



**SAMRAT ASHOK TECHNOLOGICAL INSTITUTE**  
 (Engineering College), VIDISHA M.P.  
 (An Autonomous Institute Affiliated to RGPV Bhopal)  
**M. TECH. COMPUTER SCIENCE & ENGINEERING**  
**Semester I**

Subject Category	<b>DC</b>	Subject Code:	<b>MCSE-101</b>	Subject Name:	<b>Advanced Data Structure</b>			
Maximum Marks Allotted					Contact Hours			Total Credits
Theory		Practical			Total Marks			
End Sem	Mid-Sem	Quiz	End Sem	Lab-Work				
<b>60</b>	<b>20</b>	<b>20</b>			<b>100</b>	<b>3</b>	<b>1</b>	<b>4</b>
<b>Prerequisites:</b>								
Programming and Basic Mathematical knowledge.								
<b>Course Objective:</b>								
<ol style="list-style-type: none"> <li>1. To introduce and practice advanced algorithms and programming techniques necessary for developing sophisticated computer application programs</li> <li>2. To get accustomed with various programming constructs such as divide-and-conquer, backtracking, and dynamic programming.</li> <li>3. To learn new techniques for solving specific problems more efficiently and for analysing space and time requirements.</li> </ol>								
<b>Course Outcomes:</b>								
The students would be able to								
CO-1: Students are familiar with algorithmic techniques such as brute force, greedy, and divide and conquer.								
CO-2: Application of advanced abstract data type (ADT) and data structures in solving real world problems.								
CO-3: Effectively combine fundamental data structures and algorithmic techniques in building a complete algorithmic solution to a given problem.								
UNITS	Descriptions					Hrs.	CO's	
I	Review of order rotation & growth of functions, recurrences, probability distributions, Average case analysis of algorithms, Basic data structures such as stacks, queues, linked lists, and applications.							
II	Direct access tables and hash tables, hash functions and relates analysis, Binary Search trees and Operations, AVL Trees and balancing operations, R B Trees, properties, operations.							
III	B – Trees – definition – properties, operations, data structures for disjoint sets, Graph algorithms, MST single source all pair shortest paths, BFS, DFS, topological sort, strongly connected component.							
IV	Algorithmic paradigms Greedy Strategy, Dynamic programming, Backtracking, Branch-and-Bound, Randomized algorithms.							
V	Representation of graph: Graph Traversals - Depth-first and breadth-first traversal - Applications of graphs - Topological sort – shortest-path algorithms - Dijkstra's algorithm – Bellman-Ford algorithm – Floyd's Algorithm - minimum spanning tree –Prim's & and Kruskal algorithms.graph algorithms – maximal independent sets, coloring vertex cover, introduction to perfect graphs.							
Guest Lectures (if any)								
<b>Total Hours</b>						40		
<b>Suggestive list of experiments:</b>								
Text Book-								
Reference Books-								
<ol style="list-style-type: none"> <li>1. H. S. Wilf, Algorithms and complexity, Prentice hall.</li> <li>2. T. H. Cormen, C. E. Leiserson, R. L. Rivest, Introduction to Algorithms, Prentice hall.</li> <li>3. K. Vishwanathan Iyer, Lecture notes for classroom use.</li> </ol>								
<b>Modes of Evaluation and Rubric</b>								
Recommendation by Board of studies on								
Approval by Academic council on								
Compiled and designed by								
Subject handled by department								



