', Workflow Engine for Clouds, Understanding Scientific Applications for Cloud Environments.

UNIT- IV

Monitoring, Management and Applications: An Architecture for Federated Cloud Computing, SLA Management in Cloud Computing, Performance Prediction for HPC on Clouds, Best Practices in Architecting Cloud Applications in the AWS cloud, Building Content Delivery networks using Clouds, Resource Cloud Mashups.

UNIT - V

Governance and Case Studies: Organizational Readiness and Change management in the Cloud age, Data Security in the Cloud, Legal Issues in Cloud computing, Achieving Production Readiness for Cloud Services.

TEXT BOOKS:

1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C.Fox, Jack J.Dongarra, Elsevier, 2012.

REFERENCE BOOKS:

1. Cloud Computing : A Practical Approach, Anthony T.Velte, Toby J.Velte, Robert Elsenpeter, Tata McGraw Hill, rp2011.
2. Enterprise Cloud Computing, Gautam Shroff, Cambridge University Press, 2010.

3. Cloud Computing: Implementation, Management and Security, John W. Rittinghouse, James F.Ransome, CRC Press, rp2012.
4. Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, George Reese, O'Reilly, SPD, rp2011.
5. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD, rp2011.

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THEORY OF COMPUTATION (PC – 6)

Course Outcomes

- Able to understand the concept of abstract machines and their power to recognize the languages.
- Able to employ finite state machines for modeling and solving computing problems.
- Able to design context free grammars for formal languages.
- Able to distinguish between decidability and undecidability.
- Able to gain proficiency with mathematical tools and formal methods.

UNIT - I:

Regular Languages –Finite Automata, Formal definition of finite automaton, Examples of finite automata, Formal definition of computation, Designing finite automata, The regular operations, Non determinism, formal definition of nondeterministic finite automaton, equivalence of NFAs and DFAs, closure under the regular operations, Regular Expressions, formal definition of a regular expression, equivalence with finite automata, Nonregular languages, The pumping lemma for regular languages.

UNIT - II :

Context-Free languages, Context-free grammars, formal definition of a Context-free grammar, Examples of context-free grammars, Designing context-free grammars, Ambiguity, Chomsky normal form, Pushdown Automata, Examples of pushdown Automata, Equivalence with context-free grammars, Non-context-free languages, The pumping lemma for context-free languages.

UNIT - III :

The Church-Turing Thesis - Turing machines, Formal definition of turing machine, Examples of turing machines, Variants of turing machines, Multitape turing machines, Nondeterministic turing machine, Enumerators, Equivalence with other models, The definition of algorithm, Hilbert's problem, Terminology of describing turing machines.

UNIT - IV:

Decidability – Decidable languages, Decidable problems concerning regular languages, Decidable problems concerning context-free languages, The halting problem, The diagonalization method, The halting method is undecidable, A turing –unrecognizable language, **Reducibility** – Undecidable problems for language theory, Reductions via computations histories, A simple undecidable problem, Mapping reducibility, computable functions, Formal definition of mapping reducibility.

UNIT - V:

Time Complexity – Measuring complexity, Big – O and small-o notation, Analyzing algorithms, Complexity relationships among models, The class P, Polynomial time, examples of problems in P, The class NP, Examples of problems in NP, The P versus NP question, NP-Completeness, polynomial time reducibility, Definition of NP-Completeness, The Cook-Levin Theorem, Additional NP-Complete problems, The vertex cover problem, The Hamiltonian path problem, The subset sum problem.

TEXTBOOKS:

1. Introduction to the theory of computation, Micheal Sipser, Third Edition, Cengage Learning.

REFERENCES:

1. Introduction to Languages and The Theory of Computation, John C Martin, TMH.

2. Introduction to Computer Theory, Daniel I.A. Cohen, John Wiley.
3. A Text book on Automata Theory, P. K. Srimani, Nasir S. F. B, Cambridge University Press.
4. Introduction to Formal languages Automata Theory and Computation Kamala Krithivasan, Rama R, Pearson.
5. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekar, 2nd edition, PHI.

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DATA WAREHOUSING AND DATA MINING (PE – III)

Course Objectives:

- To develop the abilities of critical analysis to data mining systems and applications.
- To implement practical and theoretical understanding of the technologies for data mining
- To understand the strengths and limitations of various data mining models;

UNIT- I

Data mining Overview and Advanced Pattern Mining: Data mining tasks – mining frequent patterns, associations and correlations, classification and regression for predictive analysis, cluster analysis, outlier analysis; advanced pattern mining in multilevel, multidimensional space – mining multilevel associations, mining multidimensional associations, mining quantitative association rules, mining rare patterns and negative patterns.

