JNTUK KAKINADA

R16 E.COM.E IV YEAR SYLLABUS

IV Year - I Semester	L	T	P	C
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SYSTEM PROGRAMMING

UNIT I: Overview of System Software, Software, Software Hierarchy, System Programming, Machine Structure, Interfaces, Address Space, Computer Languages, Life Cycle of a Source Program, System Software Development, Levels of System Software

UNIT II: Overview of Language Processors, Programming Languages and Language Processors, Language Processing Activities, Fundamentals of Language Processing, Symbol Tables, Data Structures for Language Processing, Assemblers, Elements of Assembly Language Programming
Design of Assembler, Assembler Design Criteria, Types of Assemblers, Assembler for Intel x86,

UNIT III: Macro and Macro Processors, Macro Definition and Call, Macro Expansion, Nested Macro Facility, Advanced Macro Facilities, Design of Macro Preprocessor, Design of Macro Assembler, Functions of Macro Processor, Basic Tasks of Macro Processor, Design Features and Issues of Macro Processor, Macro Processor Design Options, Two-pass Macro Processors, One-pass Macro Processors

UNIT IV: Linkers and Loaders, Basic Linker and Loader Functions, Relocation and Linking Concepts
Design of Linker, Relocating and Self-Relocating Programs, Linking in MS DOS, Linking of Overlay Structured Programs, Dynamic Linking Loaders, Different Loading Schemes, Design of Absolute Loaders, Design of Direct-Linking Loaders

UNIT V: Scanning and Parsing, Programming Language Grammar, Classification of Grammar, Ambiguity in Grammar Specifications, Scanning, Parsing, Top-down Parsing, Bottom-up Parser
Language Processor Development Tools, Compilers, Causes of Large Semantic Gap, Binding and Binding Time, Scope Rules, Data Structures Used in Compiling,

UNIT VI: Memory Allocation, Compilation of Expressions, Compilation of Control Structure, Code Optimization, Interpreters and Debuggers, Overview of Interpretation, Benefits of Interpretation, Java Language Environment, Java Virtual Machine, Types of Errors, Debugging Procedures, Classification of Debugging

Text Book:

1) System Programming by R.K. Maurya, Wiley
2) System Programming by D M Dhamdhere McGraw Hill Publication
3) System Programming by Srimanta Pal OXFORD Publication

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DIGITAL SIGNAL PROCESSING

OBJECTIVES

The student will be able to

- Analyze the Discrete Time Signals and Systems
- Know the importance of FFT algorithm for computation of Discrete Fourier Transform
- Understand the various implementations of digital filter structures
- Learn the FIR and IIR Filter design procedures
- Know the need of Multirate Processing
- Learn the concepts of DSP Processors

UNIT I INTRODUCTION: Introduction to Digital Signal Processing: Discrete time signals & sequences, Classification of Discrete time systems , stability of LTI systems, Invertability, Response of LTI systems to arbitrary inputs. Solution of Linear constant coefficient difference equations. Frequency domain representation of discrete time signals and systems. Review of Z-transforms, solution of difference equations using Z-transforms, System function.

UNIT II DISCRETE FOURIER SERIES & FOURIER TRANSFORMS: Properties of discrete Fourier series, DFS representation of periodic sequences, Discrete Fourier transforms: Properties of DFT, linear filtering methods based on DFT, Fast Fourier transforms (FFT) - Radix-2 decimation in time and decimation in frequency FFT Algorithms, Inverse FFT.

UNIT III. DESIGN OF IIR DIGITAL FILTERS& REALIZATIONS: Analog filter approximations – Butter worth and Chebyshev, Design of IIR Digital filters from analog filters, Design Examples, Analog and Digital frequency transformations. Basic structures of IIR systems, Transposed forms.

UNIT IV DESIGN OF FIR DIGITAL FILTERS & REALIZATIONS:
Characteristics of FIR Digital Filters, frequency response. Design of FIR Digital Filters using Window Techniques and Frequency Sampling technique, Comparison of IIR & FIR filters.Basic structures of FIR systems, Lattice structures, Lattice-ladder structures

UNIT V MULTIRATE DIGITAL SIGNAL PROCESSING: Introduction, Decimation , Interpolation Sampling rate conversion ,Implementation of sampling rate converters, Applications – Sub-band Coding of Speech Signals ,Implementation of Digital Filter Banks, Trans-multiplexers.

