

August, 2019

M.TECH - ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

Building human-level thought processes through the creation of artificial intelligence (AI) is the state-of-the-art in Computer Science. Intelligent machines are influenced by emerging technologies, smart devices, sensors, computing power, faster data processing, huge storage and human-machine interaction capabilities. Data Science is an interdisciplinary field with the ability to extract knowledge/insights from data - be it structured, unstructured, or semi-structured data. Twinned with Artificial Intelligence, more efficient solutions to find meaningful information from huge pools of data that are possible today, with data from multiple sources - sensors, images, streaming video, satellite, medical imagery and the cloud. This graduate program has a comprehensive coverage of applied mathematics used in data science and artificial intelligence while preparing the student to analyze, design and experiment solutions to problems. The curriculum targets technical and design skills, AI knowledge, and competencies needed to master strategic analytical methods and tools, and data management, with the objective of creating innovative strategies to solve challenging real-world problems.

Program Outcomes

1. Enable graduate students to design and harness the power of AI in broad application fields from vision to advanced autonomous systems.
2. Examine large amounts of data to uncover hidden patterns, correlations, insights, and help organizations harness their data to identify new opportunities.
3. Obtain expertise to turn actionable insights and cutting-edge technology into innovative products to solve real-world problems.
4. Effectively communicate findings in terms of reports and presentations.
5. Inculcate independent research ability that addresses fundamental problems.

CURRICULUM M.TECH - ARTIFICIAL INTELLIGENCE AND DATA SCIENCE
(2019)

Semester I				
Course Code	Type	Courses	L T P	Cr
19MA608	F	Linear Algebra and Optimization	3-0-2	4
19AD601/ 19AD602	SC	Data Structures and Algorithms/Scalable Algorithms for Data Analysis	3-0-3	4
19AD603	C	Foundations of Data Science	3-0-3	4
19AD604	C	Principles of AI and Machine Learning	3-0-3	4
19AD605	C	Distributed System Technologies	2-0-3	3
19HU601	HU	Amrita Values Program [□]		P/F
19HU602	HU	Career Competency I		P/F
		Total Credits		19

[□]Non-credit course

Semester II				
Course Code	Type	Courses	L T P	Cr
19AD611	C	ANN and Deep Learning	3-0-3	4
19AD612	C	Scalable Systems for Data Science	2-0-3	3
19AD613	C	Probabilistic Graphical Models	3-0-3	4
19AD614	C	Data Science Applications of NLP	2-0-3	3
19AD615	C	Data Science Applications of Vision	2-0-3	3
19RM600	SC	Research Methodology	2-0-0	2
19HU603	HU	Career Competency II	0-0-2	1
		Total Credits		20

Semester III				
Course Code	Type	Courses	L T P	Cr
	E	Elective-1	2-0-3	3
	E	Elective-2	2-0-3	3
		Dissertation-1		10
		Total Credits		16

Semester IV				
Course Code	Type	Courses	L T P	Cr
19AD798		Dissertation-2		10
		Total Credits		10

S.No	Type	Course Type	Credits
1.	F	Foundation Maths	4
2.	SC	Softcore Algorithms	4
3.	C	Core Subjects	28
4.	E	Electives	6
5.		Research Methodology/Amrita Values Program	3
6.		Dissertation	20
		Total Credits	65

Electives List			
Course Code	Courses	L T P	Cr
19AD701	Artificial Intelligence and Robotics	2-0-3	3
19AD702	Neuroevolution	2-0-3	3
19AD703	Game theory for AI and Data Science	2-0-3	3
19AD704	Analysis of Large-Scale Social Networks	2-0-3	3
19AD705	Knowledge Representation and Reasoning	2-0-3	3
19AD706	Real-time AI Video Analytics	2-0-3	3
19AD707	Quantum Artificial Intelligence	2-0-3	3
19AD708	Virtual and Augmented Reality	2-0-3	3
19AD709	Geospatial Analytics	2-0-3	3
19AD710	Medical AI	2-0-3	3
19AD711	Spatio-temporal Data Analytics	2-0-3	3
19AD712	Autonomous Systems and Drones	2-0-3	3
19AD713	Big Data Security	2-0-3	3
19AD714	Large-Scale Visual Analytics	2-0-3	3
19AD715	Business Data Analytics	2-0-3	3
19AD716	Semantic Web	2-0-3	3

19MA608 Linear Algebra and Optimization 3-0-2-4

Preamble

Data Science is one of the most influential field of science with many real time applications in engineering, information technology, medicine and finance. Linear Algebra and Optimizations are two important subjects required for Data Science. In this course, concepts of matrix decompositions, SVD and some optimization techniques will be discussed.

Course Objectives

- To learn how to analyze and solve linear system of equations
- To understand important characteristics of matrices, such as its four fundamental subspaces, rank, determinant, eigenvalues and eigenvectors
- To learn concepts of vector spaces such as independence, basis, dimensions, orthogonality
- To learn how to use SVD for machine learning
- To study optimization algorithms with single and multi-variables for large datasets

Course Outcomes

COs	Description
CO1	Understand the basic concepts of vector space, subspace, basis and dimension
CO2	Understand the basic concepts of inner product space, norm, angle, Orthogonality and projection and implementing the Gram-Schmidt process, to obtain least square solution and SVD
CO3	Understand the techniques for solving single variable functions
CO4	Understand the concept of multi-variable optimization techniques

Prerequisites

None

Syllabus

Unit I

Linear Algebra - Review of Matrix Algebra - Matrices, Eigen Values and Eigen Vectors- Vector Spaces - Vector spaces - Sub spaces - Linear independence - Basis Dimension. Inner Product Spaces: Inner products-Orthogonality-Orthogonal basis-Gram Schmidt Process-Change of basis - Orthogonal complements - Projection on subspace - Least Square Principle-QR decomposition.

Unit II

Eigen values and Eigen vectors -Problems in Eigen Values and Eigen Vectors, Matrix LU decompositions. Orthogonal Diagonalization, Quadratic Forms, Diagonalizing Quadratic Forms - Principal Component Analysis and Singular Value Decomposition.

Unit III

Unit III Introduction, Conditions for local minimization - One dimensional Search methods: Golden search method, Fibonacci method, Newton's Method, Secant Method, Remarks on Line Search Gradient-based methods - introduction, the method of steepest descent, analysis of Gradient Methods, Convergence, Convergence Rate. Analysis of Newton's Method, Levenberg-Marquardt Modification, Newton's Method for Nonlinear Least-Squares. Conjugate direction method, Conjugate Direction Algorithm, Conjugate Gradient Algorithm for Non-Quadratic Quasi Newton method.

Text Book / References

1. Howard Anton, Chris Rorres, Elementary Linear Algebra, Tenth edition, John Wiley & Sons, 2010
2. Edwin K.P. Chong, Stanislaw H. Zak, An introduction to Optimization, Second edition, Wiley, 2013
3. Nabil Nassif, Jocelyne Erhel, Bernard Philippe, Introduction to Computational Linear Algebra, CRC press, 2015
4. Gilbert Strang, Linear Algebra and Its Applications, Fourth edition, Cengage, 2006
5. Mohan C. Joshi and Kannan M. Moudgalya, Optimization: Theory and Practice, Narosa Publishing House, New Delhi, 2004
6. Hal Daum III, A Course in Machine Learning, 2015

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the basic concepts of vector space, subspace, basis and dimension	2	2	-	-	3
CO2	Understand the basic concepts of inner product space, norm, angle, Orthogonality and projection and implementing the Gram-Schmidt process, to obtain least square solution and SVD	3	2	-	-	2
CO3	Understand the techniques for solving single variable functions	2	2	-	-	2
CO4	Understand the concept of multi-variable optimization techniques	3	2	-	-	3

Evaluation Pattern - 3A

19AD601 Data Structures and Algorithms 3-0-3-4

Preamble

This course deals with foundations of Computer Science offered to multidisciplinary graduates. It aims to provide an overview of Data structures and algorithms commonly used in Computer Science Engineering in a way to bridge the gap between Computer science and Non computer science graduates. This course focuses on application of data structures to complex problems at post graduate level.

Course Objectives

- To provide an overview of Data structures and algorithms commonly used in Computer Science and Engineering
- To solve complex problems by applying appropriate Data structures and algorithms
- To critically analyze the complexity of various algorithms
- To select appropriate design strategy to solve real world problems

Course Outcomes

COs	Description
CO1	Understand the concept and functionalities of Data Structures
CO2	Identify and apply appropriate data structures to solve problems and improve their efficiency
CO3	Analyze the complexity of data structures and associated methods
CO4	Analyze the impact of various implementation and design choices on the data structure performance
CO5	Understand the correctness and analyze complexity of algorithms
CO6	Understand various algorithmic design techniques and solve classical problems
CO7	Solve real world problems by identifying and applying appropriate design technique

Prerequisites

- Basic programming skills

Syllabus

Unit I

Data Structures - Asymptotic notation. Introduction to Algorithm Analysis Methodologies Review of Data Structures: Linear Data Structures Linked Lists: - Singly Linked List, Doubly Linked List, Circular Linked List - Implementation Applications. Stacks - Implementation using Arrays and Linked Lists Applications in Recursion. Queues - Implementation and Applications. Binary Trees - Basic tree traversals - Binary tree - Priority queues - Binary search tree

Unit II

AVL trees - Graphs - Data Structures for Graphs, Types of Graphs - Directed Graphs, Weighted Graphs - Basic definitions and properties of Graphs, Graph Traversal Breadth First Search and their applications, Spanning trees, Shortest Paths. Hashtables Collision using Chaining Linear Probing Quadratic Probing Double Hashing - Algorithms - Review of sets and relations, and matrices. Logic. Series, counting principles. Basic sorting and searching algorithms

Unit III

Algorithm Analysis - Recurrence Relations and their solutions. Recursion tree method, substitution method and Master theorem. Introduction to Amortized Analysis. Introduction to Divide and Conquer technique. Merge sort, Quicksort and binary search. Introduction to Greedy Algorithms - Fractional Knapsack Scheduling Algorithms. Introduction to Dynamic programming Algorithms Matrix Chain Subsequence Problems 0-1 Knapsack

TextBook/References

1. Michael T Goodrich and Roberto Tamassia and Michael H Goldwssasser, Data Structures and Algorithms in Python++, John Wiley publication, 2013
2. Goodrich, Michael T., and Roberto Tamassia. Data structures and algorithms in Java. John Wiley & Sons, 2008
3. Tremblay J P and Sorenson P G, An Introduction to Data Structures with Applications, Second edition, Tata McGraw-Hill, 2002
4. Thomas H Cormen, Charles E Leiserson, Ronald L Rivest and Clifford Stein, Introduction to Algorithms, Third edition, Prentice Hall of India Private Limited, 2009
5. Michael T Goodrich and Roberto Tamassia, Algorithm Design Foundations - Analysis and Internet Examples, John Wiley & Sons, 2007
6. Dasgupta S, Papadimitriou C and Vazirani U, Algorithms, Tata McGraw-Hill, 2009

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the concept and functionalities of Data Structures	–	1	1	1	1
CO2	Identify and apply appropriate data structures to solve problems and improve their efficiency	–	3	3	1	2
CO3	Analyze the complexity of data structures and associated methods	–	3	2	1	1
CO4	Analyze the impact of various implementation and design choices on the data structure performance	–	3	3	1	2
CO5	Understand the correctness and analyze complexity of algorithms	–	3	1	–	1
CO6	Understand various algorithmic design techniques and solve classical problems	–	1	1	–	–
CO7	Solve real world problems by identifying and applying appropriate design techniques	–	2	3	1	2

Evaluation Pattern - 3A

19AD602 Scalable Algorithms for Data Analysis 3-0-3-4

Preamble

This course will cover the scalability aspects of algorithms, worst case analysis of complexity and the techniques to deal with massive data. The transformation of data for scalable analysis using geometric, electrical flow and other methods are included in the topics. The course gives an idea on how to deal with large-scaled data analysis using mathematic tools, representation and dimensionality reduction techniques.