UNIT- II

Advance Classification: Classification by back propagation, support vector machines, classification using frequent patterns, other classification methods – genetic algorithms, roughset approach, fuzzy set approach;

UNIT- III

Advance Clustering: Density - based methods – DBSCAN, OPTICS, DENCLUE; Grid-Based methods – STING, CLIQUE; Exception – maximization algorithm; clustering High- Dimensional Data; Clustering Graph and Network Data.

UNIT- IV

Web and Text Mining: Introduction, web mining, web content mining, web structure mining, web usage mining, Text mining – unstructured text, episode rule discovery for texts, hierarchy of categories, text clustering.

UNIT- V

Temporal and Spatial Data Mining: Introduction; Temporal Data Mining – Temporal Association Rules, Sequence Mining, GSP algorithm, SPADE, SPIRIT Episode Discovery, Time Series Analysis, Spatial Mining – Spatial Mining Tasks, Spatial Clustering. Data Mining Applications.

TEXT BOOKS:

1. Data Mining Concepts and Techniques, Jiawei Han, Micheline Kamber, Jian Pei, Morgan Kaufmann.
2. Data Mining Techniques – Arun K. Pujari, Universities Press.

REFERENCE BOOKS:

1. Introduction to Data Mining – Pang-Ning Tan, Vipin Kumar, Michael Steinbach, Pearson.
2. Data Mining Principles & Applications – T.V Suresh Kumar, B.Esware Reddy, Jagadish S Kalimani, Elsevier.

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STORAGE AREA NETWORKS (PE - III)

Course Objectives:

- To understand Storage Area Networks characteristics and components.
- To become familiar with the SAN vendors and their products
- To learn Fibre Channel protocols and how SAN components use them to communicate with each other
- To become familiar with Cisco MDS 9000 Multilayer Directors and Fabric Switches Thoroughly learn Cisco SAN-OS features.
- To understand the use of all SAN-OS commands. Practice variations of SANOS features

UNIT - I:

Introduction to Storage Technology Review data creation and the amount of data being created and understand the value of data to a business, challenges in data storage and data management, Solutions available for data storage, Core elements of a data center infrastructure, role of each element in supporting business activities

UNIT - II:

Storage Systems Architecture Hardware and software components of the host environment, Key protocols and concepts used by each component ,Physical and logical components of a connectivity environment ,Major physical components of a disk drive and their function, logical constructs of a physical disk, access characteristics, and performance Implications, Concept of RAID and its components , Different RAID levels and their suitability for different application environments: RAID 0, RAID 1, RAID 3, RAID 4, RAID 5, RAID 0+1, RAID 1+0, RAID 6, Compare and contrast integrated and modular storage systems , High-level architecture and working of an intelligent storage system

UNIT - III:

Introduction to Networked Storage Evolution of networked storage, Architecture, components, and topologies of FC-SAN, NAS, and IP-SAN, Benefits of the different networked storage options, understand the need for long-term archiving solutions and describe how CAS fulfills the need, understand the appropriateness of the different networked storage options for different application environments

UNIT - IV:

Information Availability & Monitoring & Managing Datacenter List reasons for planned/unplanned outages and the impact of downtime, Impact of downtime, Differentiate between business continuity (BC) and disaster recovery (DR) ,RTO and RPO, Identify single points of failure in a storage infrastructure and list solutions to mitigate these failures , Architecture of backup/recovery and the different backup/recovery topologies , replication technologies and their role in ensuring information availability and business continuity, Remote replication technologies and their role in providing disaster recovery and business continuity capabilities

Identify key areas to monitor in a data center, Industry standards for data center monitoring and management, Key metrics to monitor for different components in a storage infrastructure, Key management tasks in a data center

UNIT - V:

Securing Storage and Storage Virtualization Information security, Critical security attributes for information systems, Storage security domains, List and analyzes the common threats in each

domain, Virtualization technologies, block-level and file-level virtualization technologies and processes

Case Studies

The technologies described in the course are reinforced with EMC examples of actual solutions. Realistic case studies enable the participant to design the most appropriate solution for given sets of criteria.

TEXT BOOK:

1. EMC Corporation, Information Storage and Management, Wiley.

REFERENCE BOOKS:

1. Robert Spalding, "Storage Networks: The Complete Reference", Tata McGraw Hill, Osborne, 2003.
2. Marc Farley, "Building Storage Networks", Tata McGraw Hill ,Osborne, 2001.
3. Meeta Gupta, Storage Area Network Fundamentals, Pearson Education Limited, 2002.