UNIT VI INTRODUCTION TO DSP PROCESSORS: Introduction to programmable DSPs: Multiplier and

Index Register, Block Move Address Register, Parallel Logic Unit, Memory mapped registers, program controller, some flags in the status registers, On- chip memory, On-chip peripherals.

TEXT BOOKS:

1. Digital Signal Processing, Principles, Algorithms, and Applications: John G. Proakis, Dimitris G.Manolakis,Pearson Education / PHI, 2007.
2. Discrete Time Signal Processing – A.V.Oppenheim and R.W. Schaffer, PHI
3. Digital Signal Processors – Architecture, Programming and Applications,, B.Venkataramani, M.Bhaskar, TATA McGraw Hill, 2002
4. Digital Signal Processing – K Raja Rajeswari, I.K. International Publishing House

Reference Books:

1. Digital Signal Processing: Andreas Antoniou, TATA McGraw Hill , 2006
2. Digital Signal Processing: MH Hayes, Schaum's Outlines, TATA Mc-Graw Hill, 2007.
3. DSP Primer - C. Britton Rorabaugh, Tata McGraw Hill, 2005.
4. Fundamentals of Digital Signal Processing using Matlab – Robert J. Schilling, Sandra L. Harris,Thomson, 2007.
5. Digital Signal Processing – Alan V. Oppenheim, Ronald W. Schafer, PHI Ed., 2006
6. Digital Signal Processing – Ramesh babu, Sci Tech publications

OUTCOMES

After going through this course the student will be able to

- Apply the difference equations concept in the anayziation of Discrete time systems
- Use the FFT algorithm for solving the DFT of a given signal
- Design a Digital filter (FIR&IIR) from the given specifications
- Realize the FIR and IIR structures from the designed digital filter.
- Use the Multirate Processing concepts in various applications(eg: Design of phase shifters, Interfacing of digital systems…)
- Apply the signal processing concepts on DSP Processor.

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DIGITAL IMAGE PROCESSING

UNIT-1

Introduction: Introduction to Image Processing, Fundamental steps in digital image processing, components of an image processing system, image sensing and acquisition, image sampling and quantization, some basic relationships between pixels, an introduction to the mathematical tools used in digital image processing.

Image Transforms: Need for image transforms, Discrete Fourier transform (DFT) of one variable, Extension to functions of two variables, some properties of the 2-D Discrete Fourier transform, Importance of Phase, Walsh Transform. Hadamard transform, Haar Transform, Slant transform, Discrete Cosine transform, KL Transform, SVD and Radon Transform, Comparison of different image transforms

UNIT-2

Intensity Transformations and Spatial Filtering: Background, Some basic intensity transformation functions, histogram processing, fundamentals of spatial filtering, smoothing spatial filters , sharpening spatial filters, Combining spatial enhancement methods

Filtering in the Frequency Domain: Preliminary concepts, The Basics of filtering in the frequency domain, image smoothing using frequency domain filters, Image Sharpening using frequency domain filters, Selective filtering.

UNIT-3

Image Restoration and Reconstruction: A model of the image degradation / Restoration process, Noise models, restoration in the presence of noise only-Spatial Filtering, Periodic Noise Reduction by frequency domain filtering, Linear, Position –Invariant Degradations, Estimating the degradation function, Inverse filtering, Minimum mean square error (Wiener) filtering, constrained least squares filtering ,geometric mean filter ,image reconstruction from projections.

UNIT-4

Image compression: Fundamentals, Basic compression methods: Huffman coding, Golomb coding, Arithmetic coding, LZW coding, Run-Length coding, Symbol-Based coding, Bit-Plane coding, Block Transform coding, Predictive coding

Wavelets and Multiresolution Processing: Image pyramids, subband coding, Multiresolution expansions, wavelet transforms in one dimensions & two dimensions, Wavelet coding.

UNIT-5

Image segmentation: Fundamentals, point, line, edge detection, thresholding, region –based segmentation.

Morphological Image Processing: Preliminaries, Erosion and dilation, opening and closing, basic morphological algorithms for boundary extraction, thinning, gray-scale morphology, Segmentation using morphological watersheds.

