NEW HORIZON
COLLEGE OF ENGINEERING

Autonomous College Permanently Affiliated to VTU, Approved by AICTE & UGC
Accredited by **NAAC** with 'A' Grade, Accredited by **NBA**

The Trust is a Recipient of Prestigious Rajyotsava State Award 2012 Conferred by the Government of Karnataka
Awarded Outstanding Technical Education Institute in Karnataka-2016
Ring Road, Bellandur Post, Near Marathalli, Bangalore -560 103, INDIA

Academic Year 2020-2021
M. Tech in Computer Science and Engineering

Third and Fourth Semester
Scheme and Syllabus
Batch : 2019 – 2021

SCHEME OF THIRD SEMESTER 2020-21

S. No	Course code	course	BOS	Credit distribution			Overall credits	Contact Hours	Marks		
				L	T	P			CIE	SEE	TOTAL
1	20SCS31x	SPECIALIZATION ELECTIVE -3	CSE	4	0	0	4	4	50	50	100
2	20SCS32	INTERNSHIP	CSE	-	-	-	2	-	25	25	50
3	20SCS33	SEMINAR	CSE	-	-	-	2	-	25	25	50
4	20SCS34	PROJECT PHASE-1	CSE	-	-	-	14	-	100	100	200
Total							22	4	200	200	400

Specialization Elective -3	
Course code	**course**
20SCS311	INTERNET OF THINGS
20SCS312	MOBILE APPLICATION DEVELOPMENT
20SCS313	COMPUTER SYSTEMS-PERFORMANCE ANALYSIS
20SCS314	NATURAL LANGUAGE PROCESSING

SCHEME OF FOURTH SEMESTER 2020-21

S. No	Course code	course	BOS	Credit distribution			Overall credits	Contact Hours	Marks		
				L	T	P			CIE	SEE	TOTAL
1	20SCS41x	SPECIALIZATION ELECTIVE -4	CSE	4	0	0	4	4	50	50	100
2	20SCS42	INTERNSHIP	CSE	-	-	-	2	-	25	25	50
3	20SCS43	SEMINAR	CSE	-	-	-	2	-	25	25	50
4	20SCS44	PROJECT PHASE-2	CSE	-	-	-	14	-	100	100	200
Total							22	4	200	200	400

Specialization Elective -4	
Course code	**course**
20SCS411	AGILE TECHNOLOGIES
20SCS412	WEB INTELLIGENCE
20SCS413	ADVANCES IN COMPUTATIONAL SECURITY
20SCS414	HIGH PERFORMANCE COMPUTING

INTERNET OF THINGS

Course Code :20SCS311   **Credits : 04**
L:T:P   : 4:0:0   **CIE Marks: 50**
Exam Hours : 3 hrs   **SEE Marks: 50**

Course Outcomes: At the end of the Course, the Student will be able to:

1) To understand the basics of Internet of Things
2) Analyze and Development of Prototyping in IoT
3) Formulate Various IOT protocols and its application
4) Design of IOT Protocols
5) Developing Web of Things and its Architecture
6) Apply various techniques of IOT to Real World Application.

Module 1

INTRODUCTION   : The Internet of Things: The Flavour of IoT, The "Internet" of "Things", The Technology of IOT, Enhanced Objects, Who is making IOT?, Design Principles for connected devices: Calm ad Ambient Technology, Magic as Metaphor, Privacy, Web Thinking for connected devices, Affordances   **9 Hrs**

Module 2

PROTOTYPING :Thinking about Prototyping :Sketching, Familiarity, Costs v/s Ease of Prototyping, Prototypes and Production ,open source and closed source, Electronics, Embedded Computing Basics, Arduino, RaspBerry Pi, Beaglebone Black, Electric Imp, Other Platforms, Preparation, Sketch Iterate & Explore, Non Digital Methods   **8 Hrs**

Module 3

IOT PROTOCOLS: Protocol Standardization for IOT ,Efforts , M2M and WSN Protocols, SCADA and RFID Protocols, Issues with IOT Standardization ,Unified Data Standards, Protocols , IEEE 802.15.4 , BACNet Protocol ,Modbus ,KNX , Zigbee Architecture, Network layer – APS layer – Security   **9 Hrs**

