

# COMPUTER SCIENCE AND ENGINEERING/CS

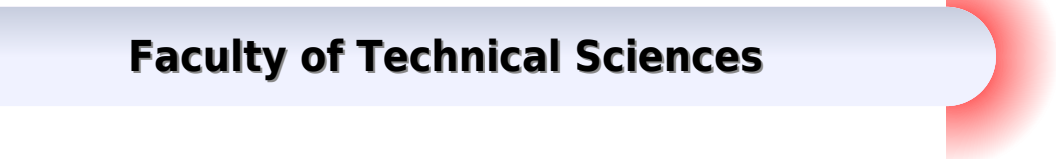
B.TECH. (CSE/CS)

## SEVENTH SEMESTER (DETAILED SYLLABUS)

| Artificial Intelligence (KCS071)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                      |                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| Course Outcome ( CO)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                      | Bloom's Knowledge Level (KL)    |
| At the end of course , the student will be able to understand                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                      |                                 |
| CO 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Understand the basics of the theory and practice of Artificial Intelligence as a discipline and about intelligent agents.                                                                                                                                                                                                                                                            | K <sub>2</sub>                  |
| CO 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Understand search techniques and gaming theory.                                                                                                                                                                                                                                                                                                                                      | K <sub>2</sub> , K <sub>3</sub> |
| CO 3                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | The student will learn to apply knowledge representation techniques and problem solving strategies to common AI applications.                                                                                                                                                                                                                                                        | K <sub>3</sub> , K <sub>4</sub> |
| CO 4                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Student should be aware of techniques used for classification and clustering.                                                                                                                                                                                                                                                                                                        | K <sub>2</sub> , K <sub>3</sub> |
| CO 5                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Student should aware of basics of pattern recognition and steps required for it.                                                                                                                                                                                                                                                                                                     | K <sub>2</sub> , K <sub>4</sub> |
| DETAILED SYLLABUS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                      | 3-0-0                           |
| Unit                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Topic                                                                                                                                                                                                                                                                                                                                                                                | Proposed Lecture                |
| I                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <b>INTRODUCTION :</b><br>Introduction-Definition – Future of Artificial Intelligence – Characteristics of Intelligent Agents– Typical Intelligent Agents – Problem Solving Approach to Typical AI problems.                                                                                                                                                                          | 08                              |
| II                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>PROBLEM SOLVING METHODS:</b><br>Problem solving Methods – Search Strategies- Uninformed – Informed – Heuristics – Local Search Algorithms and Optimization Problems – Searching with Partial Observations – Constraint Satisfaction Problems – Constraint Propagation – Backtracking Search – Game Playing – Optimal Decisions in Games – Alpha – Beta Pruning – Stochastic Games | 08                              |
| III                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <b>KNOWLEDGE REPRESENTATION:</b><br>First Order Predicate Logic – Prolog Programming – Unification – Forward Chaining-Backward Chaining – Resolution – Knowledge Representation – Ontological Engineering-Categories and Objects – Events – Mental Events and Mental Objects – Reasoning Systems for Categories – Reasoning with Default Information                                 | 08                              |
| IV                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>SOFTWARE AGENTS:</b><br>Architecture for Intelligent Agents – Agent communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent systems.                                                                                                                                                                                        | 08                              |
| V                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <b>APPLICATIONS:</b><br>AI applications – Language Models – Information Retrieval- Information Extraction – Natural Language Processing – Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning – Moving                                                                                                                                               | 08                              |
| <b>Text books:</b> <ol style="list-style-type: none"> <li>1. S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Third Edition, 2009.</li> <li>2. I. Bratko, "Prolog: Programming for Artificial Intelligence", Fourth edition, Addison-Wesley Educational Publishers Inc., 2011.</li> <li>3. M. Tim Jones, —Artificial Intelligence: A Systems Approach(Computer Science)I, Jones and Bartlett Publishers, Inc.First Edition, 2008</li> <li>4. Nils J. Nilsson, —The Quest for Artificial IntelligenceI, Cambridge University Press, 2009.</li> <li>5. William F. Clocksin and Christopher S. Mellish,I Programming in Prolog: Using the ISO StandardI, Fifth Edition, Springer, 2003.</li> <li>6. Gerhard Weiss, —Multi Agent SystemsI, Second Edition, MIT Press, 2013.</li> <li>7. David L. Poole and Alan K. Mackworth, —Artificial Intelligence: Foundations of Computational AgentsI, Cambridge University Press, 2010.</li> </ol> |                                                                                                                                                                                                                                                                                                                                                                                      |                                 |