UNIT-6

Color image processing: Color fundamentals, color models, pseudo color image processing, basics of full color image processing, color transformations, smoothing and sharpening. Image segmentation based on color, noise in color images, color image compression.

Text Books

1. R. C. Gonzalez and R. E. Woods, Digital Image Processing, 3rd edition, Prentice Hall, 2008.
2. Jayaraman, S. Esakkirajan, and T. Veerakumar," Digital Image Processing", Tata McGraw-Hill Education, 2011.

Reference Books

1. Anil K.Jain, "Fundamentals of Digital Image Processing", Prentice Hall of India, 9th Edition, Indian Reprint, 2002.
2. B.Chanda, D.Dutta Majumder, "Digital Image Processing and Analysis", PHI, 2009.

Course Objectives:

Students undergoing this course are expected to:

1. Familiarize with basic concepts of digital image processing and different image transforms
2. Learn various image processing techniques like image enhancement, restoration, segmentation and compression
3. Understand color fundamentals and different color models
4. Understand wavelets and morphological image processing

Course Outcomes:

After undergoing the course students will be able to

1. Perform image manipulations and different digital image processing techniques
2. Perform basic operations like – Enhancement, segmentation, compression, Image transforms and restoration techniques on image.
3. Analyze pseudo and fullcolor image processing techniques.
4. Apply various morphological operators on images

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UNIX PROGRAMMING

OBJECTIVES:

- Written technical communication and effective use of concepts and terminology.
- Facility with UNIX command syntax and semantics.
- Ability to read and understand specifications, scripts and programs.
- Individual capability in problem solving using the tools presented within the class. Students will demonstrate a mastery of the course materials and concepts within in class discussions.

UNIT-I

Introduction to unix-Brief History-What is Unix-Unix Components-Using Unix-Commands in Unix-Some Basic Commands-Command Substitution-Giving Multiple Commands.

UNIT-II

The File system –The Basics of Files-What's in a File-Directories and File Names-Permissions-I Nodes-The Directory Hierarchy, File Attributes and Permissions-The File Command knowing the File Type-The Chmod Command Changing File Permissions-The Chown Command Changing the Owner of a File-The Chgrp Command Changing the Group of a File.

UNIT-III

Using the Shell-Command Line Structure-Met characters-Creating New Commands-Command Arguments and Parameters-Program Output as Arguments-Shell Variables- -More on I/O Redirection-Looping in Shell Programs.

UNIT-IV

Filters-The Grep Family-Other Filters-The Stream Editor Sed-The AWK Pattern Scanning and processing Language-Good Files and Good Filters.

UNIT-V

Shell Programming-Shell Variables-The Export Command-The Profile File a Script Run During Starting-The First Shell Script-The read Command-Positional parameters-The $? Variable knowing the exit Status-More about the Set Command-The Exit Command-Branching Control Structures-Loop Control Structures-The Continue and Break Statement-The Expr Command: Performing Integer Arithmetic-Real Arithmetic in Shell Programs-The here Document(<<)-The Sleep Command-Debugging Scripts-The Script Command-The Eval Command-The Exec Command.

UNIT-VI

The Process-The Meaning-Parent and Child Processes-Types of Processes-More about Foreground and Background processes-Internal and External Commands-Process Creation-The Trap Command-The Stty Command-The Kill Command-Job Control.

OUTCOMES:

- Documentation will demonstrate good organization and readability.
- File processing projects will require data organization, problem solving and research.
- Scripts and programs will demonstrate simple effective user interfaces.
- Scripts and programs will demonstrate effective use of structured programming.
- Scripts and programs will be accompanied by printed output demonstrating completion of a test plan.
- Testing will demonstrate both black and glass box testing strategies.
- Project work will involve group participation.