Module 4

WEB OF THINGS : Web of Things versus Internet of Things – Two Pillars of the Web ,Architecture Standardization for WoT, Platform Middleware for WoT ,Unified Multitier WoT Architecture, WoT Portals and Business Intelligence. Cloud of Things: Grid/SOA and Cloud Computing ,Cloud Middleware ,Cloud Standards ,Cloud Providers and Systems ,Mobile Cloud Computing ,The Cloud of Things Architecture   **9 Hrs**

Module 5

APPLICATIONS :The Role of the Internet of Things for Increased Autonomy and Agility in Collaborative Production Environments - Resource Management in the Internet of Things: Clustering, Synchronization and Software Agents. Applications , Smart Grid ,Electrical Vehicle Charging   **9 Hrs**

TEXT BOOKS:
1. "[Designing the Internet of Things]", [Adrian McEwen],[Hakim Cassimally],John Wiley &Sons ,1st Edition 2014
2. "Architecting the Internet of Things",Dieter Uckelmann; Mark Harrison; Florian Michahelles-(Eds.) – Springer – 2011
3. "The Internet of Things – Key applications and Protocols",Olivier Hersent, David Boswarthick, Omar Elloumi, , Wiley, 2012

REFERENCE BOOKS:
1. "The Internet of Things in the Cloud: A Middleware Perspective",Honbo Zhou – CRC Press – 2012
2. "Networks, Crowds, and Markets: Reasoning About a Highly Connected World", David Easley and Jon Kleinberg, Cambridge University Press - 2010
3. "The Internet of Things: Applications to the Smart Grid and Building Automation", Olivier Hersent, Omar Elloumi and David Boswarthick - Wiley -2012

MOBILE APPLICATION DEVELOPMENT

Course Code	: 20SCS312	**Credits**	: 04
L:T:P	: 4:0:0	**CIE Marks**	: 50
Exam Hours	: 03	**SEE Marks**	: 50

Course Objectives:

- understand the fundamentals of Android operating systems
- demonstrate their skills of using Android software development tools
- develop software with reasonable complexity on mobile platform
- build application using advanced android features
- debug and deploy programs on mobile devices

Module-1

Introduction: Introduction to mobile application development, introduction to various platforms, introductions to smart phones, introduction to development environment/IDE, Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools. Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes, Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes **9 Hrs**

Module-2

Android User Interface: Measurements – Device and pixel density independent measuring units, Layouts – Linear, Relative, Grid and Table Layouts, User Interface (UI) Components – Editable and non editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Action Bar, Menu Bar, Recycler View, Dialog and pickers, Event Handling – Handling clicks or changes of various UI components, Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screenActivities **9 Hrs**

Module-3

Intents, Broadcasts and Services:

Intent –Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity, Notifications – Creating and Displaying notifications, Displaying Toasts, Overview of services in Android, Implementing a Service, Service lifecycle, Multi-Threading- Handlers and AsyncTask   **9 Hrs**

Module-4

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory, Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference, Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Content Providers -Registering Content Providers, Using content Providers (insert, delete, retrieve and update)   **9 Hrs**

Module-5

Advanced Applications Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. Android application development guidelines, Publishing android applications   **8 Hrs**

Text Books:
- Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
- Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

Reference Books:
- Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013
- http://developer.android.com

Expected Course Outcome: At the end of the course graduate will be able to:

- Create Android applications in Android Studio, applying features such as, intent, service, Content Provider, Broadcast Receiver, SQLite, Google Maps, Animation and publish the android application.

COMPUTER SYSTEMS PERFORMANCE ANALYSIS

Course Code	:20SCS313	**Credits**	: 04
L:T:P	: 4:0:0	**CIE Marks**	: 50
Exam Hours	: 03	**SEE Marks**	: 50

Course Objectives:

- Specifying performance requirements & Evaluating design alternatives
- Comparing two or more systems
- Determining the optimal value of a parameter (system tuning)
- Finding the performance bottleneck (bottleneck identification)
- Characterizing the load on the system (workload characterization) & Predicting the performance at future loads (forecasting).