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SEMANTIC WEB AND SOCIAL NETWORKS (PE – III)

Course Objectives:

- To learn Web Intelligence
- To learn Knowledge Representation for the Semantic Web
- To learn Ontology Engineering
- To learn Semantic Web Applications, Services and Technology
- To learn Social Network Analysis and semantic web

UNIT – I:

Web Intelligence: Thinking and Intelligent Web Applications, The Information Age ,The World Wide Web, Limitations of Today's Web, The Next Generation Web, Machine Intelligence, Artificial Intelligence, Ontology, Inference engines, Software Agents, Berners-Lee www, Semantic Road Map, Logic on the semantic Web.

UNIT - II:

Knowledge Representation for the Semantic Web: Ontologies and their role in the semantic web, Ontologies Languages for the Semantic Web –Resource Description Framework(RDF) / RDF Schema, Ontology Web Language(OWL), UML, XML/XML Schema.

UNIT- III:

Ontology Engineering: Ontology Engineering, Constructing Ontology, Ontology Development Tools, Ontology Methods, Ontology Sharing and Merging, Ontology Libraries and Ontology Mapping, Logic, Rule and Inference Engines.

UNIT- IV:

Semantic Web Applications, Services and Technology: Semantic Web applications and services, Semantic Search, e-learning, Semantic Bioinformatics, Knowledge Base ,XML Based Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods,

UNIT - V: .Social Network Analysis and semantic web

What is social Networks analysis, development of the social networks analysis, Electronic Sources for Network Analysis – Electronic Discussion networks, Blogs and Online Communities, Web Based Networks. Building Semantic Web Applications with social network features.

TEXT BOOKS:

1. Thinking on the Web - Berners Lee, Godel and Turing, Wiley inter science, 2008.
2. Social Networks and the Semantic Web, Peter Mika, Springer, 2007.

REFERENCE BOOKS:

1. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J. Davies, R. Studer, P. Warren, John Wiley & Sons.
2. Semantic Web and Semantic Web Services -Liyang Lu Chapman and Hall/CRC Publishers,(Taylor & Francis Group)
3. Information Sharing on the semantic Web - Heiner Stuckenschmidt; Frank Van Harmelen, Springer Publications.
4. Programming the Semantic Web, T. Segaran, C.Evans, J. Taylor, O'Reilly, SPD.

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CYBER SECURITY (PE - III)

Course Objectives:

- To learn about cyber crimes and how they are planned
- To learn the vulnerabilities of mobile and wireless devices
- To learn about the crimes in mobile and wireless devices

UNIT - I

Introduction to Cybercrime: Introduction, Cybercrime and Information security, who are cybercriminals, Classifications of Cybercrimes, Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

Cyber offenses: How criminals Plan Them: Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing.

UNIT- II

Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies and Measures in Mobile Computing Era, Laptops.

UNIT - III

Cybercrimes and Cyber security: the Legal Perspectives

Introduction

Cyber Crime and Legal Landscape around the world, Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario In India, Digital signatures and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment
Cyber law, Technology and Students: Indian Scenario.

UNIT - IV

Understanding Computer Forensics

Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber Forensics and Digital evidence, Forensics Analysis of Email, Digital Forensics Lifecycle, Chain of Custody concept, Network Forensics, Approaching a computer, Forensics Investigation, Challenges in Computer Forensics, Special Tools and Techniques
Forensics Auditing

UNIT - V

Cyber Security: Organizational Implications

Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

TEXT BOOK:

1. **Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives**, Nina Godbole and Sunil Belapure, Wiley INDIA.
2. **Introduction to Cyber Security**, Chwan-Hwa(john) Wu, J. David Irwin. CRC Press T&F Group

REFERENCE BOOK:

1. **Cyber Security Essentials**, James Graham, Richard Howard and Ryan Otson, CRC Press.

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BIG DATA ANALYTICS (PE – IV)

Course Objectives:

- To understand about big data
- To learn the analytics of Big Data
- To Understand the MapReduce fundamentals

UNIT - I

Big Data Analytics: What is big data, History of Data Management ; Structuring Big Data ; Elements of Big Data ; Big Data Analytics; Distributed and Parallel Computing for Big Data;

Big Data Analytics: What is Big Data Analytics, What Big Data Analytics Isn't, Why this sudden Hype Around Big Data Analytics, Classification of Analytics, Greatest Challenges that Prevent Business from Capitalizing Big Data; Top Challenges Facing Big Data; Why Big Data Analytics Important; Data Science; Data Scientist; Terminologies used in Big Data Environments; Basically Available Soft State Eventual Consistency (BASE); Open source Analytics Tools;

UNIT - II

Understanding Analytics and Big Data: Comparing Reporting and Analysis, Types of Analytics; Points to Consider during Analysis; Developing an Analytic Team; Understanding Text Analytics;

Analytical Approach and Tools to Analyze Data: Analytical Approaches; History of Analytical Tools; Introducing Popular Analytical Tools; Comparing Various Analytical Tools.