TEXT BOOKS:

1. The Unix programming Environment by Brain W. Kernighan & Rob Pike, Pearson.

2. Introduction to Unix Shell Programming by M.G.Venkateshmurthy, Pearson.

REFERENCE BOOKS:

1. Unix and shell programmingby B.M. Harwani, OXFORD university press.

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Artificial Intelligence
(Elective I)

Course Objectives:

1. To have a basic proficiency in a traditional AI language including an ability to write simple to intermediate programs and an ability to understand code written in that language.
2. To have an understanding of the basic issues of knowledge representation and blind and heuristic search, as well as an understanding of other topics such as minimax, resolution, etc. that play an important role in AI programs.
3. To have a basic understanding of some of the more advanced topics of AI such as learning, natural language processing, agents and robotics, expert systems, and planning

Course Outcomes:

After completing this course, students should be able to:

1. Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
2. Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
3. Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
4. Design and carry out an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.

UNIT-I:

Introduction to artificial intelligence: Introduction ,history, intelligent systems, foundations of AI, applications, tic-tac-tie game playing, development of ai languages, current trends in AI

UNIT-II:

Problem solving: state-space search and control strategies : Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative-deepening a*, constraint satisfaction

Problem reduction and game playing: Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games

UNIT-III:

Logic concepts: Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic

UNIT-IV

knowledge representation techniques: Introduction, conceptual dependency theory, script structure, cyc theory, case grammars, semantic web

UNIT-V:

Expert system and applications: Introduction phases in building expert systems, expert system versus traditional systems, rule-based expert systems blackboard systems truth maintenance systems, application of expert systems, list of shells and tools

UNIT-VI:

Uncertainty measure: probability theory: Introduction, probability theory, Bayesian belief networks, certainty factor theory, dempster-shafer theory

Fuzzy sets and fuzzy logic: Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems.

TEXT BOOKS:

1. Artificial Intelligence- Saroj Kaushik, CENGAGE Learning,
2. Artificial intelligence, A modern Approach, 2nd ed, Stuart Russel, Peter Norvig, PEA
3. Artificial Intelligence- Rich, Kevin Knight, Shiv Shankar B Nair, 3rd ed, TMH
4. Introduction to Artificial Intelligence, Patterson, PHI

REFERNCE BOOKS:

1. Atificial intelligence, structures and Strategies for Complex problem solving, -George F Lugar, 5th ed, PEA
2. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer
3. Artificial Intelligence, A new Synthesis, Nils J Nilsson, Elsevier

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ADVANCED COMPUTER ARCHITECTURE
(Elective I)

UNIT -I:

Fundamentals of Computer Design:

Fundamentals of Computer design, Changing faces of computing and task of computer designer, Technology trends, Cost price and their trends, Measuring and reporting performance, Quantitative principles of computer design, Amdahl's law.

Instruction set principles and examples- Introduction, Classifying instructionset- Memory addressing- type and size of operands, Operations in the instruction set.

UNIT –II:

Pipelines:

Introduction, Basic RISC instruction set, Simple implementation of RISC instruction set, Classic five stage pipe lined RISC processor, Basic performance issues in pipelining, Pipeline hazards, Reducing pipeline branch penalties.

Memory Hierarchy Design:

Introduction, Review of ABC of cache, Cache performance, Reducing cache miss penalty, Virtual memory.

UNIT -III:

Instruction Level Parallelism the Hardware Approach:

Instruction-Level parallelism, Dynamic scheduling, Dynamic scheduling using Tomasulo's approach, Branch prediction, high performance instruction delivery- hardware based speculation.

UNIT-IV

ILP Software Approach

Basic compiler level techniques, Static branch prediction, VLIW approach, Exploiting ILP, Parallelism at compile time, Cross cutting issues –Hardware verses Software.

UNIT –V:

Multi Processors and Thread Level Parallelism:

Multi Processors and Thread level Parallelism- Introduction, Characteristics of application domain, Systematic shared memory architecture, Distributed shared – memory architecture, Synchronization.

UNIT –VI:

Inter Connection and Networks:

Introduction, Interconnection network media, Practical issues in interconnecting networks, Examples of inter connection, Cluster, Designing of clusters.

Intel Architecture: Intel IA-64 ILP in embedded and mobile markets Fallacies and pit falls.

TEXT BOOKS:

1. John L. Hennessy, David A. Patterson - Computer Architecture: A Quantitative Approach, 3rd Edition, An Imprint of Elsevier.