Module-1

Overview of Performance Evaluation

The Art Of Performance Evaluation; Common Mistakes In Performance Evaluation, A Systematic Approach To Performance Evaluation, Selection Of Evaluation Techniques And Performance Metrics. **8 Hrs**

Module-2

Probability Theory and Statistics
Summarizing Measured Data, Comparing Systems Using Sample Data, Simple Linear Regression Models, and Other Regression Models **9 Hrs**

Module-3

Experimental Design and Analysis
Introduction To Experimental Design, 2k Factorial Designs, 2kr Factorial Designs With Replications, 2k–P Fractional Factorial Designs, One-Factor Experiments, Two-Factor Full Factorial Design Without Replications, Two-Factor Full Factorial Design With Replications.
9 Hrs

Module-4

Random variables and common distributions
Random-Number Generation, Desired Properties Of A Good Generator, Linear-Congenital Generators, Testing Random-Number Generators, Random-Variate Generation, Commonly Used Distributions. **9 Hrs**

Module-5

Queuing Models
Introduction To Queueing Theory, Introduction To Queueing Theory, Analysis Of A Single Queue, Queueing Networks, Operational Laws, Mean-Value Analysis And Related Techniques, Hierarchical Decomposition Of LargeQueueing Networks. **9 Hrs**

Text Books:

- Raj Jain: The Art of Computer Systems Performance Analysis, John Wiley and Sons, 2013.

Reference Books:

- Trivedi K S: Probability and Statistics with Reliability, Queuing and Computer Science Applications, 2nd Edition, Wiley India, 2001.

Expected Course Outcome: At the end of the course graduate will be able to:

- Understand the role of performance in modern computer systems
- Select appropriate tools for various performance measurements
- Apply techniques to measure performance of CPU, disk, and memory subsystems
- Apply measurement tools and techniques to uni processor and multiprocessor systems
- Interpret and explain, including statistical analysis, results produced by performance measurement tools
- Predict and forecast workload and performance parameters of a given computer system

NATURAL LANGUAGE PROCESSING

Course Code   : 20SCS314   Credits   : 04
L:T:P   : 4:0:0   CIE Marks   : 50
Exam Hours   : 03   SEE Marks   : 50

Course Objectives:

- To learn the fundamentals of natural language processing.
- To understand morphology and parts of speech tagging.
- To understand the use of CFG and PCFG in NLP.
- To understand the role of semantics of sentences and pragmatics.
- To apply the NLP techniques to IR applications.

Module-1 INTRODUCTION   **9 Hours**
Overview: Origins and challenges of NLP -Language and Grammar-Processing Indian Languages - NLP Applications-Information Retrieval – Language Modelling: Grammar-based LM, Statistical LM

Module-2 MORPHOLOGY AND PART OF SPEECH TAGGING   **9 Hours**
Linguistic essentials - Lexical syntax- Morphology and Finite State Transducers - Part of speech Tagging - Rule-Based Part of Speech Tagging - Markov Models - Hidden Markov Models – Transformation based Models - Maximum Entropy Models. Conditional Random Fields

Module-3 SYNTACTIC ANALYSIS   **9 Hours**
Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing – Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs – Feature structures, Unification of feature structures.

Module-4 SEMANTIC ANALYSIS   **9 Hours**
Representing Meaning – Semantic Analysis - Lexical semantics –Word-sense disambiguation - Supervised – Dictionary based and Unsupervised Approaches - Compositional semantics Semantic Role Labelling and Semantic Parsing.

Module-5 INFORMATION RETRIEVAL AND LEXICAL RESOURCES   **9 Hours**
Information Retrieval: Design features of Information Retrieval Systems-Classical, Non-classical, Alternative Models of Information Retrieval – Valuation Lexical Resources: World Net-Frame Net- Stemmers-POS Tagger- Research Corpora.

Text Books:

1. Tanveer Siddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008.

2. Daniel Jurafsky and James H Martin, "Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", 2 nd Edition, Prentice Hall, 2008.

Reference Books:

1. James Allen, "Natural Language Understanding", 2 nd edition, Benjamin Cummings publishing company, 1995
2. Steven Bird, Ewan Klein and Edward Loper, —Natural Language Processing with Python, First Edition, OReilly Media, 2009
3. Tanveer Siddiqui, U.S. Tiwary, —Natural Language Processing and Information Retrieval, Oxford University Press, 2008.
4. Foundations of Statistical Natural Language Processing by Christopher D. Manning and Hinrich Schuetze, MIT Press, 1999

Expected Course Outcome: At the end of the course graduate will be able to:

- To tag a given text with basic Language features

- To design an innovative application using NLP components

- To implement a rule based system to tackle morphology/syntax of a language

- To design a tag set to be used for statistical processing for real-time applications

- To compare and contrast the use of different statistical approaches for different types of NLP applications.