# Uptu Engineering Computer Science Syllabus

**Faculty of Technical Sciences**



## **Uptu Engineering Computer Science Syllabus:**

**IT Infrastructure and Management (For the GBTU and MMTU)** , Computer Concepts and Programming in C D. S. Yadav,Rajiv Khanna,2008      **Discrete Structures** Satinder Bal Gupta,C. P. Gandhi,2010-05 This book has been written according to the latest syllabi for B Tech M C A courses of Punjab Technical University and other technical universities of India The previous years university questions papers have been solved systematically and logically in each chapter It is intended to help students better understand the concepts and ideas of discrete structures      Introduction to Automata Theory, Formal Languages and Computation Shyamalendu Kandar,2013 Formal languages and automata theory is the study of abstract machines and how these can be used for solving problems The book has a simple and exhaustive approach to topics like automata theory formal languages and theory of computation These descriptions are followed by numerous relevant examples related to the topic A brief introductory chapter on compilers explaining its relation to theory of computation is also given      **Computer Based Numerical & Statistical Techniques** Goyal,2005      **Electro Magnetic Field Theory** ,      India Today ,2007      Science Reporter ,2005      BASIC COMPUTER ENGINEERING Sanjay Silakari,Rajesh K. Shukla,2011-02-01 Market\_Desc Primary Market Undergraduate I Year Engineering student of RGPV Bhopal More than 1 lac intake Course Basic Computer Engineering Course Code B E 205 Secondary Market Undergraduate first year students of various universities such as UPTU ECS 101 ECS 201 Computer Concepts and Programming in C UTU Fundamentals of Computer database management systems data structures algorithms and C without entering into the specifics of programming languages and complex technologies Makes liberal use of screenshots to show how the screen would look like after processing the command Has increased utility owing to the presence of a large number of examples and illustrations Covers programming assignments and experimental portions under specific chapters to take into account the practical nature of the course Contains appendices that introduce readers to emerging areas of research such as neural networks and fuzzy logic Provides model question papers for practicing questions based on the examination pattern Excellent pedagogy having 160 Figures 70 Tables 40 Programs with output 70 Syntaxes and explanatory examples 220 Objective questions 170 Review questions 50 Programming assignments About The Book This book helps in familiarizing students with the basic organization of the computer and then moving on to study of the operating systems such as Windows DOS and UNIX database management systems data structures algorithms and C without entering into the specifics of programming languages and complex technologies It provides an insight into the basics of computers as delineated by the syllabi of RGPV and various reputed Indian universities This book is suitable for self study because of clear explanation of the topics uniformity in presentation illustration of concepts through numerous examples and chapters are laced with various screenshots to give an idea as to how the screen would look like while performing that particular step      **A CURRICULUM IN COMPUTER SCIENCE AND ENGINEERING.** Institute of Electrical and Electronics Engineers. Computer Society,1977

**UGC NET unit-6 COMPUTER SCIENCE Software Engineering book with 600 question answer as per updated syllabus** DIWAKAR EDUCATION HUB ,2022-08-30 UGC NET Computer Science unit 6 Curriculum Faculty of Technical Sciences,1993 *Computer Science and Engineering—Theory and Applications* Mauricio A. Sanchez,Leocundo Aguilar,Manuel Castañón-Puga,Antonio Rodríguez-Díaz,2018-02-05 This book presents a collection of research findings and proposals on computer science and computer engineering introducing readers to essential concepts theories and applications It also shares perspectives on how cutting edge and established methodologies and techniques can be used to obtain new and interesting results Each chapter focuses on a specific aspect of computer science or computer engineering such as software engineering complex systems computational intelligence embedded systems and systems engineering As such the book will bring students and professionals alike up to date on key advances in these areas **Computer Application for Engineering** ,2007 About the Book The book titled Computer Application for Engineering is specially written for first year polytechnic students of all those polytechnic institutions which are affiliated to UP Board of Technical Education This book comprises of 13 cha Computer Science 1-840 Clark County School District (Nev.). Department of Curriculum and Instructional Services,1988 Course Syllabus Gordon E. Stokes,Alan Whitehurst,Brigham Young University. Department of Computer Science,1982 **Computer Engineering** Manoj Dole, Computer Engineering Diploma Engineering MCQ is a Book for Computer Engineering Course Revised Syllabus It contains objective questions with underlined bold correct answers MCQ covering all topics including all about the latest Important about Introduction to computer concepts Concepts of electrical and electronics engineering Programming using C Digital Basic electronics Programming with C Basic Computer Skills Multimedia Applied Science Engineering Physics Engineering Chemistry Computer Organization OOP with C Data Structures Using C Database Management System Computer Networks Operating System Data Structures Software Engineering PC Hardware and Networking Graphic User Interface Web Designing Linux Software Testing Programming with java Network Security and Management Web Programming Mobile Computing Programming with java Software Testing Web Programming Network Security computer peripherals internal components basic DOS commands Windows and Linux interface and its related software installation MS Office word document excel sheet and power point presentation database with MS Access network system of an organization internet browser basic static webpage using HTML JavaScript and dynamic webpage and hosting technique in a registered domain VBA to create edit various types of macros in MS Excel and to develop user form using VBA accounting software Tally E commerce system and E commerce websites cyber crimes secure information from Internet by cyber security concept A Curriculum in Computer Science and Engineering J. T. Cain,1977 *Syllabus for Computer Science Technology 2T* Georg T. Boyack,University of Utah. Division of Continuing Education, Engineering and Computer Science MMI,1994-01-01

## Whispering the Techniques of Language: An Psychological Quest through **Uptu Engineering Computer Science Syllabus**

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