UNIT - III

Understanding MapReduce Fundamentals and HBase : The MapReduce Framework; Techniques to Optimize MapReduce Jobs; Uses of MapReduce; Role of HBase in Big Data Processing; Storing Data in Hadoop : Introduction of HDFS, Architecture, HDFS Files, File system types, commands, org.apache.hadoop.io package, HDFS High Availability; Introducing HBase, Architecture, Storing Big Data with HBase , Interacting with the Hadoop Ecosystem; HBase in Operations-Programming with HBase; Installation, Combining HBase and HDFS;

UNIT - IV

Big Data Technology Landscape and Hadoop : NoSQL, Hadoop; RDBMS versus Hadoop; Distributed Computing Challenges; History of Hadoop; Hadoop Overview; Use Case of Hadoop; Hadoop Distributors; HDFS (Hadoop Distributed File System), HDFS Daemons, read,write, Replica Processing of Data with Hadoop; Managing Resources and Applications with Hadoop YARN.

UNIT - V

Social Media Analytics and Text Mining: Introducing Social Media; Key elements of Social Media; Text mining; Understanding Text Mining Process; Sentiment Analysis, Performing Social Media Analytics and Opinion Mining on Tweets;

Mobile Analytics: Introducing Mobile Analytics; Define Mobile Analytics; Mobile Analytics and Web Analytics; Types of Results from Mobile Analytics; Types of Applications for Mobile Analytics; Introducing Mobile Analytics Tools;

TEXT BOOKS:

1. BIG DATA and ANALYTICS, Seema Acharya, Subhasinin Chellappan, Wiley publications.
2. BIG DATA, Black Book™, DreamTech Press, 2015 Edition.
3. BUSINESS ANALYTICS 5e, BY Albright |Winston

REFERENCE BOOKS:

1. Rajiv Sabherwal, Irma Becerra- Fernandez, " Business Intelligence –Practice, Technologies and Management", John Wiley 2011.
2. Lariss T. Moss, ShakuAtre, " Business Intelligence Roadmap", Addison-Wesley It Service.
3. Yuli Vasiliev, " Oracle Business Intelligence : The Condensed Guide to Analysis and Reporting", SPD Shroff, 2012.

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SOFT COMPUTING (PE – IV)

Course Objectives:

To give students knowledge of soft computing theories fundamentals, i.e. Fundamentals of artificial and neural networks, fuzzy sets and fuzzy logic and genetic algorithms.

UNIT- I

AI Problems and Search: AI problems, Techniques, Problem Spaces and Search, Heuristic Search Techniques- Generate and Test, Hill Climbing, Best First Search Problem reduction, Constraint Satisfaction and Means End Analysis. Approaches to Knowledge Representation- Using Predicate Logic and Rules.

UNIT- II

Artificial Neural Networks: Introduction, Basic models of ANN, important terminologies, Supervised Learning Networks, Perceptron Networks, Adaptive Linear Neuron, Back propagation Network. Associative Memory Networks. Training Algorithms for pattern association, BAM and Hopfield Networks.

UNIT- III

Unsupervised Learning Network- Introduction, Fixed Weight Competitive Nets, Maxnet, Hamming Network, Kohonen Self-Organizing Feature Maps, Learning Vector Quantization, Counter Propagation Networks, Adaptive Resonance Theory Networks. Special Networks-Introduction to various networks.

UNIT- IV

Introduction to Classical Sets (crisp Sets)and Fuzzy Sets- operations and Fuzzy sets. Classical Relations -and Fuzzy Relations- Cardinality, Operations, Properties and composition. Tolerance and equivalence relations.

Membership functions- Features, Fuzzification, membership value assignments, Defuzzification.

UNIT- V

Fuzzy Arithmetic and Fuzzy Measures, Fuzzy Rule Base and Approximate Reasoning Fuzzy Decision making

Fuzzy Logic Control Systems, Genetic Algorithm- Introduction and basic operators and terminology. Applications: Optimization of TSP, Internet Search Technique.

TEXT BOOKS:

1. Principles of Soft Computing- S N Sivanandam, S N Deepa, Wiley India, 2007
2. Soft Computing and Intelligent System Design -Fakhreddine O Karray, Clarence D Silva,. Pearson Edition, 2004.

REFERENCE BOOKS:

1. Artificial Intelligence and Soft Computing- Behavioural and Cognitive Modeling of the Human Brain- Amit Konar, CRC press, Taylor and Francis Group.
2. Artificial Intelligence – Elaine Rich and Kevin Knight, TMH, 1991, rp2008.
3. Artificial Intelligence – Patric Henry Winston – Third Edition, Pearson Education.
4. A first course in Fuzzy Logic-Hung T Nguyen and Elbert A Walker, CRC. Press Taylor and Francis Group.