Course Objectives

- To understand scalability as a complexity notion of computation
- To learn algorithmic techniques for the design of provably-good scalable algorithms

- To explore spectral graph-theoretical methods, electrical flows and Gaussian Markov random fields for scalability

Course Outcomes

COs	Description
CO1	Understand the characteristics of massive data
CO2	Understand complexity and algorithmic primitives of scalable algorithms
CO3	Apply geometric techniques for large-scale data analysis
CO4	Apply clustering techniques for local computation of data
CO5	Apply sparsification, reduction and approximation of data

Prerequisites

- Basic Programming Skills
- Data Structures and Algorithms

Syllabus

Unit I

Challenges of massive data - Scalability of algorithms - Complexity class S - Scalable reduction and algorithmic primitives - Beyond Graph models for Information networks - Sampling - Making data smaller - Multi-precision sampling - PageRank - Personalized PageRank matrix - Clustering - local algorithms for network analysis - Scalable local computation of personalized PageRank - Interplay between dynamic processes and networks.

Unit II

Partitioning - Geometric techniques for data analysis - Center points and Regression Depth - Scalable algorithms for center points - Dimension Reduction - Random vs Spectral - Scalable geometric divide and conquer - Geometry of a graph - Sparsification - Spectral similarity of graphs - Spectral graph sparsification - Low-stretch spanning trees - Spectral approximation.

Unit III

Electrical Flows - Laplacian paradigm for network analysis - Laplacian linear systems - Learning from labeled network data - Sampling from Gaussian Markov Random fields - Scalable Newton's method - Laplacian paradigm - Scaling invariant clusterability - Beyond worst case analysis.

Text Book / References

1. Shang Hua Teng, Scalable algorithms for data and network analysis, Foundation Trends Theoretical Computer Science, First edition, Now Publishers Inc., 2016
2. Nathalie Japkowicz, Jerzy Stefanowski, Big Data Analysis: New Algorithms for a New Society, First edition, Springer, 2016

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the characteristics of massive data	2	3	2	–	3
CO2	Understand complexity and algorithmic primitives of scalable algorithms	2	3	2	–	3
CO3	Apply geometric techniques for large-scale data analysis	2	2	2	–	2
CO4	Apply clustering techniques for local computation of data	2	2	2	–	2
CO5	Apply sparsification, reduction and approximation of data	2	2	2	–	3

Evaluation Pattern - 3A

19AD603

Foundations of Data Science

3-0-3-4

Preamble

Data Science is about drawing useful conclusions from large and diverse data sets through exploration, prediction, and inference. Exploration involves identifying patterns in information. Prediction involves using information we know to make informed guesses about values we wish we knew. Inference involves quantifying our degree of certainty. The primary tools for exploration are visualizations and descriptive statistics, for prediction are machine learning and optimization, and for inference are statistical tests and models. Through understanding a particular domain, the students learn to ask appropriate questions about their data and correctly interpret the answers provided by inferential and computational tools.

Course Objectives

- To obtain a comprehensive knowledge of various tools and techniques for Data transformation and visualization
- To learn the probability and probabilistic models of data science
- To learn the basic statistics and testing hypothesis for specific problems
- To learn about the prediction models

Course Outcomes

COs	Description
CO1	Apply preprocessing techniques to convert raw data so as to enable further analysis
CO2	Apply exploratory data analysis and create insightful visualizations to identify patterns
CO3	Understand how to derive the probability density function of transformations of random variables and use these techniques to generate data from various distributions
CO4	Understand the statistical foundations of data science and analyze the degree of certainty of predictions using statistical test and models
CO5	Introduce machine learning algorithms for prediction and to derive insights

Prerequisites

- Basic Python Knowledge

Syllabus

Unit I

Introduction, Causality and Experiments - Data Pre processing: Knowing data, Data cleaning, Data reduction, Data transformation, Data discretization - Visualization and Graphing: Visualizing Categorical Distributions, Visualizing Numerical Distributions, Overlaid Graphs, plots, and summary statistics of Exploratory Data Analysis (EDA). Exploring Univariate Data - Histograms-Stem-and-Leaf-QuantileBasedPlots-ContinuousDistributions-QuantilePlots-QQPlot-BoxPlots.

Unit II

Probability Concepts - Axioms of Probability - Conditional Probability and Independence - Bayes Theorem - Expectation - Mean and Variance Skewness Kurtosis ; Common Distributions Binomial Poisson Uniform-Normal Exponential Gamma-Chi-Square Weibull Beta- Introduction to Statistics - Sampling, Sample Means and Sample variances sample moments, covariance, correlation, Sampling Distributions - Parameter Estimation Bias - Mean Squared Error - Relative Efficiency - Standard Error - Maximum Likelihood Estimation. Empirical Distributions- Sampling from a Population- Empirical Distribution of a Statistic - Testing Hypotheses Error probabilities- Assessing Models - Multiple Categories - Decisions and Uncertainty- Comparing Two Samples - A/B Testing - ANOVA.

Unit III

Estimation- Percentiles- The Bootstrap- Confidence Intervals- Using Confidence Intervals- The SD and the Normal Curve - The Central Limit Theorem - point and interval estimation, Prediction- Correlation- The Regression Line- The Method of Least Squares- Least Squares Regression- Visual Diagnostics- Numerical Diagnostics- Inference for Regression- A Regression Model- Inference for the True Slope- Prediction Intervals- simple and multiple regression.

Text Book / References

1. Adi Adhikari and John De Nero, Computational and Inferential Thinking: The Foundations of Data Science, First edition, 2019
2. Jiawei Han, Micheline Kamber, Jian Pei, Data Mining Concepts and Techniques, Third edition, Elsevier Publisher, 2006
3. Wendy L. Martinez, Angel R. Martinez, Computational Statistics Handbook with MATLAB, Second edition, Chapman Hall/CRC, 2008
4. Douglas C. Montgomery, George C. Runger, Applied Statistics and Probability for Engineers, Sixth Edition, Wiley, 2013
5. Dr. J. Ravichandran, Probability And Statistics For Engineers, First Edition, Wiley, 2010

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Apply preprocessing techniques to convert raw data so as to enable further analysis	–	3	–	–	1
CO2	Apply exploratory data analysis and create insightful visualizations to identify patterns	–	3	–	–	1
CO3	Understand how to derive the probability density function of transformations of random variables and use these techniques to generate data from various distributions	–	2	–	–	–
CO4	Understand the statistical foundations of data science and analyze the degree of certainty of predictions using statistical test and models	2	3	2	–	1
CO5	Introduce machine learning algorithms for prediction and to derive insights	3	2	2	–	2

Evaluation Pattern - 4F

19AD604 Principles of AI and Machine Learning 3-0-3-4

Preamble

This course will deal with the fundamental principles of Artificial Intelligence including knowledge representation, reasoning, decision making and programming techniques. The course will also cover the principles of machine learning, algorithms which underpin many popular Machine Learning techniques, as well as support developing an understanding of the theoretical relationships between these algorithms.

Course Objectives

- To understand basic principles of Artificial Intelligence
- To learn and design intelligent agents
- To understand the basic areas of artificial intelligence including problem solving, knowledge representation, reasoning, decision making, planning, perception and action
- To master the fundamentals of machine learning, mathematical framework and learning algorithm

Course Outcomes

COs	Description
CO1	Understand formal methods of knowledge representation, logic and reasoning
CO1	Understand foundational principles, mathematical tools and program paradigms of artificial intelligence
CO1	Understand the fundamental issues and challenges of machine learning: data, model selection, model complexity
CO1	Analyze the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning
CO1	Apply intelligent agents for Artificial Intelligence programming techniques

Prerequisites

None

Syllabus

Unit I

Automated Reasoning - foundations of knowledge representation and reasoning, representing and reasoning about objects, relations, events, actions, time, and space; predicate logic, situation calculus, description logics, - Logic - Propositional and predicate logic - Syntax - Informal and formal semantics - Equivalence - De Morgans laws - Decidable problems - Many-sorted logic - first-order, higher-order logic- Reasoning methods - Formal program techniques - pre- and post-conditions, derivationandverificationofprograms-SPINTool.

UnitII

UncertainKnowledge-Bayesiannetworks;Basicsofdecisiontheory,sequentialdecisionproblems,elementarygametheory;Problem-solvingthroughSearch-forwardandbackward,state-space,blind, heuristic, problem-reduction, A, A*, AO*, minimax, constraint propagation, neural andstochastic; Introduction to intelligent agents; Machine Learning - Foundations of supervised learning - Decisiontreesandinductivebias,RegressionVsClassification,Supervised-LinearRegression,Logistic Regression.

Unit III

Generalisation, Training, Validation and Testing, Problem of Overfitting, Bias vs Variance ,Confusion Matrix, Precision, Recall, F Measure, Support Vector Machine, Decision Tree, RandomForest, Perceptron, Beyond binary classification, Boosting and bagging, bootstrapping - Advanced supervised learning - K-Nearest Neighbour, Markov model, Hidden Markov Model - Nearest Neighbor Classification-Gaussianprocesses-UnsupervisedLearning-DimensionalityReductionTechniques, Linear Discriminant Analysis - Clustering: K-means, Hierarchical, Spectral ,subspace clustering, association rulemining.

Text Book / References

1. Russell,Norvig,ArtificialIntelligence:AModernApproach,Thirddedition,PrenticeHall,2010
2. Hastie, Tibshirani, Friedman. The elements of statistical learning, Second edition, Springer, 2009
3. Tsang. Foundations of constraint satisfaction, Academic press,1993
4. Daphne Koller and Friedman. Probabilistic Graphical Models - Principles and Techniques, The MIT Press,2009

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand formal methods of knowledge representation, logic and reasoning	3	3	3	–	3
CO2	Understand foundational principles, mathematical tools and program paradigms of artificial intelligence	3	3	3	–	3
CO3	Understand the fundamental issues and challenges of machine learning: data, model selection, model complexity	3	3	3	2	3
CO4	Analyze the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning	3	3	3	3	3
CO5	Apply intelligent agents for Artificial Intelligence programming techniques	3	3	3	2	3

Evaluation Pattern - 4E

19AD605

Distributed System Technologies

2-0-3-3

Preamble

The rate and amount of data being generated in today's world by both humans and machines are unprecedented. Being able to store, manage, and analyze large-scale data has critical impact on business intelligence, scientific discovery, social and environmental challenges. Modern distributed technologies such as cloud computing, hadoop and containerization technologies. The goal of this course is to equip students with the understanding, knowledge, and practical skills to deal with large amount of data with distributed technologies such as cloud and Hadoop for their machine learning applications.

Course Objectives

- To introduce various modern distributed system technologies and their use for machine learning and big data analytics
- To introduce principles of cloud computing
- To learn big data analytics for machine learning through hadoop ecosystem
- To learn containers and microservices for developing and deploying applications with cloud

Course Outcomes

COs	Description
CO1	Understand principles of various modern distributed system technologies
CO2	Learn the principles of cloud computing
CO3	Perform big data analytics for machine learning through hadoop ecosystem
CO4	Develop and deploy container images of applications with cloud
CO5	Learn various techniques for cloud-based machine learning

Prerequisites

- Basic programming skills

Syllabus

Unit I

Distributed Computing Taxonomy Cluster, Grid, P2P, Utility, Cloud, Edge, Fog computing paradigms - Cloud Computing Cloud delivery models - Cloud deployment models - Data Analytics, Internet of things and cognitive computing, Overview of Cyber Physical Systems (CPS), Overview of Cloud based CPS, Introduction to Big Data and distributed File systems (HDFS), Solving problems with MapReduce.

Unit II

Hadoop eco system - Data Logistics, Importing and Exporting Data, Big data analysis with Scala and Spark - Data Analysis with Spark, Reduction Operations and Distributed Key-Value Pairs, Partitioning and Shuffling, Structured data - SQL, Dataframes, and Datasets.

Unit III

Virtualization, Dockers and Containers, containerization vs virtualization, docker architecture, Microservices overview, Public Cloud Using public cloud for infrastructure management, Web application deployment using public cloud services, Deploying container images in public cloud; Case study: Cloud based machine learning.