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**Semester I**

Subject Category	<b>DC</b>	Subject Code:	<b>MCSE-102</b>	Subject Name:	<b>Data Science</b>				
Maximum Marks Allotted						Contact Hours			Total Credits
Theory			Practical		Total Marks	Contact Hours			Total Credits
End Sem	Mid-Sem	Quiz	End Sem	Lab-Work		L	T	P	
<b>60</b>	<b>20</b>	<b>20</b>			<b>100</b>	<b>3</b>	<b>1</b>		<b>4</b>
<b>Prerequisites:</b>									
Basic knowledge of discrete maths, probability and calculus									
<b>Course Objective:</b>									
<ol style="list-style-type: none"> <li>1. To provide the knowledge and expertise to become a proficient data scientist</li> <li>2. Demonstrate an understanding of statistics and machine learning concepts that are vital for data science;</li> <li>3. Produce Python code to statistically analyze a dataset</li> <li>4. Critically evaluate data visualizations based on their design and use for communicating stories from data;</li> </ol>									
<b>Course Outcomes:</b>									
The students would be able to									
CO1: To understand the key concepts in data science, including their real-world applications and the toolkit used by data scientists.									
CO2: To explain how data is collected, managed and stored for data science.									
CO3: Examine the techniques of Data Visualization.									
CO4: Identification of various applications of Data Science.									
<b>UNITs</b>	<b>Descriptions</b>					<b>Hrs.</b>	<b>CO's</b>		
I	Introduction to core concepts and technologies: Introduction Terminology, data science process, Data science toolkit, Types of data, Example applications.								
II	Data collection and management: Introduction, Sources of data, Data collection and APIs. Exploring and fixing data. Data storage and management, Using multiple data sources.								
III	Data analysis: Introduction , Terminology and concepts. Introduction to statistics Variance ,Distribution properties and arithmetic Samples/CLT, Basic machine learning algorithms ,Linear regression ,SVM, Naive Bayes.								
IV	Data Visualization: Introduction ,Types of data visualization, Data for visualization, Data types, Data encodings, Retinal variables, Mapping variables to encodings. Visual encodings.								
V	Applications of Data Science Technologies for visualization, Bokeh (Python) Recent trends in various data collection and analysis techniques various visualization techniques, application development methods of used in data science.								
Guest Lectures (if any)									
<b>Total Hours</b>						40			
Reference Books-									
1. Cathy O'Neil and Rachel schutt ,Dong Data Science, Straight Talk from the Frontline. O'Reilly.									
2. Jure Leskovek, Anand Rajaraman and Jeffrey Ullman . Mining of Massive Datasets. V2.1. Cambridge University Press.									
3 "Introducing Data Science" by Davy Cielen, Arno D. B. Meysman, Mohamed Ali, 1st Edition, Manning Publications Co.									
<b>Modes of Evaluation and Rubric</b>									
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**Semester I**

Subject Category	<b>DC</b>	Subject Code:	<b>MCSE-103</b>	Subject Name:	<b>Advance Computer Network</b>				
Maximum Marks Allotted						Contact Hours			Total Credits
Theory			Practical		Total Marks				Total Credits
End Sem	Mid-Sem	Quiz	End Sem	Lab-Work		L	T	P	
<b>60</b>	<b>20</b>	<b>20</b>			<b>100</b>	<b>3</b>	<b>1</b>		<b>4</b>
<b>Prerequisites:</b>									
<b>Course Objective:</b>									
The objective of this course is to understand the working principle of various communication protocols and analyze the various routing algorithms.									
<b>Course Outcomes:</b>									
The students would be able to:									
CO1: Develop a fundamental understanding of network design principles and structure of computer network.									
CO2 Understand fundamental concepts of Logical addressing, sub netting & related protocols.									
CO3 Describe and examine working of Transport Layer protocol.									
CO4: Analyze the features and operations of various routing protocols such as Bellman-ford algorithm, Hierarchical Routing, Broadcast Routing, Multicast Routing									
CO5: Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN									
UNITs	Descriptions					Hrs.	CO's		
I	Review of Networking and O.S. fundamentals, ISO-OSI Model, different layers and their functions, TCP/IP 5-Layer Reference Model , LAN, MAN, WAN, Communication media & principles IEEE standards etc.								
II	Internet Protocol: IPv4, IPv6, Datagram Type Of Service, Datagram Encapsulation, Datagram Fragmentation and Reassembly, Error And Control Messages ICMP.  Internet Addressing: IPv4 Classful Addressing Scheme, Fixed Length IPv4 Subnets , Variable-Length IPv4 Subnet, CIDR Notation, Classless IPv4 Addressing, ARP and RARP								
III	User Datagram Protocol, Message Format, UDP Multiplexing, Demultiplexing And Protocol Ports , TCP: Properties, Reliability, Sliding Window Paradigm, TCP Connection Establishing, Silly Window Syndrome.								
IV	Introduction to Router, Configuring a Router, Interior & Exterior Routing, RIP, Distance Vector Routing, OSPF, BGP, Uni-cast, Multicast and Broadcast. Multicast routing protocols: DVMRP, MOSPF, CBT, PIM, MBONE, EIGRP, CIDR, Multicast Trees,								
V	VPN addressing and routing, VPN Host management, VPN Addressing And Routing, VPN With Private Addresses, Application layer protocol: TELNET, RLOGN , FTP, TFTP, NFS, SMTP, POPL, IMAP, MIME, DHCP, VOIP, SNMP.								
Guest Lectures (if any)									
<b>Total Hours</b>						40			
<b>Reference Books-</b>									
1. Computer Networks: Tanenbaum.									
2. Internetworking with TCP/IP: Comer.									
3. Data Communications, Computer Networks and Open Systems: Hallsall.									
4. Data Communications, Stalling.									
5. TCP/IP protocol Suite, Forouzan ,TMH									
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**Semester I**