INTERNSHIP

Course Code	:20SCS32	**Credits**	: 02
L:T:P	:0:0:0	**CIE Marks**	: 25
Exam Hours	:3 hrs.	**SEE Marks**	: 25

Course Objectives:
1) To develop the skills to work in the industry.
2) To enhance practical knowledge about the subjects learned during their course of study.
3) To develop their skills to enhance their practical knowledge with current trends and technology.
4) To develop their skills in team work.
5) To develop their skills to match with industry needs.

Internship Guidelines:

1. All the student shall have to undergo the mandatory internship during their 3rd/4th semester .

2. The internship can be carried out in any industry related to their discipline through NHCE or on their own effort.

3. Each student will be allocated to a internal faculty guide and a reviewer.

4. Student shall report the progress of the internship to the guide in the regular interval to seek his/her advice.

5. The internship shall be completed within the specified time.

6. After the completion of internship, student should submit a report with attendance certificate to the HOD with the approval of both internal and external guide.

7. The student should present his/her work in the PPT format to his/her guide and reviwer which will be considered for CIE. There should be minimum 10 -15 slides and duration for presentation will be 15-20 minutes for each review.

8. There will be 3 reviews and CIE marks will be allocated based on the review.

9. Hard copy of the report should be submitted during the final presentation.

10. SEE will be conducted for internship.

Expected Course Outcome: At the end of the course graduate will be able to:

1. Develop or improve his/her skill to work in industry.

2.Develop the skills required for effective team work.

3.Identify the industry needs and apply their knowledge to solve problem using recent trends and technology.

4.Help them to do their final year project with the practical knowledge.

SEMINAR

Course Code :20SCS33   **Credits   : 02**
L:T:P   :0:0:0   **CIE Marks   : 25**
Exam Hours :3 hrs.   **SEE Marks   : 25**

Course Objectives:

1) To develop the skills required to identify the recent topic/technology.
2) To identify, gather, organize, analyze and interpret the data relating to a particular concept/technology.
3) To demonstrate the conceptual understanding of the topic chosen for presentation.
4) To develop the skills required for effective presentation.
5) To develop and apply the skills required for justifying the methodology of a chosen topic.

Seminar Guidelines:

1. The student should choose topic in recent trend /technology from IEEE or renowned journal.

2. Each student will be allocated to a internal faculty guide and reviewer.

3. Student should get approval from the guide for his/her chosen topic within the stipulated time.

4. The student should present his/her work in the PPT format to his/her guide and reviewer which will be considered for CIE. There should be minimum 10 -15 slides and duration for presentation will be 15-20 minutes .

5. Hard copy of the report should be submitted during the final presentation.

6. CIE marks will be considered on the basis of the topic chosen, knowledge about the topic, communication skills, and levels of confidence, time management, questions and answer session.

7. SEE will be conducted for technical seminar.

Expected Course Outcome: At the end of the course graduate will be able to:

1. Identify, gather, organize, analyze and interpret the data relating to a particular concept/technology

2. Develop or improve his/her skill for understanding the concept.

2. Develop the skills required for effective presentation

3. Develop and apply the skills required to justify the methodology of a chosen topic.

PROJECT PHASE-1

Course Code : 20SCS34   **Credits** : 14
L:T:P :0:0:0   **CIE Marks** : 100
Exam Hours : 03   **SEE Marks** : 100

Course Outcomes: At the end of the Course, the student will be able to

1) Solve/work on the real world/ Practical/Theoretical problems involving research issues in computer science and engineering.
2) Able to summarize the work by proper Software Engineering Documents after evaluating the testing plans.
3) Practice presentations, Communications skills.
4) Able to learn and develop new concepts in multidisciplinary area
5) Use appropriate programming languages/software tools/ Hardware technologies.
6) Apply algorithmic strategies while solving problems.

This course will be conducted as a single student member under the direct supervision of a member of academic staff. Each student will be required to:

1) Identify the Problem statement and choose the specific project research topic which will reflect the common interests and expertise of the student and supervisor.
2) Perform a literature review of all the previous works done from IEEE papers to review current knowledge and developments in the chosen technical area.
3) Conduct a Feasibility study of the research area.
4) Submit the Project Proposal.
5) Publish a review/survey paper in international conference/journal.
The guidelines for M. Tech Project are intended to give both students and faculty members at the Department of Computer Science and Engineering a set of procedures and expectations that will make the project evaluation process easier, more predictable, and more successful. The Project Committee assigned for various programmes offered under Department of Computer Science & Engineering may add requirements or guidelines as they see fit – as long as there are no less demanding than the guidelines set forth in this.