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SOFTWARE PROCESS AND PROJECT MANAGEMENT (PE – IV)

Course Objectives:

- Describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project.
- Compare and differentiate organization structures and project structures.
- Implement a project to manage project schedule, expenses and resources with the application of suitable project management tools.

UNIT- I

Software Process Maturity

Software maturity Framework, Principles of Software Process Change, Software Process Assessment, The Initial Process, The Repeatable Process, The Defined Process, The Managed Process, The Optimizing Process.

Process Reference Models

Capability Maturity Model (CMM), CMMI, PCMM, PSP, TSP.

UNIT - II

Software Project Management Renaissance

Conventional Software Management, Evolution of Software Economics, Improving Software Economics, The old way and the new way.

Life-Cycle Phases and Process artifacts

Engineering and Production stages, inception phase, elaboration phase, construction phase, transition phase, artifact sets, management artifacts, engineering artifacts and pragmatic artifacts, model based software architectures

UNIT - III

Workflows and Checkpoints of process

Software process workflows, Iteration workflows, Major milestones, Minor milestones, Periodic status assessments.

Process Planning

Work breakdown structures, Planning guidelines, cost and schedule estimating process, iteration planning process, Pragmatic planning.

UNIT - IV

Project Organizations

Line-of- business organizations, project organizations, evolution of organizations, process automation.

Project Control and process instrumentation

The seven core metrics, management indicators, quality indicators, life-cycle expectations, Pragmatic software metrics, and metrics automation.

UNIT - V

CCPDS-R Case Study and Future Software Project Management Practices

Modern Project Profiles, Next-Generation software Economics, Modern Process Transitions.

TEXT BOOKS:

1. Managing the Software Process, *Watts S. Humphrey*, Pearson Education.
2. Software Project Management, *Walker Royce*, Pearson Education.

REFERENCE BOOKS:

1. Effective Project Management: Traditional, Agile, Extreme, Robert Wysocki, Sixth edition, Wiley India, rp2011.
2. An Introduction to the Team Software Process, Watts S. Humphrey, Pearson Education, 2000
3. Process Improvement essentials, James R. Persse, O'Reilly, 2006
4. Software Project Management, Bob Hughes & Mike Cotterell, fourth edition, TMH, 2006
5. Applied Software Project Management, Andrew Stellman & Jennifer Greene, O'Reilly, 2006.
6. Head First PMP, Jennifer Greene & Andrew Stellman, O'Reilly, 2007
7. Software Engineering Project Managent, Richard H. Thayer & Edward Yourdon, 2nd edition, Wiley India, 2004.
8. The Art of Project Management, Scott Berkun, SPD, O'Reilly, 2011.
9. Applied Software Project Management, Andrew Stellman & Jennifer Greene, SPD, O'Reilly, rp2011.
10. Agile Project Management, Jim Highsmith, Pearson education, 2004.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - CSE/CS – I Year – II Sem

MACHINE LEARNING (PE – IV)

Course Objectives:

- To be able to formulate machine learning problems corresponding to different applications.
- To understand a range of machine learning algorithms along with their strengths and weaknesses.
- To understand the basic theory underlying machine learning.
- To be able to apply machine learning algorithms to solve problems of moderate complexity.
- To be able to read current research papers and understands the issues raised by current research.

UNIT - I

Introduction - Well-posed learning problems, Designing a learning system, Perspectives and issues in machine learning

Concept learning and the general to specific ordering – Introduction, A concept learning task, Concept learning as search, Find-S: finding a maximally specific hypothesis, Version spaces and the candidate elimination algorithm, Remarks on version spaces and candidate elimination, Inductive bias

UNIT - II

Decision Tree learning – Introduction, Decision tree representation, Appropriate problems for decision tree learning, The basic decision tree learning algorithm, Hypothesis space search in decision tree learning, Inductive bias in decision tree learning, Issues in decision tree learning

Artificial Neural Networks – Introduction, Neural network representation, Appropriate problems for neural network learning, Perceptions, Multilayer networks and the back propagation algorithm, Remarks on the back propagation algorithm, An illustrative example face recognition

Advanced topics in artificial neural networks

Evaluation Hypotheses – Motivation, Estimation hypothesis accuracy, Basics of sampling theory, A general approach for deriving confidence intervals, Difference in error of two hypotheses, Comparing learning algorithms

UNIT - III

Bayesian learning – Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum likelihood and least squared error hypotheses, Maximum likelihood hypotheses for predicting probabilities, Minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naïve Bayes classifier, An example learning to classify text, Bayesian belief networks The EM algorithm