Text Book / References

1. Kai Hwang, Cloud Computing for Machine Learning and Cognitive Applications, The MIT Press, 2017
2. Sean P. Kane, Karl Matthias, Docker: Up and Running: Shipping Reliable Containers in Production, O'Reilly, 2018
3. Alex Holmes, Hadoop in practice, Manning Publications, 2012
4. Sean Owen, Robin Anil, Ted Dunning, Ellen Friedman, Mahout in Action, Manning Publications Co., 2011
5. Holden Karau, Andy Konwinski, Patrick Wendell, Matei Zaharia, Learning Spark, O'Reilly, 2015
6. Noah Gift, Pragmatic AI: An Introduction to Cloud-Based Machine Learning, Addison Wesley, 2018
7. Parminder Singh Kocher, Microservices and Containers, Addison Wesley, 2018
8. Aurobindo Sarkar, Amit Shah, Learning AWS: Design, build, and deploy responsive applications using AWS, Second edition, Packt, 2018
9. Justin Menga, Docker on Amazon Web Services, Packt, 2018

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand principles of various modern distributed system technologies	–	2	2	1	1
CO2	Learn the principles of cloud computing	–	1	3	1	–
CO3	Perform big data analytics for machine learning through hadoop eco system	1	3	2	1	–
CO4	Develop and deploy container images of applications with cloud	–	2	3	1	–
CO5	Learn various techniques for cloud-based machine learning	1	3	2	2	1

Evaluation Pattern - 4E

19AD611

ANN and Deep Learning

3-0-3-4

Preamble

This course deals with deep learning algorithms, architectures and mathematical tools which are appropriate for various types of learning tasks in various domains. Students will be taught the basics of neural networks, convolutional networks, recurrent networks; and introduced to concepts such as: dropout, batch normalization, types of hyper-parameter optimization, distributed and constrained computing variants. Applications in the area of image processing and vision will be discussed.

Course Objectives

- To understand and master the tools of Artificial Intelligence
- To explore in depth deep neural architectures for learning and inference
- To evaluate the performance of neural architectures in comparison to other machine learning methods

Course Outcomes

COs	Description
CO1	Understand basic Neural Network architectures
CO2	Apply fundamental principles, theory and approaches for learning with deep neural networks
CO3	Understand key concepts, issues and practices, core algorithms and optimization when training and modeling with deep architectures
CO4	Analyze main variants of deep learning (convolutional, recurrent, reinforcement and generative architectures), and their typical applications
CO5	Analyze how deep learning fits within the context of other Machine Learning approaches and what learning tasks it is considered to be suited and not well suited to perform

Prerequisites

- Linear Algebra and Optimization,
- Machine Learning, Statistics

Syllabus

Unit I

Neural networks-Perceptrons, sigmoid units; Learning in neural networks-output vs hidden layers; linear vs nonlinear networks; linear models (regression)-LMS algorithm Perceptrons classification - limitations of linear nets and perceptrons-multi-Layer Perceptrons (MLP)-activation functions-linear, softmax, tanh, ReLU; error functions-feed-forward networks.

Unit II

Backpropagation - recursive chain rule (backpropagation) - Learning weights of a logistic output neuron-loss functions-learning via gradient descent-optimization momentum method; Adaptive learning rates RmsProp - mini-batch gradient descent - bias-variance trade off, regularization - overfitting - inductive bias regularization - drop out - generalization. Deep neural networks - convolutional nets case studies using Keras/Tensorflow.

Unit III

Introduction to deep reinforcement learning-neural nets for sequences-Recurrent Nets Long-Short-Term-memory-Introduction to Deep unsupervised learning autoencoders-PCA to autoencoders-Deep Generative Models-Generative Models and Variational Inference-Autoregressive Models and Invertible Transformations - Adversarial Learning -Adversarial Variational Bayes: Unifying Variational Autoencoders and Generative Adversarial Networks-Adversarial Autoencoders-Evaluation of Generative Models-A Lagrangian Perspective on Latent Variable Generative Modeling-Geometry of Deep Generative Models-Application-Model based Reinforcement Learning.

Text Book / References

1. Ian Goodfellow, Yoshua Bengio, Aaron Courville. Deep Learning, Second edition, MIT Press, 2016
2. Duda R.O., Hart P.E., Stork D.G., Pattern Classification, Second edition, Wiley-Interscience, 2001
3. Theodoridis, S., Koutroumbas, K. Pattern Recognition, Fourth edition, Academic Press, 2008
4. Russell S., Norvig N., Artificial Intelligence: A Modern Approach, Prentice Hall Series in Artificial Intelligence, 2003
5. Bishop C.M. Neural Networks for Pattern Recognition, Oxford University Press, 1995
6. Hastie T., Tibshirani R. and Friedman J., The Elements of Statistical Learning, Springer, 2001
7. Koller D. and Friedman N. Probabilistic Graphical Models, MIT Press, 2009

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand basic Neural Network architectures	2	1	2	–	1
CO2	Apply fundamental principles, theory and approaches for learning with deep neural networks	2	1	2	–	1
CO3	Understand key concepts, issues and practices, core algorithms and optimization when training and modeling with deep architectures	3	2	2	–	1
CO4	Analyze main variants of deep learning (convolutional, recurrent, reinforcement and generative architectures), and their typical applications	3	2	3	2	2
CO5	Analyze how deep learning fits within the context of other Machine Learning approaches and what learning tasks it is considered to be suited and not well suited to perform	2	2	3	2	2

Evaluation Pattern - 4D

19AD612

Scalable Systems for Data Science

2-0-3-3

Preamble

This course will introduce the fundamental systems aspects of big data platforms, and how these platforms can be used to build large-scale data intensive applications. It will cover problems of the interest on large scale data science domains such as link analysis, finding similar items and clustering. It will also introduce large scale and distributed machine learning techniques.

Course Objectives

- To introduce systems and approaches for large scale data science problems
- To understand handling large datasets
- To learn how large scale machine learning and distributed machine learning approaches work

Course Outcomes

COs	Description
CO1	Understand handling large data sets
CO2	Learn approaches for solving large scale data science problems link analysis and finding similar items
CO3	Understand real-world problems which need scalable systems for large scale data science such as web advertising and recommendation systems
CO4	Learn the basic principles of large scale machine learning and distributed machine learning
CO5	Implement models using programming languages to solve large scale data science projects

Prerequisites

- Machine learning
- Python
- Foundations of data science

Syllabus

Unit I

Overview of data mining and map-reduce, Hash Functions- Indexes, Shingling LSH, Mining Data Streams-Finding similar items near-neighbor search, shingling of documents, Similarity-Preserving Summaries of Sets, Locality-Sensitive Hashing for Documents, Distance Measures, Link-analysis PageRank, Linkspam, Hubs and authorities.

Unit II

Frequent Item sets Market based model, A-Priori Algorithm, Handling larger data sets in memory, Limited-pass algorithms, Clustering Hierarchical clustering, k-means, CURE, Clustering in Non-Euclidean Spaces, Clustering for Streams and Parallelism.

Unit III

Advertising on the web Matching problem, ad-words problem, Recommendation systems-Content-Based Recommendations, Collaborative Filtering, Dimensionality Reduction, Large-scale machine learning Parallel Implementation of Perceptrons, Parallel implementation of SVM, Dealing with High-Dimensional Euclidean Data in nearest neighbors, Distributed machine learning.

Text Book / References

1. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Mining of massive datasets, Cambridge University Press, 2014
2. Jimmy Lin and Chris Dyer, Data-Intensive Text Processing with MapReduce, First edition, Morgan and Claypool Publishers, 2010
3. Sandy Ryza, Uri Laserson, Sean Owen, Josh Wills, Advanced Analytics with Spark: Patterns for Learning from Data at Scale, O'Reilly, 2015
4. Ankit Jain, Mastering Apache Storm: Processing big data streaming in real time, Packt Publishing, 2017

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand handling large data sets	1	3	2	–	–
CO2	Learn approaches for solving large scale data science problems link analysis and finding similar items	–	3	3	–	–
CO3	Understand real-world problems which need scalable systems for large scale data science such as web advertising and recommendation systems	2	2	3	–	–
CO4	Learn the basic principles of large scale machine learning and distributed machine learning	3	2	1	–	–
CO5	Implement models using programming languages to solve large scale data science projects	2	3	2	–	–

Evaluation Pattern - 3D

19AD613

Probabilistic Graphical Models

3-0-3-4

Preamble

For humans and machines, intelligence requires making sense of the world—inferring simple explanations for the mess of information coming in through our senses, discovering regularities and patterns, and being able to predict future states. Probabilistic graphical models are a powerful framework for representing complex domains using probability distributions, with numerous applications in machine learning, computer vision, natural language processing and computational biology. Graphical models bring together graph theory and probability theory and provide a flexible framework for modeling large collections of random variables with complex interactions. This course will provide a comprehensive survey of the topic, introducing the key formalisms and main techniques used to construct them, make predictions, and support decision-making under uncertainty.

Course Objectives

- The aim of this course is to develop the knowledge and skills necessary to design, implement and apply probabilistic graphical models to solve real problems
- The course will cover Bayesian networks, undirected graphical models and their temporal extensions
- To introduce exact and approximate inference methods
- To learn estimation of the parameters and the structure of graphical models

Course Outcomes

COs	Description
CO1	Understand different PGM representations
CO2	Apply different inference techniques to problems
CO3	Apply inference and learning as optimization tools for decision making
CO4	Analyze actions and decisions from PGM
CO5	Explore PGM methods to solve real-world applications

Prerequisites

- Foundations of Data Science
- Principles of AI and ML
- Python knowledge

Syllabus

Unit I

Representation - Bayesian network representation - independencies in graphs, distributions to graphs, Undirected Graphical Models - parameterization, Markov network independencies, Bayesian to Markov networks, partially directed models - Local probabilistic Models - Tabular conditional probability distributions (CPDs), deterministic CPDs, context specific CPDs, independence of causal influence, continuous variables, conditional Bayesian networks, Template based representations - temporal models, directed models, undirected models, structural uncertainty - Gaussian network models.

Unit II

Inference - Variable elimination, conditioning, inference with structured CPDs, exact inference - clique trees, message passing, inference as optimization, exact inference as optimization, propagation based approximation, propagation with approximate messages, Particle-Based Approximate Inference - likelihood weighting and importance sampling, Markov chain Monte Carlo methods, collapsed particles, Deterministic search methods, MAP Inference - variable elimination for MAP, Max product in clique trees, Max-product belief propagation in loopy cluster graphs, MAP as a linear optimization problem, graph cuts for MAP, Inference in temporal models - Inference in hybrid networks - variable elimination in Gaussian networks - non-linear dependencies - inference in temporal models.

Unit III

Learning - Learning Graphical Models - learning as optimization, learning tasks, Parameter estimation - learning with shared parameters, Bayesian networks, Structure learning in Bayesian network - constraint based approaches, structure scores, structure search, Bayesian model averaging, Partially observed data - Bayesian learning with incomplete data, structure learning, learning models with hidden variables, Learning undirected models - learning with approximate inference, score based learning, Actions and decisions - Causality, learning causal models, utilities and decisions - Structured decision problems - influence diagrams, optimization in influence diagrams.

Text Book / References

1. Daphne Koller, Nir Friedman, Probabilistic Graphical Models - Principles and Techniques, The MIT Press, 2009
2. Kiren R Karkera, Building Probabilistic Graphical Models with Python, Packt, 2014
3. Adnan Darwiche, Modeling and Reasoning with Bayesian networks, First edition, Cambridge University Press, 2014
4. Christopher M. Bishop, Pattern Recognition and Machine Learning, Second edition, Springer, 2011
5. Kevin P. Murphy, Machine Learning: a Probabilistic Perspective, MIT Press, 2012

6. David J. C. Mackay, Information Theory, Inference, and Learning Algorithms, Cambridge University Press, 2003
7. David Barber, Bayesian Reasoning and Machine Learning, First edition, Cambridge University Press, 2012
8. Martin J. Wainwright, Michael I. Jordan, Graphical models, exponential families, and variational inference, Now Publishers Inc., 2008

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand different PGM representations	1	3	2	1	–
CO2	Apply different inference techniques to problems	1	3	3	1	–
CO3	Apply inference and learning as optimization tools for decision making	2	3	3	1	–
CO4	Analyze actions and decisions from PGM	2	3	3	1	–
CO5	Explore PGM methods to solve real-world applications	3	3	3	1	–

Evaluation Pattern - 4F

19AD614

Data Science Applications of NLP

2-0-3-3

Preamble

This course will cover the techniques, models, and algorithms that enable computers to deal with the ambiguity and implicit structure of natural language. The computational and linguistic aspects of natural language will be dealt with. How Knowledge will be extracted from unstructured text by identifying reference to named entities as well as stated relationships between such entities, will be taught.