The Project work Phase I shall be pursued during the third semester.

The Project work Phase II shall be pursued during the final semester.

AGILE TECHNOLOGIES

Course Code	: 20SCS411	Credits	: 04
L:T:P	: 4:0:0	CIE Marks	: 50
Exam Hours	: 03	SEE Marks	: 50

Course Objectives:

- To understand how an iterative, incremental development process leads to faster delivery of more useful software
- To understand the essence of agile development methods
- To understand the principles and practices of extreme programming
- To understand the roles of prototyping in the software process
- To understand the concept of Mastering Agility

Module-1

Why Agile?: Understanding Success, Beyond Deadlines, The Importance of Organizational Success, Enter Agility, **How to Be Agile?:** Agile Methods, Don't Make Your Own Method, The Road to Mastery, Find a Mentor   **8 Hours**

Module-2

Understanding XP: The XP Lifecycle, The XP Team, XP Concepts, **Adopting XP:** Is XP Right for Us?, Go!, Assess Your Agility   **7 Hours**

Module-3

Practicing XP:
Thinking: Pair Programming, Energized Work, Informative Workspace, Root-Cause Analysis, Retrospectives, **Collaborating:** Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting, **Releasing:** "Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. **Planning:** Vision, Release Planning, The Planning Game, Risk Management, Iteration Planning, Slack, Stories, Estimating. **Developing:** Incremental requirements, Customer Tests, Test-Driven Development, Refactoring, Simple Design ,Incremental Design and Architecture, Spike Solutions, Performance Optimization, Exploratory Testing

                          11 Hours

Module-4

Mastering Agility
Values and Principles: Commonalities, About Values, Principles, and Practices, Further Reading, **Improve the Process:** Understand Your Project, Tune and Adapt, Break the Rules, **Rely on People :**Build Effective Relationships, Let the Right People Do the Right Things, Build the Process for the People, **Eliminate Waste :**Work in Small, Reversible Steps, Fail Fast, Maximize Work Not Done, Pursue Throughput   **9 Hours**

Module-5

Deliver Value: Exploit Your Agility, Only Releasable Code Has Value, Deliver Business Results, Deliver Frequently, **Seek Technical Excellence :**Software Doesn't Exist, Design Is for Understanding, Design Tradeoffs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery   **9 Hours**

Text Books:

- The Art of Agile Development (Pragmatic guide to agile software development), James shore, Chromatic, O'Reilly Media, Shroff Publishers & Distributors, 2007

Reference Books:

- Agile Software Development, Principles, Patterns, and Practices, Robert C. Martin, Prentice Hall; 1st edition, 2002
- "Agile and Iterative Development A Manger's Guide", Craig Larman Pearson Education, First Edition, India, 2004.

Expected Course Outcome: At the end of the course graduate will be able to:

- Understand the basics of Agile technology and its usage
- Understand The XP Lifecycle, XP Concepts, Adopting XP
- Work on Pair Programming, Root-Cause Analysis, Retrospectives
- Work on Planning, Incremental Requirements, Customer Tests
- Implement Concepts to Eliminate Waste
- Understand Universal Design Principles and Principles in Practice

WEB INTELLEGENCE

Course Code	: 20SCS412	**Credits**	: 04
L:T:P	: 4:0:0	**CIE Marks**	: 50
Exam Hours	: 3	**SEE Marks**	: 50

Course Outcomes: At the end of the Course, the Student will be able to

1) Understand different issues and approaches related to web Intelligence
2) Gain the knowledge of fundamental concepts on knowledge representation and Ontological Engineering.
3) Apply different data mining techniques on big data
4) Learn various web mining techniques with applications like Web usage Mining.
5) Understand different web content mining and web structure mining techniques
6) Understand the application of Web Intelligence on the Social Web

Module 1

Introduction to Web Intelligence: What is Web intelligence, Benefits of Intelligent Web, Ingredients of Web Intelligence, Topics of Web Intelligence, Related Technologies, Information Retrieval, Document representation, Retrieval Models, Evaluation of Retrieval Performance   **8 Hrs**

Module 2

Semantic Web: The Layered-Language Model, Metadata and Ontologies, Ontology Languages for the Web Data Mining Techniques: Classification and Association, Clustering   **9 Hrs**

Module 3

Web Usage Mining: Web-Log Processing, Analyzing Web Logs, Applications of Web Usage Mining- Clustering of Web Users, Classification Modeling of Web Users, Association Mining of Web Usages, Sequence-Pattern Analysis of Web Logs   **9 Hrs**