REFERENCES:

1. John P. Shen and Miikko H. Lipasti - Modern Processor Design : Fundamentals of Super Scalar Processors

2. Computer Architecture and Parallel Processing - Kai Hwang, Faye A.Brigs., MC Graw Hill.

3. Advanced Computer Architecture - A Design Space Approach - Dezso Sima, Terence Fountain, Peter Kacsuk , Pearson Ed.

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DATA COMMUNICATION
(Elective I)

Course Objectives:

1. To have a detailed study of various analog and digital modulation and demodulation techniques
2. To have a thorough knowledge of various multiplexing schemes and Data communication protocols
3. To know about the standards and mechanisms of television systems

Course Outcomes:

1. Knowledge of working of basic communication systems
2. Ability to evaluate alternative models of communication system design

Syllabus:

Unit I:

INTRODUCTION TO DATA COMMUNICATIONS AND NETWORKING: Standards Organizations for Data Communications, Layered Network Architecture, Open Systems Interconnection, Data Communications Circuits, Serial and parallel Data Transmission, Data communications Networks, Alternate Protocol Suites.

SIGNALS, NOISE, MODULATION, AND DEMODULATION: Signal Analysis, Electrical Noise and Signal-to-Noise Ratio, Analog Modulation Systems, Information Capacity, Bits, Bit Rate, Baud, and M-ary Encoding, Digital Modulation.

Unit II:

METALLIC CABLE TRANSMISSION MEDIA: Metallic Transmission Lines, Transverse Electromagnetic Waves, Characteristics of Electromagnetic Waves

OPTICAL FIBER TRANSMISSION MEDIA: Advantages of Optical Fiber cables, Disadvantages of Optical Fiber Cables, Electromagnetic spectrum, Optical Fiber Communications System Block Diagram, Optical Fiber construction, Propagation of Light Through an Optical fiber Cable, Optical Fiber Modes and Classifications, Optical Fiber Comparison, Losses in Optical Fiber Cables, Light sources, Light Detectors, Lasers.

Unit III:

DIGITAL TRANSMISSION: Pulse Modulation, Pulse code Modulation, Dynamic Range, Signal Voltage –to-Quantization Noise Voltage Ratio, Linear Versus Nonlinear PCM Codes, Companding, PCM Line Speed, Delta Modulation PCM and Differential PCM**.**

MULTIPLEXING AND T CARRIERS: Time- Division Multiplexing, T1 Digital Carrier System, Digital Line Encoding, T Carrier systems, Frequency- Division Multiplexing, Wavelength- Division Multiplexing, Synchronous Optical Network

Unit IV:

WIRELESS COMMUNICATIONS SYSTEMS: Electromagnetic Polarization, Electromagnetic Radiation, Optical Properties of Radio Waves, Terrestrial Propagation of Electromagnetic Waves, Skip Distance, Free-Space Path Loss, Microwave Communications Systems, Satellite Communications Systems.

Unit V:

TELEPHONE INSTRUMENTS AND SIGNALS: The Subscriber Loop, Standard Telephone Set, Basic Telephone Call Procedures, Call Progress Tones and Signals, Cordless Telephones, Caller ID, Electronic Telephones, Paging systems.

CELLULAR TELEPHONE SYSTEMS: First- Generation Analog Cellular Telephone, Personal Communications system, Second-Generation Cellular Telephone Systems, N-AMPS, Digital Cellular Telephone, Interim Standard, Global system for Mobile Communications**.**

Unit VI:

DATA COMMUNICATIONS CODES, ERROR CONTROL, AND DATA FORMATS:

Data Communications Character Codes, Bar Codes, Error Control, Error Detection and Correction, Character Synchronization.

DATA COMMUNICATIONS EQUIPMENT: Digital Service Unit and Channel Service Unit, Voice- Band Data Communication Modems, Bell Systems-Compatible Voice- Band Modems, Voice- Band Modem Block Diagram, Voice- Band Modem Classifications, Asynchronous Voice-Band Modems, Synchronous Voice-Band Modems, Modem Synchronization, 56K Modems, Modem Control: The AT Command Set, Cable Modems.