Course Objectives

- To understand text processing for extracting information
- To understand language specific tasks and learning models
- To explore artificial intelligence in understanding the semantics of text data

Course Outcomes

COs	Description
CO1	Understand the mechanics of language - the sound system, word structure, sentence structure, and meaning
CO2	Understand how to formulate NLP tasks as learning and inference tasks, and address the computational challenges involved
CO3	Apply text processing at syntactic, semantic, and pragmatic levels
CO4	Analyze text mining and manipulation techniques
CO5	Analyze entity recognition and relationship between entities to retrieve information from text

Prerequisites

- Linear Algebra, Probability and Statistics
- Machine Learning

Syllabus

Unit I

Introduction to Computational Linguistics - Word meaning - Distributional Semantics - Word Sense Disambiguation - Sequence Models - N-gram Language Models - Feedforward Neural Language Models - Word Embeddings - Recurrent Neural Language Models - POS tagging and Sequence Labeling - Structured Perceptron, Viterbi - Loss-augmented Structured Prediction - Neural text models and tasks.

Unit II

Information Extraction from Text - Sequential Labeling - Named Entity Recognition - Semantic Lexicon Induction - Relation Extraction - Paraphrases Inference Rules - Event Extraction - Opinion Extraction - Temporal Information Extraction - Open Information Extraction - Knowledge Base Population - Narrative Event Chains and Script Learning - Knowledge graph augmented neural networks for Natural Language.

Unit III

Machine Translation - Encoder-decoder models, beam search - Attention Models - Multilingual Models - Syntax, Trees, Parsing - Transition-based Dependency Parsing - Graph-based Dependency Parsing - Deep Generative Models for Natural Language Data - Text Analytics - Information Extraction with AQL - Conversational AI.

Text Book / References

1. Emily Bender, Linguistics Fundamentals for NLP, Morgan Claypool Publishers, 2013
2. Jacob Eisenstein, Natural Language Processing, MIT Press, 2019
3. Dan Jurafsky, James H. Martin, Speech and Language Processing, Third edition, Prentice Hall, 2018
4. Chris Manning, Hinrich Schuetze, Foundations of Statistical Natural Language Processing, MIT Press, 1999

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the mechanics of language - the soundsystem, wordstructure, sentencestructure, andmeaning	2	2	2	–	2
CO2	Understand how to formulate NLP tasks as learning and inference tasks, and address the computational challenges involved	2	3	2	–	3
CO3	Apply text processing at syntactic, semantic, and pragmatic levels	3	3	3	–	2
CO4	Analyze text mining and manipulation techniques	2	2	2	–	2
CO5	Analyze entity recognition and relationship between entities to retrieve information from text	2	2	2	–	2

Evaluation Pattern - 3E

19AD615 Data Science Applications of Vision 2-0-3-3

Preamble

Computer vision has become ubiquitous in our society, with applications in search, image understanding, apps, mapping, medicine, drones, and self-driving cars. This course will cover visual recognition tasks such as image classification, localization, detection and extraction. Students will learn applications with combination of vision, machine learning and AI.

Course Objectives

- To understand the capability of a machine to get and analyze visual information and make decisions
- To learn methods and algorithms for Vision
- To learn how to use deep learning for Vision tasks

Course Outcomes

COs	Description
CO1	Understand the methods and algorithms for image processing
CO2	Apply vision algorithms in OpenCV for applications
CO3	Apply scalable algorithms for large datasets in vision
CO4	Analyze deep neural architectures for image and video processing
CO5	Apply vision based solutions for specific real-world applications

Prerequisites

- Linear Algebra and Optimization
- Python
- Machine Learning

Syllabus

Unit I

ImageRepresentationandProperties-Introduction-ImageRepresentation-ImageDigitization-Digital Image Properties Discrete Fourier Transform - Image Pre-Processing in Spatial and FrequencyDomain:PixelBrightnessTransformation-GeometricTransformations-LocalPreprocessing - ImageSmoothing,sharpening-Conventionalimageprocessingediting,filtering,extraction,classification-EdgeDetectors-CornerDetectors-Convolution-ImageRestoration-featureextraction filters - Image recognition applications - character recognition - authentication of documents - eg: IDs or drivinglicenses.

Unit II

Image Segmentation - Thresholding Segmentation techniques - Deep learning for vision tasks - ObjectdetectionandsemanticsegmentationwithConvolutionNeuralNetworks,objectsegmentation fromimagesandvideos-identificationofobjects-Facialrecognition-Emotionrecognition-Active observation and inferences - Introduction to AmazonGo - detecting events for visual surveillance, autonomousdrivingvideoprocessing-Passiveobservationandanalysis-observeandanalyzeobjects overtime-Analysisofmedicalimages-predictiveanalysisonmedicalimages.

Unit III

Communicating with humans through vision - situational awareness - detection and recognition - Control-visuallexicondesignforinteraction-multimodalintegraion-visionunderstanding-scene understanding - inference and decision making - video image characteristics - motion, brightness, trajectories, optical flow - activity recognition - segmentation, classification and location network-Imagedatabases-indexing-imagesequences.

Text Book / References

1. Rafael C. Gonzalez, Richard E. Woods, Digital Image Processing, Third edition, Pearson Education,2009
2. Milan Sonka, Vaclav Hlavac, Roger Boyle, Image Processing, Analysis and Machine Vision, Third edition, Cengage Learning,2007
3. Gary Bradski, Learning OpenCV , First edition,2008
4. Ian Goodfellow, Yoshuo Bengio, Aaron Courville, Deep Learning (Adaptive Computationand MachineLearningseries),MITPress,2017
5. Fan Jiang, Anomalous Event Detection From Surveillance Video, ProQuest,2012
6. AlokKumarSinghKushwaha,RajeevSrivastava,RecognitionofHumansandTheirActivities forVideoSurveillance,IGIGlobal,2014
7. Ying-li Tian, Arun Hampapur, Lisa Brown, Rogerio Feris, Max Lu, Andrew Senior, Event Detection, Query, and Retrieval for Video Surveillance, IGI Global,2009
8. Matthew Turk, Gang Hua, Vision-based Interaction, First edition, MorganClaypool,2013

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the methods and algorithms for image processing	2	3	2	–	1
CO2	Apply vision algorithms in OpenCV for applications	–	3	3	–	–
CO3	Apply scalable algorithms for large datasets in vision	2	2	3	2	–
CO4	Analyze deep neural architectures for image and video processing	3	2	2	2	3
CO5	Apply vision based solutions for specific real-world applications	2	3	2	2	3

Evaluation Pattern - 3E

19RM600

ResearchMethodology

2-0-0-2

Syllabus

Unit I

Meaning of Research, Types of Research, Research Process, Problem definition, Objectives of Research, Research Questions, Research design, Approaches to Research, Quantitative vs. Qualitative Approach, Understanding Theory, Building and Validating Theoretical Models, Exploratory vs. Confirmatory Research, Experimental vs Theoretical Research, Importance of reasoning in research.

Unit II

Problem Formulation, Understanding Modeling & Simulation, Conducting Literature Review, Referencing, Information Sources, Information Retrieval, Role of libraries in Information Retrieval, Tools for identifying literatures, Indexing and abstracting services, Citation indexes

Unit III

Experimental Research: Cause effect relationship, Development of Hypothesis, Measurement Systems Analysis, Error Propagation, Validity of experiments, Statistical Design of Experiments, Field Experiments, Data/Variable Types & Classification, Data collection, Numerical and Graphical Data Analysis: Sampling, Observation, Surveys, Inferential Statistics, and Interpretation of Results

Unit IV

Preparation of Dissertation and Research Papers, Tables and illustrations, Guidelines for writing the abstract, introduction, methodology, results and discussion, conclusion sections of a manuscript. References, Citation and listing system of documents

Unit V

Intellectual property rights (IPR) - patents-copyrights-Trademarks-Industrial design geographical indication. Ethics of Research- Scientific Misconduct- Forms of Scientific Misconduct. Plagiarism, Unscientific practices in thesis work, Ethics in science

TextBook/References

1. Bordens, K. S. and Abbott, B. B., “Research Design and Methods – A Process Approach”, 8th Edition, McGraw-Hill, 2011
2. C. R. Kothari, “Research Methodology – Methods and Techniques”, 2nd Edition, New Age International Publishers
3. Davis, M., Davis K., and Dunagan M., “Scientific Papers and Presentations”, 3rd Edition, Elsevier Inc.
4. Michael P. Marder, “ Research Methods for Science”, Cambridge University Press, 2011
5. T. Ramappa, “Intellectual Property Rights Under WTO”, S. Chand, 2008
6. Robert P. Merges, Peter S. Menell, Mark A. Lemley, “Intellectual Property in New Technological Age”. Aspen Law & Business; 6th Edition July 2012

ELECTIVES

19AD701 Artificial Intelligence and Robotics 2-0-3-3

Preamble

In recent years, several off-the-shelf robots have become available and some of them have made their way into our homes, offices, and factories. The ability to program robots has therefore become an important skill; e.g., for robotics research as well as in several companies (such as iRobot, ReThink Robotics, Willow Garage, medical robotics, and others). We study the problem of how a robot can learn to perceive its world well enough to act in it, to make reliable plans, and to learn from its own experience. The focus will be on algorithms and machine learning techniques for autonomous operation of robots.

Course Objectives

- To understand the principles of reinforcement learning which is one of the key learning techniques for robots
- To understand uncertainty handling in robotics through probabilistic approaches
- To learn how measurements work for robots

Course Outcomes

COs	Description
CO1	Learn the foundations of reinforcement learning for robotics
CO2	Understand basic probabilistic principles behind Robotics intelligence
CO3	Learn different measurement techniques for robotics
CO4	Understand POMDP and its significance for robotics
CO5	Implement principles of robotics intelligence for solving real world problems

Prerequisites

- Data Structures and algorithms
- Foundation of Data Science
- Linear Algebra and Optimization
- Principles of AI and ML

Syllabus

Unit I

Overview: Robotics introduction, historical perspective on AI and Robotics, Uncertainty in Robotics
Reinforcement Learning: Basic overview, examples, elements, Tabular Solution Methods - Multi-armed bandits, Finite Markov decision process, Dynamic programming (Policy Evaluation, Policy Iteration, Value Iteration), Monte Carlo Methods, Temporal-Difference Learning (Q-learning, SARSA)

Unit II

Approximate Solution Methods- On-policy Prediction with Approximation, Value function approximation, Non-linear function approximation, Reinforcement Learning in robotics, Recursive state estimation: Robot Environment Interaction, Bayes filters, Gaussian filters The Kalman filter, The Extended Kalman Filter, The information filter, The particle filter Robot motion: Velocity Motion Model, Odometry Motion Model, Motion and maps

Unit III

Measurement: Beam Models of Range Finders, Likelihood Fields for Range Finders, Correlation-Based Sensor Models, Feature-Based Sensor Models, Overview of POMDP

Text Book / References

1. Sebastian Thrun, Wolfram Burgard, Dieter Fox, Probabilistic Robotics, MIT Press 2005
2. Richard S. Sutton, Andrew G. Barto, Reinforcement Learning: An Introduction, Second edition, MIT Press, 2018
3. Jens Kober, Jan Peters, Learning Motor Skills: From Algorithms to Robot Experiments, Springer, 2014
4. Francis X. Govers, Artificial Intelligence for Robotics, Packt, 2018

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Learn the foundations of reinforcement learning for robotics	3	1	3	-	1
CO2	Understand basic probabilistic principles behind Robotics intelligence	3	1	3	-	1
CO3	Learn different measurement techniques for robotics	3	-	3	-	1
CO4	Understand POMDP and its significance for robotics	3	-	3	-	1
CO5	Implement principles of robotics intelligence for solving real world problems	3	-	3	1	-

Evaluation Pattern - 3E

19AD705 Knowledge Representation and Reasoning 2-0-3-3

Preamble

The course introduces the field of knowledge representation and reasoning. The main focus will be on decidable fragments of first order logic that are well suited for knowledge representation. We explore how such logics can be used to represent knowledge, identify relevant reasoning problems and show how these can be used to support the task of constructing suitable representations. We will also consider the computational properties of these logics, and study algorithms for solving the relevant reasoning problems. Finally, we will also discuss logics that depart from first order logic, such as non-monotonic logics.