Module 4

Web   Content   Mining:Web   Crawlers, Search   engines, Personalization   of   Web Content, Multimedia Information Retrieval   **9 Hrs**

Module 5

Web Structure Mining: Modeling Web Topology- PageRank Algorithm, Hyperlink-Induced Topic Search (HITS), Random Walks on the Web, Social Networks   **9 Hrs**

Text Book(s):
1. Akerkar, R. & Lingras, P. (2008). Building an Intelligent Web: Theory and Practice. Jones and Bartlett Publishers, Sudbury, Massachusetts.
2. Data Mining Concepts &Techniques –by Jaiwei Han ,Micheline Kamber,Jian Pei 3rd Edition,MK publisher.

References:
1. Juan D.Vel´asquez and Lakhmi C. Jain (Eds.): Advanced Techniques in Web Intelligence – 1, Springer, Sep-2010.
2. Ning Zhong: Web Intelligence Research and Development, Springer,2001.
3. Richi Nayak, Nikhi Ichalkaranje, Lakhmi C. Jain: Evolution of the Web in Artificial Intelligence Environments,Springer,2008.

ADVANCES IN COMPUTATIONAL SECURITY

Course Code	:20SCS413	Credits	: 04
L:T:P	: 4:0:0	CIE Marks	: 50
Exam Hours	: 03	SEE Marks	: 50

Course Objectives:

- To understand the basics of cryptography and need for data security.
- Know the different kinds of security threats in databases.
- Understand the different kinds of security threats in operating system.
- Learn to find cloud security tools and techniques.
- Learn about the models and standards for security.

Module-1

Introduction to Cryptography and Data Security:

Data Security ,Cryptographic Systems- Public-Key Systems, Digital Signatures , Information Theory -Entropy and Equivocation , Perfect Secrecy ,Unicity Distance ,Complexity Theory - Algorithm Complexity Problem. Complexity and NP-Completeness ,Ciphers Based on Computationally Hard Problems, Number Theory - Congruence and Modular Arithmetic, Computing Inverses, Computing in Galois Fields **9 Hrs**

Module-2

Security In Databases:

Security requirements of database systems – Reliability and Integrity in databases –Redundancy – Recovery – Concurrency/ Consistency – Monitors – Sensitive Data – Types of disclosures – Inference-finding and confirming sql injection **8 Hrs**

Module-3

Security in Operating System:

Security in the Design of Operating System-- Simplicity of Design - Layered Design - Kernelized Design- Reference Monitor- Correctness and Completeness- Secure Design Principles-Trusted Systems - Trusted System Functions- The Results of Trusted Systems Research, Rootkit -Phone Rootkit - Rootkit Evades Detection - Rootkit Operates Unchecked - Sony XCP Rootkit - TDSS Rootkits - Other Rootkits **9 Hrs**

Module-4

Cloud Security:

Cloud Computing Concepts- Service Models - Deployment Models- Moving to the Cloud - Risk Analysis-Cloud Provider Assessment- Switching Cloud Providers- Cloud as a Security Control , Tools and Techniques Data Protection in the Cloud - Cloud Application Security - Logging and Incident Response- Cloud Identity Management -Security Assertion Markup Language- OAuth- OAuth for Authentication - Securing IaaS - Public IaaS Versus Private Network Security   **9 Hrs**

Module-5

Security Models And Standards:

 Secure SDLC – Secure Application Testing – Security architecture models – Trusted Computing Base – Bell-LaPadula Confidentiality Model – Biba Integrity Model – Graham-Denning Access Control Model – Harrison-Ruzzo-Ulman Model – Secure Frameworks – COSO – CobiT – Compliances – PCI DSS – Security Standards - ISO 27000 family of standards – NIST.   **9 Hrs**

Text Books:
- Charles P. Pfleeger, Shari Lawrence Pfleeger, "Security in Computing", Fourth Edition, Pearson Education, 2007.
- Michael Whitman, Herbert J. Mattord, "Management of Information Security", Third Edition, Course Technology, 2010.
- Cryptography and data security, Dorothy Elizabeth Rob, ling Denning, Addison-Wesley.