Computational learning theory – Introduction, Probability learning an approximately correct hypothesis, Sample complexity for Finite Hypothesis Space, Sample Complexity for infinite Hypothesis Spaces, The mistake bound model of learning - **Instance-Based Learning**- Introduction, k -Nearest Neighbour Learning, Locally Weighted Regression, Radial Basis Functions, Case-Based Reasoning, Remarks on Lazy and Eager Learning

Genetic Algorithms – Motivation, Genetic Algorithms, An illustrative Example, Hypothesis Space Search, Genetic Programming, Models of Evolution and Learning, Parallelizing Genetic Algorithms

UNIT - IV

Learning Sets of Rules – Introduction, Sequential Covering Algorithms, Learning Rule Sets: Summary, Learning First Order Rules, Learning Sets of First Order Rules: FOIL, Induction as Inverted Deduction, Inverting Resolution

Analytical Learning - Introduction, Learning with Perfect Domain Theories: Prolog-EBG Remarks on Explanation-Based Learning, Explanation-Based Learning of Search Control Knowledge

UNIT - V

Combining Inductive and Analytical Learning – Motivation, Inductive-Analytical Approaches to Learning, Using Prior Knowledge to Initialize the Hypothesis, Using Prior Knowledge to Alter the Search Objective, Using Prior Knowledge to Augment Search Operators,

Reinforcement Learning – Introduction, The Learning Task, Q Learning, Non-Deterministic, Rewards and Actions, Temporal Difference Learning, Generalizing from Examples, Relationship to Dynamic Programming

TEXT BOOKS:

1. Machine Learning – Tom M. Mitchell, - MGH
2. Machine Learning: An Algorithmic Perspective, Stephen Marsland, Taylor & Francis (CRC)

REFERENCE BOOKS:

1. Machine Learning Methods in the Environmental Sciences, Neural Networks, William W Hsieh, Cambridge Univ Press.
2. Richard o. Duda, Peter E. Hart and David G. Stork, pattern classification, John Wiley & Sons Inc., 2001
3. Chris Bishop, Neural Networks for Pattern Recognition, Oxford University Press, 1995.
4. Machine Learning by Peter Flach , Cambridge.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - CSE/CS – I Year – II Sem

INTERNET TECHNOLOGIES AND SERVICES LAB

Course Objectives:

- Write syntactically correct HTTP messages and describe the semantics of common HTTP methods and header fields
- Discuss differences between URIs, URNs, and URLs, and demonstrate a detailed understanding of http-scheme URLs, both relative and absolute
- Describe the actions, including those related to the cache, performed by a browser in the process of visiting a Web address
- Install a web server and perform basic administrative procedures, such as tuning communication parameters, denying access to certain domains, and interpreting an access log
- Write a valid standards-conformant HTML document involving a variety of element types, including hyperlinks, images, lists, tables, and forms
- Use CSS to implement a variety of presentation effects in HTML and XML documents, including explicit positioning of elements
- Demonstrate techniques for improving the accessibility of an HTML document

List of Sample Problems:

i) Internet Technologies

1. Develop static pages (using Only HTML) of an online Book store. The pages should resemble: www.amazon.com the website should consist the following pages.
Home page, Registration and user Login
User Profile Page, Books catalog
Shopping Cart, Payment By credit card
Order Conformation
2. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
3. Create and save an XML document at the server, which contains 10 users information. Write a program, which takes User Id as an input and returns the user details by taking the user information from the XML document.
4. Install TOMCAT web server. Convert the static web pages of assignments 2 into dynamic web pages using Servlets and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
5. Redo the previous task using JSP by converting the static web pages of assignments 2 into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database. Follow the MVC architecture while doing the website.
6. Implement the "Hello World!" program using JSP Struts Framework.

ii) Additional Assignment Problems

Write an HTML page including any required Javascript that takes a number from one text field in the range of 0 to 999 and shows it in another text field in words. If the number is out of range, it should show "out of range" and if it is not a number, it should show "not a number" message in the result box.

Write a java swing application that takes a text file name as input and counts the characters, words

and lines in the file. Words are separated with white space characters and lines are separated with new line character.

Write a simple calculator servlet that takes two numbers and an operator (+, -, /, * and %) from an HTML page and returns the result page with the operation performed on the operands. It should check in a database if the same expression is already computed and if so, just return the value from database. Use MySQL or PostgreSQL.