Course Objectives

- To model simple application domain in a Description Logic language
- To understand the fundamentals of the reasoning algorithms
- To understand the basics of a reasoning service
- To expose knowledge representation languages

Course Outcomes

COs	Description
CO1	Understand the fundamentals of logic-based Knowledge Representation
CO2	Model applications in Description Logic
CO3	Understand the basics of Reasoning system
CO4	Understand basics of knowledge representation languages
CO5	Knowledge representation in Ontology Languages

Prerequisites

- Principles of AI and ML

Syllabus

Unit I

Overview of Knowledge Representation, Representing Knowledge in First Order Predicate Logic, Limitations of Propositional and First Order Predicate Logic, Description Logics as Knowledge Representation Languages - A basic DL and its extensions : Basic reasoning problems and services , reasoning services, Extensions of basic DL ALC, Relationship with Predicate Logic and Modal Logic.

Unit II

Reasoning in the knowledge base: Tableau basics, A tableau algorithm for ALC, A tableau algorithm for ALCIN. Reasoning in the EL: Subsumption in EL, Subsumption in ELI, Comparison of subsumption algorithms.

Unit III

Ontology Languages and Applications: The OWL ontology language, OWL tools and applications: The OWL API, OWL reasoners, Ontology engineering tools, OWL applications

Text Book / References

1. Franz Baader, Ian Horrocks, Carsten Lutz, Uli Sattler, An Introduction to Description Logic, Cambridge University Press, First Edition, 2017
2. Karin Breitman, Marco Antonio Casanova, Walt Truszkowski, Semantic Web: Concepts, Technologies and Applications, NASA Monographs in Systems and Software Engineering, Springer, 2007
3. Pascal Hitzler, Markus Kroetsch, and Sebastian Rudolph, Foundations of Semantic Web Technologies, Chapman and Hall, CRC Textbooks in Computing, 2009

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the fundamentals of logic-based Knowledge Representation	3	-	-	3	3
CO2	Model applications in Description Logic	-	3	2	3	3
CO3	Understand the basics of Reasoning system	2	3	3	-	2
CO4	Understand basics of knowledge representation languages	3	0	0	3	3
CO5	Knowledge representation in Ontology Languages	2	3	3	0	2

Evaluation Pattern - 3E

19AD702

Neuroevolution

2-0-3-3

Preamble

Current neural network research is predominantly focused in the fields of deep learning and deep reinforcement learning. In these fields, the neural network weights are typically trained through variants of stochastic gradient descent. This method has provided remarkable results both in supervised and reinforcement learning. An alternative approach, inspired by the fact that natural brains themselves are the products of an evolutionary process, harnesses evolutionary algorithms to train neural networks. This field is called Neuroevolution. Neuroevolution enables important capabilities that were not hitherto available to stochastic gradient methods. Such capabilities include learning neural network building blocks (for example activation functions), hyperparameters, architectures and even the algorithms for learning themselves.

Course Objectives

- To introduce to students the state-of-the-art in simulated evolution of complex systems.
- To introduce sophisticated encoding techniques inspired from generative and developmental systems to realize complexity.
- To provide comprehensive overview of neuroevolution algorithms that demonstrates alternative way (i.e. search) to produce controllers for a diversified range of tasks.

Course Outcomes

COs	Description
CO1	Understand the Evolutionary Computation paradigm
CO2	Understand sophisticated encoding techniques (i.e. generative and developmental systems)
CO3	Understand the theory and working of neuroevolution algorithms
CO4	Apply the neuroevolution algorithms for real-world learning tasks

Prerequisites

- Data Structures and Algorithms
- Programming
- Linear Algebra and Optimization

Syllabus

Unit I

Topics in Evolutionary Computation (EC): Canonical Evolutionary Algorithms (EAs), Unified View of Simple EAs, Components of EAs, Working with EAs, Interactive EAs, Coevolutionary Systems, Evolutionary Algorithms as problem solvers.

Unit II

Neuroevolution: Classic Neuroevolution combining ANNs and EC, classic obstacles, NeuroEvolution of Augmenting Topologies (NEAT), Post-NEAT methods, Generative and Developmental Systems CPNNs, Novelty Search, Quality Diversity.

Unit III

Neuroevolution at scale: Evolutionary Algorithms as scalable alternative to Reinforcement/deep learning, Meta-learning and Architecture Search. Evolving Plastic Artificial Neural Networks (EPANNs) Evolutionary discovery of learning, Evolving neuromodulation, evolving plasticity.

Text Book / References

1. A.E. Eiben and J. E. Smith, Introduction to Evolutionary Computing 2nd Edition, Springer (Natural Computing Series), 2015.
2. Gene I. Sher, Handbook of Neuroevolution through Erlang, Springer, 2012.
3. Kenneth A. De Jong, Evolutionary Computation A Unified Approach, MIT Press, March 2016 (Paperback Edition)
4. Ian Goodfellow, Yoshua Bengio and Aaron Courville, Deep Learning, MIT Press, 2016.
5. Richard S. Sutton and Andrew G. Barto, Reinforcement Learning An Introduction, MIT Press, Second Edition, 2018.
6. Dario Floreano and Stefano Nolfi, Evolutionary Robotics The Biology, Intelligence, and Technology of Self-Organizing Machines, MIT Press, 2004 (Paperback Edition)

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the Evolutionary Computation paradigm	1	-	1	-	-
CO2	Understands sophisticated encoding techniques (i.e. generative and developmental systems)	2	-	1	-	1
CO3	Understand the theory and working of neuroevolution algorithms	2	-	1	-	2
CO4	Apply the neuroevolution algorithms for real-world learning tasks	3	-	3	-	1

Evaluation Pattern - 3E

19AD703 Game theory for AI and Data Science 2-0-3-3

Preamble

Decision making plays the core of artificial intelligence. When decision making involves multiple agents especially selfish and rational agents, game theory and mechanism design plays an important role. Similarly, data used for data science may not be always authentic due to its distributed nature. Game theory for data has to focus on incentives for generating novel and accurate data.

Course Objectives

- Course aims to introduce how human behavior can be modeled using game theory principles for artificial intelligence
- To learn various ways game theory helps in different learning mechanisms
- To introduce how game theory can be used to produce novel and accurate data for data science problems

Course Outcomes

COs	Description
CO1	Understand behavioral game theory for artificial intelligence domain
CO2	Learn the concepts of game theory for learning techniques in artificial intelligence
CO3	Apply game theoretic principles for dealing data for data science
CO4	Model modern problems in AI and DS using game theory
CO5	Implement game-theoretic solutions for AI and DS

Prerequisites

- Probability and graph theory concepts.
- Knowledge of Artificial intelligence and foundations of data science

Syllabus

Unit I

Behavioral game theory: Dictator, Ultimatum and trust games, Mixed strategy equilibrium, Bargaining, Dominant solvable games, Coordination games, Signaling and reputation

Unit II

Types of learning Reinforcement, Belief, Imitation, stochastic game theory, evolutionary games and markov games for multi-agent reinforcement learning, Economic Reasoning and Artificial Intelligence

Unit III

Game Theory for data science: Mechanisms for verifiable and unverifiable information, non-parametric mechanisms, prediction markets, decentralized machine learning

TextBook/References

1. Colin F. Camerer, Behavioral Game Theory: Experiments in Strategic Interaction, Princeton University Press, 2003
2. Boi Faltings, Goran Radanovic, Game Theory for Data Science: Eliciting Truthful Information, Morgan and claypool publishers, 2017
3. Yoav Shoham, Kevin Leyton-Brown, Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations, Cambridge University Press, 2009
4. H. M. Schwartz, Multi-Agent Machine Learning: A Reinforcement Approach, Wiley publications, 2014
5. Peter Vrancx, Decentralized Reinforcement Learning in Markov Games, VUB Press, 2010

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand behavioral game theory for artificial intelligence domain	1	–	2	2	3
CO2	Learn the concepts of game theory for learning techniques in artificial intelligence	1	–	2	2	3
CO3	Apply game theoretic principles for dealing data for data science	1	2	2	2	–
CO4	Model modern problems in AI and DS using game theory	2	–	2	2	2
CO5	Implement game-theoretic solutions for AI and DS	2	–	2	2	3

Evaluation Pattern - 3E

19AD704 Analysis of Large Scale Social Networks 2-0-3-3

Preamble

Social networks have always been at the heart of human interaction, but with the explosive growth of the internet over the last two decades, network analysis has become increasingly central to all branches of the social sciences: sociology, economics, political science, psychology, and so on. How do people influence each other, bargain with each other, exchange information (or germs), or communicate online? A diverse array of deep questions about human behavior can only be answered by examining the social networks encompassing and shifting around us. This network analysis has emerged as a cross-disciplinary science in its own right, and has in fact proved to be of even greater generality and broader applicability than just the social, extending to ecology, physics, genetics, computer science, and other domains. This course seeks to teach students the foundations of what has become the new and quite coherent field of network analysis.

Course Objectives

- To introduce micro-structure of networks and macro-structure and other means of describing and characterizing large-scale structures
- To learn the network formation, the structure of random networks, and the origin of large-scale structures in the strategic creation of network ties
- To impart knowledge on social behavior on networks
- To learn the concepts of strategic interaction in networks and do social network analysis through python

Course Outcomes

COs	Description
CO1	Knowledge on structure of small-scale and large-scale social networks
CO2	Analysis of different measures and metrics and fundamental network algorithms
CO3	Analysis of information diffusion in networks and dynamic social networks
CO4	Understanding of social network graph analysis
CO5	Implement large scale social network analysis using model programming language such as Python/R

Prerequisites

- Linear algebra and optimization
- Machine Learning
- Foundations of Data Science

Syllabus

Unit I

Introduction to social networks - Representing and Measuring Networks, Measures and metrics
Centrality - different types, hubs and authorities, Balance and Homophily, Large-scale structures and small worlds, Fundamental network algorithms.

Unit II

Social network graph analysis Mining social network graphs, Graph clustering, Partitioning Graphs, Finding overlapping communities, Algorithms to determine graph clustering, partitioning and overlapping communities.

Unit III

Information diffusion in networks - Markets and Strategic interaction Games on networks, Spatial and agent-based models, Power in social networks, Network dynamics Information cascades, Network effects, Cascading behavior in networks, Dynamic social networks Applications and research trends.

TextBook/References

1. Newman, Networks: An introduction, Oxford Univ. Press, 2010
2. Jure Leskovec, Anand Rajaraman and Jeffrey David Ullman, Mining of massive datasets, Cambridge University Press, 2014
3. David Easley and Jon Kleinberg, Networks, crowds, and markets, Cambridge University Press, 2010
4. Jackson, Social and Economic Networks, Princeton University Press, 2008
5. Mohammed Zuhair Al-Taie, Seifedine Kadry, Python for Graph and Network Analysis, Springer 2017
6. Krishna Raj P.M., Ankith Mohan, K.G. Srinivasa, Practical Social Network Analysis with Python, Springer 2018

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Knowledge on structure of small-scale and large-scale social networks	1	2	–	–	1
CO2	Analysis of different measures and metrics and fundamental network algorithms	2	2	–	–	2
CO3	Analysis of information diffusion in networks and dynamic social networks	1	3	–	–	2
CO4	Understanding of social network graph analysis	2	3	–	–	2
CO5	Implement large scale social network analysis using model programming language such as Python/R	3	2	3	1	–

Evaluation Pattern - 3E

19AD705 Knowledge Representation and Reasoning 2-0-3-3

Preamble

The course introduces the field of knowledge representation and reasoning. The main focus will be on decidable fragments of first order logic that are well suited for knowledge representation. We explore how such logics can be used to represent knowledge, identify relevant reasoning problems and show how these can be used to support the task of constructing suitable representations. We will also consider the computational properties of these logics, and study algorithms for solving the relevant reasoning problems. Finally, we will also discuss logics that depart from first order logic, such as non-monotonic logics.