Reference Books:
- William Stallings, "Cryptography and Network Security : Principles and Practices", Fifth Edition, Prentice Hall, 2010.
- Michael Howard, David LeBlanc, John Viega, "24 Deadly Sins of Software Security: Programming Flaws and How to Fix Them", First Edition, Mc GrawHill Osborne Media, 2009.
- Matt Bishop, "Computer Security: Art and Science", First Edition, Addison

Expected Course Outcome:

At the end of the course graduate will be able to:
- Understand the data threats and its countermeasures
- Understand data vulnerability and SQL injection
- Get the knowledge about the security services available for operating system
- Analyze the different tools and techniques for cloud security
- Gain the knowledge of security models and published standards

HIGH PERFORMANCE COMPUTING

Course Code	: 20SCS414	**Credits**	: 04
L:T:P	: 4:0:0	**CIE Marks**	: 50
Exam Hours	: 03	**SEE Marks**	: 50

Course Objectives:

- Understand the architecture of various high performance computers
- Understand the concepts of parallel processing and its contributions towards high-performance computing
- Understand the state of the art platforms used in cloud computing
- To design a powerful and cost-effective and efficient algorithms for a high performance computer system

Module-1

Cluster Computing

Introduction, Cluster Computer and its Architecture, Clusters Classifications, Components for Clusters, Cluster Middleware, Resource Management and Scheduling, Programming Environments and Tools, Cluster Applications, Setting up the Cluster, Security, Resource Sharing, Cluster Architectures, Detecting and Masking Faults, Recovering from Faults, Lightweight Messaging Systems, Lightweight Communication Mechanisms, Kernel-Level Lightweight Communications, User-Level Lightweight Communications ,Congestion Management.   **8 Hrs**

Module-2

Process Scheduling, Load Sharing and Balancing on Clusters

Components and Architecture of Job and Resource Management Systems, State-of-the-Art in RMS, Scheduling Parallel Jobs on Clusters, Rigid Jobs with Process Migration, Malleable Jobs with Dynamic Parallelism, Communication-Based Coscheduling, Batch Scheduling, Load Sharing in Cluster Computing, Integration of Load Sharing and Fault Tolerance, Scheduling Tasks to Machines Connected via Fast Networks, Scheduling Tasks to Arbitrary Processors Networks, Dynamic Load Balancing (DLB), Mapping and Scheduling, Static Scheduling and Dynamic Scheduling, Load Balancing Issues.   **9 Hrs**

Module-3

Grid Computing

Building blocks of the grid, Anatomy of the grid, Grid Architecture, Relationship with other technologies, Open grid service architecture, Legion grid Architecture, Condor and the grid, Autonomic computing and the grid, Virtualization Services for Data Grids, Peer to Peer Grids, Grid Programming Issues, Programming Support, Distributed Object Based Grid Computing Environments, Meta computing   **9 Hrs**

Module-4

Cloud Computing

Introduction, Building cloud computing environments, Parallel vs. distributed computing, Elements of parallel computing, Elements of distributed computing, Technologies for distributed computing, Virtualization, Characteristics of virtualized environments, Taxonomy of virtualization techniques, Virtualization and cloud computing, Pros and cons of virtualization, Cloud Computing Architecture, The cloud reference model, Types of clouds, Open challenges **9 Hrs**

Module-5

Cloud Computing

Concurrent Computing, Introducing parallelism for single-machine computation, Programming applications with threads, High-Throughput Computing, Task computing, Task-based application models, Data-Intensive Computing, Technologies for data-intensive computing, Cloud Platforms in Industry, Amazon web services, Google AppEngine, Microsoft Azure, CloudApplications, Energy efficiency in clouds, Management of clouds, Federated clouds/InterCloud, Third-party cloud services. **9 Hrs**

Text Books:

- R. Buyya, High Performance Cluster Computing: Architectures and Systems, Volume 1, Pearson Education, 2008.
- Grid Computing: Making The Global Infrastructure a Reality: John Wiley & Sons
- R. Buyya, C. Vecchiola and S. T. Selvi, Mastering Cloud Computing Foundations and Applications Programming, Morgan Kaufmann, Elsevier, 2013.

Reference Books:

- A. Chakrabarti, Grid Computing Security, Springer, 2007.
- B. Sosinsky, Cloud Computing Bible, Wiley, 2011
- Ronald Krutz, Cloud Security, Wiley India.