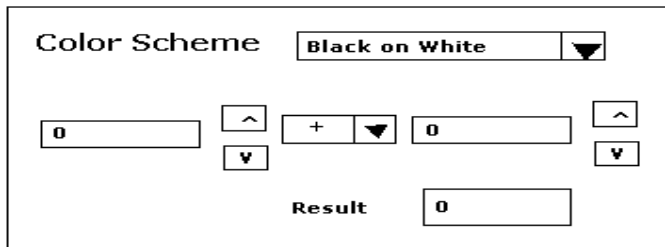
Write an HTML page that contains a list of 5 countries. When the user selects a country, its capital should be printed next to the list. Add CSS to customize the properties of the font of the capital (color, bold and font size).

Write a servlet that takes name and age from an HTML page. If the age is less than 18, it should send a page with "Hello <name>, you are not authorized to visit this site" message, where <name> should be replaced with the entered name. Otherwise it should send "Welcome <name> to this site" message.

Write a calculator program in HTML that performs basic arithmetic operations (+, -, /, * and %). Use CSS to change the foreground and background color of the values, buttons and result display area separately. Validate the input strings using JavaScript regular expressions. Handle any special cases like division with zero reasonably. The screen may look similar to the following:

Value 1	Operator	Value 2	=	Result
<input type="text"/>	<input type="text" value="+"/>	<input type="text"/>	<input type="text" value=""/>	<input type="text"/>

Write a Java program that creates a calculator GUI, as shown in figure. Extra components may be added for convenience:



The Color Scheme may be Black on White or Blue on Yellow (selectable) and accordingly all components colors must be changed. The values can be either entered or increased or decreased by a step of 10. The operators are +, -, / and * (selectable). Once any change

takes place, the result must be automatically computed by the program.

Write a Java Application that will read an XML file that contains personal information (Name, Mobile Number, age and place). It reads the information using SAX parser. After reading the information, it shows two input Text Fields in a window, one for tag name and the other for value. Once these two values are given, it should list all the records in the XML file that match the value of the given field in a text area (result box). For example, if the two text boxes are entered with "name" and "ABCD" then it should show all the records for which name is "ABCD"? An illustration is given below that takes a mobile number and lists all the records that have the same mobile number.

Field	<input type="text" value="mobile"/>	
Value	<input type="text" value="9449449449"/>	<input type="button" value="OK"/>
Result	<input type="text" value="abc, 22, Hyd"/> <input type="text" value="def, 23, Delhi"/> <input type="text" value="xxx, 44, Chennai"/>	

Consider the following web application for implementation:

The user is first served a login page which takes user's name and password. After submitting the details the server checks these values against the data from a database and takes the following decisions.

If name and password matches, serves a welcome page with user's full name.

If name matches and password doesn't match, then serves "password mismatch" page

If name is not found in the database, serves a registration page, where users full name, present user name (used to login) and password are collected. Implement this application in:

1. Pure JSP
2. Pure Servlets
3. Struts Framework

Implement a simple arithmetic calculator with +, -, /, *, % and = operations using Struts Framework

The number of times the calculator is used should be displayed at the bottom (use session variable).

iii)Internet Technologies and Services Lab - Additional Problems

Create a web Service in Java that takes two city names from the user and returns the distance between these two from data available from a table in MySQL.

Write a java and a C# client which use the above service

Write a Java program that takes a file as input and encrypts it using DES encryption. The program should check if the file exists and its size is not zero.

Write a Java program that generates a key pair and encrypts a given file using RSA algorithm.

Write a Java program that finds digest value of a given string.

Consider the following xml file for encryption

```
<?xml version="1.0"> <transaction> <from>12345</from> <to>54321</to> <amount>10000</amount>
<secretcode>abc123</secretcode> <checksum></checksum> </transaction>
```

Replace <from> and <to> values with the RSA encrypted values represented with base64 encoding assuming that the public key is available in a file in local directory "pubkey.dat". Encrypt <secretcode> with AES algorithm with a password 'secret'. The checksum of all the field values concatenated with a delimiter character '+' will be inserted in the checksum and the xml file is written to encrypted.xml file.

Assume that a file 'config.xml', which has the following information:

```
<users>
<user> <name>abc</name> <pwd>pwd123</pwd> <role>admin</role> <md5>xxx</md5> </user>
<user> <name>def</name> <pwd>pwd123</pwd> <role>guest</role> <md5>xxx</md5> </user>
</users>
```

Replace name and role with DES encrypted values and pwd with RSA encrypted values (represent the values with base64 encoding). The public key is available in "public.key" file in current directory. Replace xxx with respective MD5 values of all the fields for each user. Write the resulting file back to config.xml.

Write an HTML page that gives 3 multiple choice (a,b,c and d) questions from a set of 5 preloaded questions randomly. After each question is answered change the color of the question to either green or blue using CSS. Finally on clicking OK button that is provided, the score should be displayed as a pop-up window. Use Java Script for dynamic content.