Subject Category	DE	Subject Code:	<b>MCSE-105(B)</b>	Subject Name:	<b>Soft Computing</b>				
Maximum Marks Allotted						Contact Hours			Total Credits
Theory			Practical		Total Marks	Contact Hours			Total Credits
End Sem	Mid-Sem	Quiz	End Sem	Lab-Work		L	T	P	
<b>60</b>	<b>20</b>	<b>20</b>			<b>100</b>	<b>3</b>	<b>1</b>		<b>4</b>
<b>Prerequisites:</b>									
Calculus, Differential equations, Linear algebra (Vectors, matrices), Logic, Set theory									
<b>Course Objective:</b>									
A) Develop the skills to gain a basic understanding of neural network theory and fuzzy logic theory. B) Introduce students to artificial neural networks and fuzzy theory from an engineering perspective.									
<b>Course Outcomes:</b>									
At the end of the course The students will be able to CO-1: Discuss searching algorithms and about architecture, classification, functioning and characteristics of network CO-2: Describe neural network, list the models of NN, and relate them CO-3: Discuss perception, back propagation networks and explain MLP, its applications CO-4: Compare, explain fuzzy logic, fuzzy systems & categorize applications CO-5: Design genetic algorithms applications									
UNITS	Descriptions						Hrs.	CO's	
I	Introduction of soft computing, soft computing vs hard computing. Soft computing techniques. Computational Intelligence and applications, problem space and searching: Graph searching, different searching algorithms like breadth first search, depth first search techniques, heuristic searching Techniques like Best first Search, A* algorithm, AO* Algorithms. Game Playing: Minimax search procedure, adding alpha-beta cutoffs, additional refinements, Iterative deepening, Statistical Reasoning: Probability and Bayes theorem, Certainty factors and Rules based systems, Bayesian Networks, Dempster Shafer theorem.								
II	FUZZY LOGIC: Fuzzy Sets, Operations on Fuzzy Sets, Fuzzy Relations Membership Functions: Fuzzy Rules and Fuzzy Reasoning, Fuzzy Inference Systems, Fuzzy Expert Systems, Fuzzy Decision Making .								
III	NEURAL NETWORKS: Machine Learning Using Neural Network, Adaptive Networks, Feed forward Networks, Supervised Learning Neural Networks, Radial Basis Function Networks .								
IV	Unsupervised Learning Neural Networks, Adaptive Resonance architectures, Advances in Neural Networks , Reinforcement Learning.								
V	GENETIC ALGORITHMS: Introduction to Genetic Algorithms (GA), Applications of GA in Machine Learning : Machine Learning Approach to Knowledge Acquisition ,Genetic Modelling.								
Guest Lectures (if any)									
<b>Total Hours</b>							40		
Reference Books-									
1. S.N. Shivnandam, "Principle of soft computing", Wiley India. 2. David Poole, Alan Mackworth "Computational Intelligence: A logical Approach" Oxford. 3. Russell & Yuhui, "Computational Intelligence: Concepts to Implementations", Elsevier. 4. Eiben and Smith "Introduction to Evolutionary Computing" Springer 5. E. Sanchez, T. Shibata, and L. A. Zadeh, Eds., "Genetic Algorithms and Fuzzy Logic Systems: Soft Computing Perspectives, Advances in Fuzzy Systems - Applications and Theory".									
<b>Modes of Evaluation and Rubric</b>									
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