Expected Course Outcome: At the end of the course graduate will be able to:

- Showcase a basic understanding of cluster computing
- be competent in process scheduling, load sharing and load balancing of clusters
- design and set up an HPC cluster
- demonstrate a basic knowledge of grid computing
- capable of writing algorithms that yield good performance on high-performance architectures
- reason about the computing power of a high performance computing system design

INTERNSHIP

Course Code :20SCS42   **Credits** : 02
L:T:P :0:0:0   **CIE Marks** : 25
Exam Hours :3 hrs.   **SEE Marks** : 25

Course Objectives:

- To develop the skills to work in the industry.
- To enhance practical knowledge about the subjects learned during their course of study.
- To develop their skills to enhance their practical knowledge with current trends and technology.
- To develop their skills in team work.
- To develop their skills to match with industry needs.

Internship Guidelines:

1.All the student shall have to undergo the mandatory internship during their 3rd/4th semester .
2.The internship can be carried out in any industry related to their discipline through NHCE or on their own effort.
3.Each student will be allocated to a internal faculty guide and a reviewer.
4.Student shall report the progress of the internship to the guide in the regular interval to seek his/her advice.
5.The internship shall be completed within the specified time.
6.After the completion of internship, student should submit a report with attendance certificate to the HOD with the approval of both internal and external guide.
7.The student should present his/her work in the PPT format to his/her guide and reviwer which will be considered for CIE. There should be minimum 10 -15 slides and duration for presentation will be 15-20 minutes for each review.
8.There will be 3 reviews and CIE marks will be allocated based on the review.
9.Hard copy of the report should be submitted during the final presentation.
10.SEE will be conducted for internship.

Expected Course Outcome: At the end of the course graduate will be able to:

1.Develop or improve his/her skill to work in industry.
2.Develop the skills required for effective team work.
3.Identify the industry needs and apply their knowledge to solve problem using recent trends and technology.
4.Help them to do their final year project with the practical knowledge.

SEMINAR

Course Code :20SCS43   **Credits** : 02
L:T:P :0:0:0   **CIE Marks** : 25
Exam Hours :3 hrs.   **SEE Marks** : 25

Course Objectives:

6) To develop the skills required to identify the recent topic/technology.
7) To identify, gather, organize, analyze and interpret the data relating to a particular concept/technology.
8) To demonstrate the conceptual understanding of the topic chosen for presentation.
9) To develop the skills required for effective presentation.
10) To develop and apply the skills required for justifying the methodology of a chosen topic.

Seminar Guidelines:

1. The student should choose topic in recent trend /technology from IEEE or renowned journal.

2. Each student will be allocated to a internal faculty guide and reviewer.

3. Student should get approval from the guide for his/her chosen topic within the stipulated time.

4. The student should present his/her work in the PPT format to his/her guide and reviewer which will be considered for CIE. There should be minimum 10 -15 slides and duration for presentation will be 15-20 minutes .

5. Hard copy of the report should be submitted during the final presentation.

6. CIE marks will be considered on the basis of the topic chosen, knowledge about the topic, communication skills, and levels of confidence, time management, questions and answer session.

7. SEE will be conducted for technical seminar.

Expected Course Outcome: At the end of the course graduate will be able to:

1. Identify, gather, organize, analyze and interpret the data relating to a particular concept/technology

2. Develop or improve his/her skill for understanding the concept.

2. Develop the skills required for effective presentation

3. Develop and apply the skills required to justify the methodology of a chosen topic.

PROJECT PHASE-2

Course Code	: 20SCS44	**Credits**	: 14
L:T:P	:0:0:0	**CIE Marks**	: 100
Exam Hours	: 03	**SEE Marks**	: 100

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

- Solve/work on the real world/ Practical/Theoretical problems involving research issues in computer science and engineering.
- Able to summarize the work by proper Software Engineering Documents after evaluating the testing plans.
- Practice presentations, Communications skills.
- Able to learn and develop new concepts in multidisciplinary area
- Use appropriate programming languages/software tools/ Hardware technologies.
- Apply algorithmic strategies while solving problems.

This course will be conducted as a single student under the direct supervision of a faculty member of academic staff. The specific project topic undertaken will reflect the common interests and expertise of the student and supervisor. Each student will be required to:

1) Undertake the detailed technical work in the chosen research area.
2) Design the Architecture of the System
3) Produce progress reports or maintain a professional journal to establish work completed, and
   to schedule additional work within the time frame specified for the project.
4) Prepare an interim report describing the work undertaken and results obtained so far
5) Demonstrate the Complete working of the Project with results of all modules.
6) Publish a research paper in international conference/journal.