Course Objectives

- To model simple application domain in a Description Logic language
- To understand the fundamentals of the reasoning algorithms
- To understand the basics of a reasoning service
- To expose knowledge representation languages

Course Outcomes

COs	Description
CO1	Understand the fundamentals of logic-based Knowledge Representation
CO2	Model applications in Description Logic
CO3	Understand the basics of Reasoning system
CO4	Understand basics of knowledge representation languages
CO5	Knowledge representation in Ontology Languages

Prerequisites

- Principles of AI and ML

Syllabus

Unit I

Overview of Knowledge Representation, Representing Knowledge in First Order Predicate Logic, Limitations of Propositional and First Order Predicate Logic, Description Logics as Knowledge Representation Languages - A basic DL and its extensions : Basic reasoning problems and services , reasoning services, Extensions of basic DL ALC, Relationship with Predicate Logic and Modal Logic.

Unit II

Reasoning in the knowledge base: Tableau basics, A tableau algorithm for ALC, A tableau algorithm for ALCIN. Reasoning in the EL: Subsumption in EL, Subsumption in ELI, Comparison of subsumption algorithms.

Unit III

Ontology Languages and Applications: The OWL ontology language, OWL tools and applications: The OWL API, OWL reasoners, Ontology engineering tools, OWL applications

Text Book / References

1. Franz Baader, Ian Horrocks, Carsten Lutz, Uli Sattler, An Introduction to Description Logic, Cambridge University Press, First Edition, 2017
2. Karin Breitman, Marco Antonio Casanova, Walt Truszkowski, Semantic Web: Concepts, Technologies and Applications, NASA Monographs in Systems and Software Engineering, Springer, 2007
3. Pascal Hitzler, Markus Kroetsch, and Sebastian Rudolph, Foundations of Semantic Web Technologies, Chapman and Hall, CRC Textbooks in Computing, 2009

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the fundamentals of logic-based Knowledge Representation	3	-	-	3	3
CO2	Model applications in Description Logic	-	3	2	3	3
CO3	Understand the basics of Reasoning system	2	3	3	-	2
CO4	Understand basics of knowledge representation languages	3	0	0	3	3
CO5	Knowledge representation in Ontology Languages	2	3	3	0	2

Evaluation Pattern - 3E

19AD706 Real time Video AI Technologies

2-0-3-3

Preamble

There has been an increase in the usage of videos by people for entertainment, education and business purposes. In this course various aspects of storing videos, storage formats, analysing objects, tracking objects of interest, scenario modelling and object behavior modelling will be taught using case studies.

Course Objectives

- To learn fundamentals of video analytics
- To gain a detailed understanding of video analysis techniques of machine learning
- To introduce students to the practical use of visual context information from real time videos

Course Outcomes

COs	Description
CO1	Understand video storage formats and pre-processing
CO2	Apply learning methods to identify and classify objects
CO3	Apply modelling techniques to objects and scenes from videos
CO4	Analyze visual context from real-time videos
CO5	Apply non-deep learning methods to real-time videos

Prerequisites

- Python
- Artificial Neural Networks and Deep learning
- Linear Algebra and Optimization
- Machine Learning
- Computer Vision

Syllabus

Unit I

Intelligent surveillance-storage optimization-event detection-illumination and artificial lighting - smart video observation - Frame differencing - mean filter - Maximally stable extremal regions (MSER) - video motion detection detects valid motion, tracking, filtering out noise such as lighting changes and tree/animal movements - Intrusion detection - line crossing - Objects unattended - Loitering - Wrong direction - Fall detection - Counting objects - Person running - Video summaries.

Unit II

Video compression formats-MPEG4-H.264AVC,SVC-spatial and temporal redundancy-change point detection - detection of objects of interest - ontology based scenario models - Case study - modelling the behavior of elderly people - activity analysis and detection of events - topic models - Data mining in a video database - Analysis of crowded scenes in video - detection of visual context - visual description, multi-class learning-detection and classification with external appearance and movement - vehicles and people.

Unit III

Case studies - Traffic intersections - Video queries - In-vehicle video analytics - Surveillance with wireless cameras and edge computing - Roadside video data-vegetation segmentation and classification-Non-deep learning techniques for video data analysis-Fuzzy C-means learning-Ensemble learning.

Text Book / References

1. Jean-Yves Dufour, Intelligent Video Surveillance Systems, Wiley-ISTE, 2012
2. Yunqian Ma, Gang Qian, Intelligent Video Surveillance: Systems and Technology, CRC Press, 2009
3. Thierry Bouwmans, Fatih Porikli, Benjamin Hferlin and Antoine Vacavant, Background Modeling and Foreground Detection for Video Surveillance: Traditional and Recent Approaches, Implementations, Benchmarking and Evaluation, CRC Press, Taylor and Francis Group, 2014
4. Ahad, Md. Atiqur Rahman, Computer Vision and Action Recognition-A Guide for Image Processing and Computer Vision Community for Action Understanding, Atlantis Press, 2011
5. Fredrik Nilsson, Intelligent Network Video: Understanding Modern Video Surveillance Systems, Second edition, CRC Press, 2017
6. Halina Kwanicka, Lakhmi C. Jain (eds.), Bridging the Semantic Gap in Image and Video Analysis, First edition, Springer International Publishing, 2018

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand video storage formats and pre-processing	3	3	2	2	3
CO2	Apply learning methods to identify and classify objects	3	2	–	3	3
CO3	Apply modelling techniques to objects and scenes from videos	3	2	2	3	2
CO4	Analyze visual context from real-time videos	3	3	2	3	3
CO5	Apply non-deep learning methods to real-time videos	3	2	–	2	2

Evaluation Pattern - 3E

19AD707

Quantum Artificial Intelligence

2-0-3-3

Preamble

This course deals with how to use quantum algorithms in artificial intelligence. The course also covers Quantum physics based information and probability theory, and their relationship to artificial intelligence by associative memory and Bayesian networks. Students will get an introduction to the principles of quantum computation and its mathematical framework.

Course Objectives

- To understand how the physical nature, as described by quantum physics, can lead to algorithms that imitate human behavior
- To explore possibilities for the realization of artificial intelligence by means of quantum computation
- To learn computational algorithms as described by quantum computation

Course Outcomes

COs	Description
CO1	Understand the computation with Qubits
CO2	Apply Quantum algorithms - Fourier Transform and Grover's amplification
CO3	Apply Quantum problem solving using tree search
CO4	Understand and explore the models of Quantum Computer and Quantum Simulation tools
CO5	Explore open source Quantum computer libraries for applications

Prerequisites

- Machine Learning
- Programming languages
- Probability

Syllabus

Unit I

Introduction-artificialintelligence-computation-Cantorsdiagonalargument-complexitytheory-Decisionproblems-PandNP-ChurchTuringThesis-VonNeumannarchitecture-ProblemSolving - Rules-Logic-basedoperators-Frames-Categorialrepresentation-Binaryvectorrepresentation-ProductionSystem-Deductionsystems-Reactionsystems-Conflictresolution-Humanproblem-solving-Informationandmeasurement-ReversibleComputation-Reversiblecircuits-Toffoligate

Unit II

Introductiontoquantumphysics-UnitaryEvolution-QuantumMechanics-Hilbertspace-Quantum Time Evolution - Von Neumann Entropy - Measurement - Heisenbergs uncertaintyprinciple - Randomness - Computation with Qubits - Computation with m Qubit - Matrix Representation of Serial and Parallel Operations - Quantum Boolean Circuits - Periodicity - Quantum Fourier Transform - Unitary Transforms - Search and Quantum Oracle - Grovers Amplification - Circuit Representation - Speeding up the Traveling Salesman Problem - The Generate-and-Test Method - Quantum Problem-Solving - Heuristic Search - Quantum Tree Search - Tarratacas Quantum ProductionSystem.

Unit III

A General Model of a Quantum Computer - Cognitive architecture - Representation - Quantum Cognition - Decision making - Unpacking Effects - Quantum walk on a graph - Quantum annealing - Optimization problems - Quantum Neural Computation - Applications on Quantum annealing Computer-Developmentlibraries-QuantumComputersimulationtoolkits.

Text Book / References

1. AndreasWichert,PrinciplesofQuantumArtificialIntelligence,Firstedition,WorldScientific Publishing,2014
2. PeterWittek,QuantumMachineLearning,Firstedition,AcademicPress,2014

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the computation with Qubits	2	2	2	–	3
CO2	Apply Quantum algorithms - Fourier Transform and Grovers amplification	2	2	2	–	3
CO3	Apply Quantum problem solving using tree search	3	3	3	2	3
CO4	Understand and explore the models ofQuantumComputerandQuantumSimulationtools	3	3	3	3	3
CO5	Explore open source Quantum computer libraries for applications	3	3	2	2	3

Evaluation Pattern - 3E

19AD708 Virtual Reality and Augmented Reality 2-0-3-3

Preamble

This course covers algorithms and techniques required to develop virtual reality and augmented reality applications. Students will be introduced to VR and AR hardware, stereoscopic vision, VR software development, 3D user interfaces and augmented presence.

Course Objectives

- Understand the elements, architecture, input and output devices of virtual and augmented reality systems
- Be able to develop and evaluate 3D interactive applications involving stereoscopic output, virtual reality hardware and 3D user interfaces

Course Outcomes

COs	Description
CO1	Understand the characteristics, fundamentals and architecture of AR /VR. Also, to understand the scope for AR/VR
CO2	Understand the Hardware Requirement, Selection of Hardware for the AR / VR application development
CO3	Understand the software development aspects for AR / VR
CO4	Design and develop the interactive AR / VR applications
CO5	Analyze and build AR/VR applications for chosen industry, healthcare, education case study

Prerequisites

- Programming in Java Script, C Sharp

Syllabus

Unit I

Introduction - VR and AR Fundamentals, Differences between AR/VR Selection of technology AR or VR AR/VR characteristics Hardware and Software for AR/VR introduction. Requirements for VR/AR. Benefits and Applications of AR/VR. AR and VR case study.

Unit II

Hardware Technologies for AR / VR Visual Displays (VR cardboard, VR headsets, Mixed Reality headsets), Auditory Displays, Haptics and AR/VR, Choosing the Output devices for AR/VR applications, Hardware considerations and precautions with VR/AR headsets - 3D user interface input hardware - Input device characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home-Brewed Input Devices, Choosing Input Devices for 3D Interfaces

Unit III

oftware technologies - Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes, VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts, Interaction-Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room/Stage/Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market (Unity and Vuforia based) - Case Studies in AR, VR - Industrial applications, medial AR/VR, education and AR/VR.

Text Book / References

1. Alan B Craig, William R Sherman, Jeffrey D Will, Developing Virtual Reality Applications: Foundations of Effective Design, Morgan Kaufmann, 2009
2. Gerard Jounghyun Kim, Designing Virtual Systems: The Structured Approach, 2005.
3. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, 3D User Interfaces, Theory and Practice, Addison Wesley, USA, 2005
4. Oliver Bimber, Ramesh Raskar, Spatial Augmented Reality: Merging Real and Virtual Worlds, 2005
5. Burdea, Grigore C, Philippe Coiffet, Virtual Reality Technology, Wiley Interscience, India, 2003
6. John Vince, Virtual Reality Systems, Addison Wesley, 1995
7. Howard Rheingold, Virtual Reality: The Revolutionary Technology and how it Promises to Transform Society, Simon and Schuster, 1991
8. William R Sherman, Alan B Craig, Understanding Virtual Reality: Interface, Application and Design, Morgan Kaufmann Publishers, San Francisco, CA, 2002

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	nderstand the characteristics, fundamentals and architecture of AR /VR. Also, to understand the scope for AR/VR	2	3	1	–	–
CO2	nderstand the Hardware Requirement, Selection of Hardware for the AR / VR application development	3	3	2	2	–
CO3	nderstand the software development aspects for AR / VR	2	2	2	–	–
CO4	esign and develop the interactive AR / VR applications	2	2	3	2	–
CO5	nalyze and build AR/VR applications for chosen industry, healthcare, education case study	2	2	2	3	1

Evaluation Pattern - 3E

19AD709

GeospatialDataAnalysis

2-0-3-3

Preamble

The course explains digital representation and analysis of geospatial phenomena and provides foundations in methods and algorithms used in Geographical Information System (GIS) analysis. The course includes terrain modeling and introductory GIS-based modeling of landscape processes (water, sediment). Students will learn to visualize GIS data using tools and explore decision making from GIS data.