<p>Write an HTML page that has 3 countries on the left side ("USA", "UK" and "INDIA") and on the right side of each country, there is a pull-down menu that contains the following entries: ("Select Answer", "New Delhi", "Washington" and "London"). The user will match the Countries with their respective capitals by selecting an item from the menu. The user chooses all the three answers (whether right or wrong). Then colors of the countries should be changed either to green or to red depending on the answer. Use CSS for changing color.</p>
<p>Write an HTML Page that can be used for registering the candidates for an entrance test. The fields are: name, age, qualifying examination (diploma or 10+2), stream in qualifying examination. If qualifying examination is "diploma", the stream can be "Electrical", "Mechanical" or "Civil". If the qualifying examination is 10+2, the stream can be "MPC" or "BPC". Validate the name to accept only characters and spaces.</p>
<p>Write an HTML page that has two selection menus. The first menu contains the states ("AP", "TN" and "KN") and depending on the selection the second menu should show the following items: "Hyderabad", "Vijayawada", "Kurnool" for AP, "Chennai", "Salem", "Madurai" for TN and "Bangalore", "Bellary", "Mysore" for KN.</p>
<p>Write an HTML page that has phone buttons 0 to 9 and a text box that shows the dialed number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If the number is not a valid international number (+ followed by country code and 10 digit phone number) the color of the display should be red and it should turn to green when the number is valid. Consider only "+91, +1 and +44 as valid country codes. Use CSS for defining colors.</p>
<p>Write an HTML page that has a text box for phone number or Name. If a number is entered in the box the name should be displayed next to the number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If a name is entered in the text box, it should show the number next to the name. If the corresponding value is not found, show it in red and show it in green otherwise. Use CSS for colors. Store at least 5 names and numbers in the script for testing.</p>
<p>A library consists of 10 titles and each title has a given number of books initially. A student can take or return a book by entering his/her HTNo as user ID and a given password. If there are at least two books, the book is issued and the balance is modified accordingly.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets</p>
<p>A Bus Reservation System contains the details of a bus seat plan for 40 seats in 2x2 per row arrangement, where the seats are numbered from 1 to 40 from first row to last row. The customer can visit the website and can reserve a ticket of his choice if available by entering his details (Name, Address, Gender and Age). The customer can cancel the ticket by entering the seat number and his name as entered for reservation.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets.</p>
<p>Implement a simple messaging system with the following details:</p> <p>When a student logs in with his/her HTNO and a given password, they should get all the messages posted to him/her giving the ID of sender and the actual message. Each message may be separated with a ruler. There should be a provision for the user to send a message to any number of users by giving the IDs separated with commas in the "To" text box.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets.</p>
<p>There is an image of 600x100 size which can be logically divided into 12 button areas with labels (0-9, +, =). Write a javascript calculator program that uses this image as input virtual keyboard and three text areas for two input numbers and result of sum of these numbers. Add a CSS that can be used to change the colors of text and background of text areas and the page. The input numbers can be up to 4 digits each.</p>
<p>Develop a web application that takes user name and password as input and compares them with those available in an xml user database. If they match, it should display the welcome page that contains the user's full</p>

name and last used date and time retrieved from a client cookie. On logout it stores new time to the cookie and displays a goodbye page. If authentication fails, it should store the attempt number to the client cookie and displays an error page. Add necessary CSS that takes care of the font, color of foreground and background.

A web application has the following specifications:

The first page (Login page) should have a login screen where the user gives the login name and password. Both fields must be validated on client side for a minimum length of 4 characters, name should be lower case a-z characters only and password should contain at least one digit. On submitting these values, the server should validate them with a MySQL database and if failed, show the login page along with a message saying "Login Name or Password Mismatch" in Red color below the main heading and above the form. If successful, show a welcome page with the user's full name (taken from database) and a link to Logout. On logout, a good bye page is displayed with the total time of usage (Logout time – login time). Specify the Schema details of table and web.xml file contents.

Implement it using (a) JSP Pages (b) Servlets (c) Struts

Design a struts based web portal for an international conference with following specifications:

The welcome page should give the details of the conference and a link to login. If login fails, direct them back for re-login and also provide a link for registration. On successful registration/login, the user will be directed to a page where s/he can see the status (accepted/rejected) of their already submitted papers followed by a form for submitting a doc file to the conference. Provide a logout button on all pages including the home page, once the user logs in. Implement validation framework to check that the user name is in the form of CCDDCC and password is in the form of (CCSDDD) (C for character, S for special character (one of @, #, \$, %, ^, & and !) and D for digit)., Database should be accessed through Connection Pool for MySql for user information. Provide scope for internationalization in future. Assume any missing information and mention it first.