Course Objectives

- To learn about GIS and Decision Making
- To learn about data visualization techniques and cartography
- To explore Geo-processing tools

Course Outcomes

COs	Description
CO1	Understand the characteristics of GIS data
CO2	Understand 2D and 3D data visualization techniques for spatial data
CO3	Apply terrain modeling techniques for real world applications
CO4	Apply quantitative mapping methods and tools for applications
CO5	Analyze decision making techniques for GIS data

Prerequisites

- Calculus and Linear Algebra
- Machine Learning
- Statistics

Syllabus

Unit I

Making maps and spatial analysis - analysis of continuous and discrete phenomena - neighborhood operations and buffers - analysis and modeling with map algebra - cost surfaces and least cost path - spatial interpolation and approximation (gridding) - Data display and visualization - display of continuous and discrete data, use of color, shading, symbols, to extract the spatial pattern and relationships - 3D visualization: multiple surfaces and volumes, 3D vector objects - visualization for data analysis (lighting, z-scaling, transparency, cutting planes, animations) - view/create maps/post your data on-line (Google Earth/Maps, GPS visualizer).

Unit II

Geoprocessing Analytics and GIS - Geoprocessing Tools (Buffer, Clip, Dissolve, Update, Union) - Quantitative Mapping: Census Data - Census Geometry, Calculating New Variables and Making New Table Fields - Census Variables - Estimation Methods - Terrain Modeling and Analysis - terrain and bathymetry mapping - mathematical and digital representations (point clouds, contour, raster, TIN) - DEM and DSM, working with multiple return LIDAR data - spatial interpolation of elevation data and topographic analysis - Geodatabases, Shapefiles, and formats - Topology.

Unit III

Geocoding and finding address locations - Geocoding process - Datasets - Raster Decision Making and Suitability - Raster Data Format - Map Algebra - Overlay - Suitability Analysis - Decision Making and GIS - Applications.

Text Book / References

1. Neteler, M. and Mitasova, H., Open Source GIS: A GRASS GIS Approach, Third Edition, Springer New York Inc., 2008
2. Michael John De Smith, Michael F. Goodchild, Paul Longley, Geospatial Analysis: A Comprehensive Guide to Principles, Techniques and Software Tools, Second edition, Troubador Publishing Ltd, 2007
3. Juliana Maantay and John Ziegler, GIS for the Urban Environment, ESRI Press, 2006
4. Hengl, T. and Reuter, H. I., Geomorphometry: Concepts, Software, Applications, Elsevier, 2008
5. Wilson, John P., Environmental applications of digital terrain modelling, Wiley Sons Ltd, 2008
6. Petrasova A, Harmon B, Petras V, Tabrizian P, Mitasova H., Tangible Modeling with Open Source GIS, Second edition. Springer International Publishing, 2018

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the characteristics of GIS data	2	2	2	–	3
CO2	Understand 2D and 3D data visualization techniques for spatial data	2	2	2	–	3
CO3	Apply terrain modeling techniques for real world applications	3	2	3	2	3
CO4	Apply quantitative mapping methods and tools for applications	3	2	3	2	3
CO5	Analyze decision making techniques for GIS data	3	3	3	–	3

Evaluation Pattern - 3E

19AD710

Medical AI

2-0-3-3

Preamble

This course introduces the students to the interdisciplinary area of artificial intelligence in medicine. Following the advancement in the area of cloud and big-data platform, there has been many advance-

ments in the area of applications of AI to medical diagnosis, data analytics, mining of biomedical data and visualization.

Course Objectives

- This is an intensive introduction to AI applied to issues in medical diagnosis, therapy selection, monitoring, and learning from health data and medical visualisation
- It will briefly cover the healthcare industry in India, electronic medical records, and ethical/security concerns

Course Outcomes

COs	Description
CO1	Introduction to Machine Learning Applications in Medical domain.
CO2	Introduction to decision making in Medical domain
CO3	Introduction to Biomedical text extraction and Robotic surgeries
CO4	Introduction to different types of medical data
CO5	Introduction to volume visualization in medical data

Prerequisites

- Calculus and Linear Algebra
- Machine Learning

Syllabus

Unit I

Overview of Prominent Machine Learning and Data Mining methods with example applications in the Medical Domain-Application of Computational Intelligent techniques for Medicine.

Unit II

Clinical Decision Support in Medicine- Automatic Data Mining for the Best Treatment of a Disease- Natural Language Processing in Medicine- Intelligent Personal Health Record- Application of Artificial Intelligence in Minimally Invasive Surgery and Artificial Palpation.

Unit III

Medical Image Data and Visual Perception - Acquisition of Medical Image Data- Medical Volume Data in Clinical Practice - Image Analysis for Medical data visualization.

Text Book / References

1. Arvin Agah, Medical Applications of Artificial Intelligence, CRC Press, First Edition, 2013
2. Tom D. Scovel, Machine Learning in Medicine, Springer, 2015
3. Bernhard Preim and Dirk Bartz, Visualization in Medicine: Theory, Algorithms, and Applications, (Morgan Kaufmann Series in Computer Graphics), First Edition, Morgan Kaufmann, 2007

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Introduction to Machine Learning Applications in Medical domain.	1	–	–	–	–
CO2	Introduction to decision making in Medical domain	–	3	2	–	1
CO3	Introduction to Biomedical text extraction and Robotic surgeries	–	3	2	–	1
CO4	Introduction to different types of medical data	1	2	2	–	–
CO5	Introduction to volume visualization in medical data	1	–	2	–	1

Evaluation Pattern - 3E

19AD711

Spatio-temporal Data Analysis

2-0-3-3

Preamble

Spatiotemporal data analysis is an emerging research area due to the development and application of novel computational techniques allowing for the analysis of large spatiotemporal databases. Spatiotemporal models arise when data are collected across time as well as space and has at least one spatial and one temporal property. An event in a spatiotemporal dataset describes a spatial and temporal phenomenon that exists at a certain time and location.

Course Objectives

- To understand statistical and algebraic methods used to analyze spatiotemporal data
- To understand the theory and methods for analyzing spatiotemporal data
- To analyze multidimensional datasets in specific fields including medicine

Course Outcomes

COs	Description
CO1	Understand spatiotemporal datasets and databases
CO2	Apply mathematical and statistical methods for the analysis of space-time data
CO3	Understand available spatiotemporal statistical tools and when to best or appropriately apply them to exploratory data analysis, hypothesis testing, and data reduction and regularization
CO4	Apply specific methodologies to the analysis of temporal and spatial correlations
CO5	Analyze the potential and limitation of statistical and data analytical methods with respect to the constraints from the underlying physical process for spatial data acquisition in real-world applications

Prerequisites

- Machine Learning
- Foundations of Data Science
- Linear Algebra

Syllabus

Unit I

Spatial Data - Components - Mathematics of Location: Vector and Polygon - Sources of Spatial Data - Geographic Information Systems - Basic GIS Operations - Spatial Analysis within GIS - Problems with Spatial Data and GIS - Visualizing Spatial Data - Analysis of Spatial Point Patterns - K function - Poisson Cluster Processes - Spatial Clustering - Descriptive and predictive spatiotemporal analysis - Spatial autocorrelation.

Unit II

Modeling spatial structure - Conditional Autoregression - Space-Time Autoregressive Integrated Moving Average - Spatial Multivariate Age-Period-Cohort (APC) Effects - P-spline models - Spatial Exposure Data - Linking Spatial Exposure to Events - Bayesian models for event mapping.

Unit III

Visualization of Spatial data - Time on horizontal axis - Time as conditioning or group variable - Thematic maps - Reference and physical maps - Spatiotemporal raster data - Spatiotemporal point observations - Dynamic Mode Decomposition - Applications - 3D clustering of Geo-urban data, Spatiotemporal datasets in medicine.

Text Book / References

1. Peter J. Diggle, Statistical Analysis of Spatial and Spatio-Temporal Point Patterns, Third Edition, CRC Press, 2013
2. Oscar Perpinan Lamigueiro, Displaying Time Series, Spatial, and Space-Time Data with R, Second Edition, CRC Press, 2018
3. Shashi Shekhar, Hui Xiong, Encyclopedia of GIS, Springer, 2017

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand spatiotemporal datasets and databases	2	2	2	-	2
CO2	Apply mathematical and statistical methods for the analysis of space-time data	3	3	3	-	3
CO3	Understand available spatiotemporal statistical tools and when to best or appropriately apply them to exploratory data analysis, hypothesis testing, and data reduction and regularization	2	2	2	-	2
CO4	Apply specific methodologies to the analysis of temporal and spatial correlations	2	3	2	-	2
CO5	Analyze the potential and limitation of statistical and data analytical methods with respect to the constraints from the underlying physical process for spatial data acquisition in real-world applications	2	2	2	-	1

Evaluation Pattern - 3E

19AD712

Autonomous Systems and Drones

2-0-3-3

Preamble

Self-driving vehicles represent one of the most exciting advances in modern history. Their impact will go beyond technology, beyond transportation, beyond urban planning to change our daily lives in ways we have yet to imagine. Students will gain knowledge of deep learning through the applied theme of autonomous driving. The areas of focus include functional architecture of autonomous vehicles, SLAM, vehicle control and drones.

Course Objectives

- To impart knowledge on the functional architecture of autonomous vehicles
- To understand Localization and mapping fundamentals
- To learn the principles of drones

Course Outcomes

COs	Description
CO1	Understand architecture and modeling of autonomous systems
CO2	Employ localization mapping techniques for autonomous systems
CO3	Design solutions for autonomous systems control
CO4	Interpret the architecture and mechanisms of drones
CO5	Implement solutions for autonomous systems

Prerequisites

- Deep Learning
- Probability

Syllabus

Unit I

functional architecture - Major functions in an autonomous vehicle system, Motion Modeling - Coordinate frames and transforms, point mass model, Vehicle modeling (kinematic and dynamic bicycle model-two-track models), Sensor Modeling-encoders, inertial sensors, GPS.

Unit II

SLAM - Localization and mapping fundamentals, LIDAR and visual SLAM, Navigation - Global path planning, Local path planning, Vehicle control - Control structures, PID control, Linear quadratic regulator, Sample controllers.

Unit III

Drones-overview, definition, applications, components platforms, propulsion, on-board flight control, payloads, communications, concepts of flight, regulatory norms and regulations, Machine learning and deep learning for autonomous driving Case study.

Text Book / References

1. Karsten Berns, Ewald Puttkamer, Springer, Autonomous Land Vehicles: Step towards Service Robots, 2009
2. Sebastian Thrun, Wolfram Burgard, Dieter Fox., Probabilistic robotics. MIT Press, 2005
3. Steven M. LaValle., Planning algorithms, Cambridge University Press, 2006
4. Daniel Watzenig and Martin Horn (Eds.), Automated Driving: Safer and More Efficient Future Driving, Springer, 2017
5. Markus Maurer, Autonomous driving: technical, legal and social aspects. Springer, 2016
6. Jha, Theory, Design and Applications of Unmanned Aerial Vehicles, CRC Press, 2016

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand architecture and modeling of autonomous systems	2	–	2	–	–
CO2	Employ localization mapping techniques for autonomous systems	3	–	2	–	1
CO3	Design solutions for autonomous systems control	3	–	2	–	1
CO4	Interpret the architecture and mechanisms of drones	1	–	2	–	1
CO5	Implement solutions for autonomous systems	3	–	2	1	1

Evaluation Pattern - 3E

19AD713

Big Data Security

2-0-3-3

Preamble

This course aims at introducing concepts related to big data security with an emphasis in understanding privacy issues in big data. It provides users with a strategic view on how to build an information security framework that aligns with business objectives. It also helps learner to understand how to limit the ability of an attacker to corrupt or modify data in the event of a security breach.

Course Objectives

- To introduce models of Information Security
- To impart necessary skills to understand privacy preserving data sharing
- To introduce the procedure to secure big data
- To enable understanding on Hadoop Kerberos security

Course Outcomes

COs	Description
CO1	Understand and apply the models of Information Security
CO2	Apply and critique strategies for personal privacy protection
CO3	Understand and build security frameworks for big data
CO4	Build security in Hadoop environment

Prerequisites

- Knowledge on BigData

Syllabus

Unit I

Information System Security: Critical characteristics of Information - NSTISSC Security Model -Components of information System SDLC Information assurance - Security Threats and vulnerabilities - Overview of Security threats- Security Standards.

Unit II

Privacy in Big Data: Privacy needforDataSharingAnonymizationdesignprinciples Data Anonymizationinmultidimensionaldata-DataAnonymizationintimeseriesdataThreatstoanonymized data-PrivacypreservingdataminingDynamicdataProtection-Security,Compliance,Auditing and Protecting: Steps to secure big data Classifying Data Protecting Big Data Compliance Intellectual Property Rights and challenges.

Unit III

Security Design: Kerberos Default Hadoop Model without security - Hadoop Kerberos Security- Open source authentication in Hadoop-Log monitoring Encryption for Hadoop.

Text Book / References

1. Mark Van Rijmenam, Think Bigger: Developing a Successful Big Data Strategy for Your Business, First edition, Amazon,2014
2. Ben Spivey, Joey Echeverria, Hadoop Security Protecting Your Big Data Problem, OReilly Media,2015
3. Nataraj Venkataramanan, Ashwin Shriram, Data Privacy: Principles and Practice, First edition, Chapman and Hall/CRC,2016
4. Michael E. Whitman, Herbert J Mattord, Principles of Information Security, Sixth edition, Vikas Publishing House,2017

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand and apply the models of Information Security	–	1	2	–	–
CO2	Apply and critique strategies for personal privacy protection	2	3	2	–	2
CO3	Understand and build security frameworks for big data	2	3	–	–	–
CO4	Build security in Hadoop environment	2	3	3	–	1

Evaluation Pattern - 3E

19AD714

Large-Scale Visual Analytics

2-0-3-3

Preamble

Visual analytics combines interactive visual interfaces and information visualization techniques with automatic algorithms to support analytical reasoning through human-computer interaction. People use visual analytic tools and techniques to synthesize information and derive insight from massive, dynamic, ambiguous, and often conflicting data, and to communicate their findings effectively for decision-making. Visual analytics is an advanced form of visualization, in which a visualization process features a significant amount of computational analysis and human-computer interaction.

Course Objectives

- Be conversant with a collection of visualization and analysis techniques
- Gain confidence and competence in performing data analysis and visualization tasks
- Appreciate the uses and importance of visualization in data-intensive applications

Course Outcomes

COs	Description
CO1	Differentiate different visualization and computational systems
CO2	Analyze various challenges in visual analytics
CO3	Analyze data science challenges in large scale visual analytics
CO4	Implement algorithms for large scale visual analytics
CO5	Understand the usage of visual analytics for text, audio and video

Prerequisites

- Foundations of Data Science

Syllabus

Unit I

Dealing with classical data - Types of data - Exploratory visualization of classical databases - Comparing visualization systems (open source and commercial) - Exploratory analytics Comparing

analytic / computational systems (open source and commercial) - Integrating visualization and analytics - VAST Challenge problem (single data type, larger data).

Unit II

Classifying the VAST Challenges, the KDD, Amazon, Netflix and Biology Challenges - Data Science challenges - Dealing with text and time - Identify semantic ontologies that support heterogeneous data - Compare analysis vs visualization for one of the text/time VAST Challenges or other data set - Graphs and time - Comparison analysis and visualization results - Identify where analytics is most useful and how visualization supports computational steering.

Unit III

Text and Documents - Using one of the VAST Challenges that deals with text, emails or web pages over time extend the class ontology - Audio and video - extend the class ontology for audio and video - Dealing with data that does not fit into memory - Data and dimensional reduction with guarantees (or constraints) - Alternative algorithms with guarantees - Sampling with guarantees - Streaming data - Real time databases - Task driven and exploratory approaches - Explore and solve one of the complex heterogeneous data sets problems.

Text Book / References

1. Matthew Ward, Georges Grinstein, and Daniel Keim, Interactive Data Visualization: Foundations, Techniques, and Applications, First Edition, AK Peters, 2010.
2. Alexandru C. Telea, Data Visualization: Principles and Practice, First edition, AK Peters, 2008.
3. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, Introduction to Data Mining, Second Edition, Pearson, 2018
4. Colin Ware, Information Visualization: Perception for Design, 3rd edition, Morgan Kaufman, 2012
5. Robert Spence, Information Visualization: Design for Interaction, 2nd Edition, Prentice Hall, 2007

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Differentiate different visualization and computational systems	1	1	1	-	1
CO2	Analyze various challenges in visual analytics	1	2	1	-	1
CO3	Analyze data science challenges in large scale visual analytics	1	2	2	-	1
CO4	Implement algorithms for large scale visual analytics	1	3	3	1	1
CO5	Understand the usage of visual analytics for text, audio and video	1	3	1	-	2

Evaluation Pattern - 3E

19AD715

BusinessDataAnalytics

2-0-3-3

Preamble

The course presents an applied approach to data mining concepts and methods, using Python software for illustration. Readers will learn how to implement a variety of popular data mining algorithms to tackle business problems and opportunities. It covers both statistical and machine learning algorithms for prediction, classification, visualization, recommender systems, clustering, text mining.

Course Objectives

- Understand the methods for business data analytics
- Design solutions for business analytics solutions using computer programming
- Learn and apply machine learning algorithms for business data analysis

Course Outcomes

CO1	Apply data mining processes, visualize data spread, build predictive models, and evaluate the models
CO2	Extract features, and design a solution for a classification problem employing Regression, NB Classifier and Decision trees
CO3	Design solution using clustering algorithms
CO4	Employ ARIMA and other forecasting methods in business
CO5	Implement solutions for business data analytics real-world problems

Prerequisites

- Foundations of Data Science

Syllabus

Unit I

Introduction - The Steps in Data Mining - Preliminary Steps - Building a Predictive Model - Data Exploration - Data Visualization - Dimension Reduction - Correlation Analysis - Converting a Categorical Variable to a Numerical Variable - Performance Evaluation - Evaluating Predictive Performance - Judging Classifier Performance.

Unit II

Prediction and Classification Methods - Linear Regression - The k-NN Classifier (Categorical Outcome) - The Naive Bayes Classifier - Classification and Regression Trees - Evaluating the Performance of a Classification Tree - Avoiding Overfitting - Logistic Regression - Association Rules and Collaborative Filtering - Cluster Analysis - Measuring Distance - Hierarchical (Agglomerative) Clustering - The k-Means Algorithm.

Unit III

Forecasting Time Series - Descriptive vs. Predictive Modeling, Popular Forecasting Methods in Business-Regression-Based Forecasting- Autocorrelation and ARIMA Models-Moving Average-Simple Exponential Smoothing Data Analytics- Case Studies.

Text Book / References

1. Galit Shmueli, Peter C. Bruce, Inbal Yahav, Nitin R. Patel, Kenneth C. Lichtendahl Jr., Data Mining for Business Analytics: Concepts, Techniques, and Applications in Python, First edition, Wiley, 2017
2. Jake VanderPlaas, Python Data Science Handbook Essential Tools for Working with Data, First Edition, O Reilly, 2016
3. Wes McKinney, Python for Data Analysis, Data Wrangling with Pandas, Numpy, and IPython, Second Edition, O Reilly, 2017

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Apply data mining processes, visualize data spread, build predictive models, and evaluate the models	3	3	1	–	1
CO2	Extract features, and design a solution for a classification problem employing Regression, NB Classifier and Decision trees	2	–	2	–	2
CO3	Design solution using clustering algorithms	2	–	2	–	2
CO4	Employ ARIMA and other forecasting methods in business	2	1	1	–	1
CO5	Implement solutions for business data analytics real-world problems	3	2	3	1	1

Evaluation Pattern - 3E

19AD716

Semantic Web

2-0-3-3

Preamble

This course facilitates students to understand the rationale behind Semantic web. They should be able to model and query domain knowledge as ontologies defined using standards such as RDF and OWL. This in turn helps students to understand the applications of semantic web to web services and Web 2.0.

Course Objectives

- To learn formal representation languages
- To understand fundamentals of Semantic Web technologies and how they are applied for knowledge representation in the World Wide Web
- To represent knowledge with ontologies and how to access and benefit from semantic data on the Web

Course Outcomes

COs	Description
CO1	Understand the limits of the World Wide Web and need of intelligent web
CO2	Understand the concepts of Web Science, Need for understanding the meaning, and techniques
CO3	Describing Simple Facts in RDF and OWL.
CO4	Understand the formal methods and methodologies for building ontologies
CO5	Learn Web graph processing and applications of semantic web
CO6	Program web applications and graph processing techniques using appropriate programming languages and tools.

Prerequisites

- Principles of AI and Machine Learning

Syllabus

Unit I

The World Wide Web - Limitations of Today's Web The Next Generation Web Semantic Web - Layers Semantic Web technologies Semantics in Semantic Web XML Basics - RDF Basic Ideas - RDF Specification RDF Syntax: XML and Non- XML RDF elements RDF relationship: Reification, Container, and collaboration RDF Schema Editing, Parsing, and Browsing RDF/XML Discovering Information Querying (RQL, SPARQL).

Unit II

Web Ontology Language (OWL) - Classes, Instances and Properties in OWL - Complex Classes - Property Restrictions - Role Inclusion. Ontology - Ontology Types Ontology Engineering - Ontology Design Methodologies - Ontology Learning - Ontology Alignment - ontology reasoning (RACER) - Ontology Evaluation.

Unit III

The web of data - Data on the web - shallow and deep web - Linked open data - linked data principles - Linked data design - Publishing linked data - Consuming and aggregating linked data.

Text Book / References

1. Paul Groth, Frank van Harmelen, Rinke Hoekstra, A Semantic Web Primer, Third edition, MIT press, 2012
2. Gomez-Prez, A. Fernandez-Lpez, M. Corcho, O. Ontological Engineering. Springer Verlag 2003
3. Michael C. Daconta, Leo J. Obrst, Kevin T. Smith, The Semantic Web: A Guide to the Future of XML, Web Services, and Knowledge Management, Fourth Edition, Wiley Publishing, 2003
4. John Davies, Rudi Studer, Paul Warren, Semantic web technologies: Trends and Research in ontology-based systems, Wiley and Sons, 2006

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	Understand the limits of the World Wide Web and need of intelligent web	2	–	2	1	2
CO2	Understand the concepts of Web Science, Need for understanding the meaning, and techniques	–	–	2	–	2
CO3	Describing Simple Facts in RDF and OWL.	2	3	3	–	–
CO4	Understand the formal methods and methodologies for building ontologies	3	–	2	3	2
CO5	Learn Web graph processing and applications of semantic web	2	2	–	2	–
CO6	Program web applications and graph processing techniques using appropriate programming languages and tools.	2	–	3	–	2

Evaluation Pattern - 3E

DISSERTATION

19AD798

Dissertation

22 Credits

Preamble

Students will work on a dissertation to apply the knowledge of artificial intelligence and data science for solving a wide variety of real-world problems. Problems and concepts may be defined based on extensive literature survey by standard research articles. Significance of proposed problem and the state-of-the-art to be explored. Industry relevant tools may be used for demonstrating the results with physical meaning and create necessary research components. Publications in reputed journals and conferences may be considered for authenticating the results.

Dissertation Outcomes

COs	Description
CO1	To conduct state-of-the-art literature review on identified problem domain
CO2	To design and analyze principles of Artificial Intelligence / Data Science for solving real-world problems / fundamental research issues
CO3	To evaluate the proposed solution through extensive performance experiments
CO4	To conduct independent research in the areas of Artificial Intelligence / Data Science
CO5	Apply Artificial Intelligence / Data Science giving due consideration to societal, environmental, economic and financial factors

CO-PO Mapping

COs	Description	PO1	PO2	PO3	PO4	PO5
CO1	To conduct state-of-the-art literature review on identified problem domain	1	1	2	3	3
CO2	To design and analyze principles of Artificial Intelligence / Data Science for solving real-world problems / fundamental research issues	1	1	3	3	3
CO3	To evaluate the proposed solution through extensive performance experiments	–	–	3	3	3
CO4	To conduct independent research in the areas of Artificial Intelligence / Data Science	1	1	2	3	3
CO5	Apply Artificial Intelligence / Data Science giving due consideration to societal, environmental, economic and financial factors	–	–	–	3	3