TEXT BOOKS:

1. Introduction to Data Communications and Networking, Wayne Tomasi, Pearson education.

Reference Books:

1. Data Communications and Networking, Behrouz A Forouzan, Fourth Edition.TMH.

2. Data and Computer communications, 8/e, William Stallings, PHI.

3. Computer Communications and Networking Technologies, Gallow, Second Edition Thomson

4. Computer Networking and Internet, Fred Halsll, Lingana Gouda Kulkarni, Fifth Edition, Pearson Education

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WEB DESIGN
(Elective II)

UNIT I: Getting Started in Web Design, How the Web Works, Some Big Concepts You Need to Know

UNIT II: HTML FOR STRUCTURE, Creating a Simple Page, Marking Up Text, Adding Links, Adding Images, Table Markup, Forms, Embedded Media

UNIT III: CSS FOR PRESENTATION, Introducing Cascading Style Sheets, Formatting Text, Colors and Backgrounds, Thinking Inside the Box, Floating and Positioning

UNIT IV: CSS Layout with Flexbox and Grid Responsive Web Design, Transitions, Transforms, and Animation, More CSS Techniques, Modern Web Development Tools

UNIT V: JAVASCRIPT FOR BEHAVIOR, Introduction to JavaScript, Using JavaScript

UNIT VI: WEB IMAGES, Web Image Basics, Image Asset Production, SVG

TEXT BOOK:

1. Learning Web Design: a beginner's guide to html, css, javascript, and web graphics, 5th edition, O'Reily

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FUZZY LOGIC AND NEURAL NETWORKS
(Elective II)

UNIT I: Neural and Fuzzy Machine Intelligence, Fuzziness as Multivalence, The Dynamical-Systems Approach to Machine Intelligence, Intelligent Behavior as Adaptive Model- Free Estimation.

Neural Dynamics I: Activations and Signals, Neurons as Functions, Signal Monotonicity, Biological Activations and Signals, Neuron Fields,Neuronal Dynamical Systems, Common Signal Functions, Pulse-Coded Signal Functions.

UNIT II: Neuronal Dynamics II: Activation Models
Neuronal Dynamical Systems, Additive Neuronal Dynamics, Additive Neuronal Feedback, Additive Bivalent Models, BAM Connection Matrices, Additive Dynamic and the Noise-Saturation Dilemma, General Neuronal Activations: Cohen-Grossberg and Multiplicative Models.

UNIT III: Synaptic Dynamics I: Unsupervised Learning
Learning as Encoding, Change, and Quantization, Four Unsupervised Learning Laws, Probability Spaces and Random Processes, Stochastic Unsupervised Learning and Stochastic Equilibrium, Signal Hebbian Learning, Competitive Learning, Differential Hebbian Learning, Differential Competitive Leering.

UNIT IV Synaptic Dynamics II: Supervised Learning
Supervised Function Estimation, Supervised Learning as Operant Conditioning, Supervised Learning as Stochastic Pattern Learning with known Class Memberships, Supervised Learning as stochastic Approximation, The Back propagation Algorithm.

UNIT V:Fuzziness Versus Probability
Fuzzy Sets and Systems, Fuzziness in a Probabilistic World, Randomness vs. Ambiguity: Whether vs. How much, The Universe as a Fuzzy Set, The Geometry of Fuzzy Set, The Geometry of Fuzzy Sets: Sets as Points. The Fuzzy Entropy Theorem, The Subsethood theorem. The Entropy-Subsethood Theorem.

UNIT VI: Fuzzy Associative Memories
Fuzzy Systems as Between-Cube Mappings, Fuzzy and Neural Function Estimators, Fuzzy Hebb FAMs, Adaptive FAMs: Product-Space Clustering in FAM Cells.

TEXT BOOK:
Neural Networks & Fuzzy Systems , Bark Kosko, PHI Published in 1994

REFERNCE BOOKS:
Fundamentals of Artificial Neural Networks, Mohamad H Hassoum. PHI

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STRUCTURED DIGITAL DESIGN

(Elective-II)

UNIT-I: INTRODUCTION TO HDL

Design Concepts: The Design process, Design of Digital Hardware, Introduction to Logic Circuits, Introduction to CAD Tools, Introduction to VHDL, Introduction to Digital Design Methodology, Design methodology, Introduction to Verilog.

UNIT-II: DIGITAL LOGIC DESIGN USING VHDL

Introduction, designing with VHDL, design entry methods, logic synthesis , entities , architecture , packages and configurations, types of models: dataflow , behavioral , structural, signals vs. variables, generics, data types, concurrent vs. sequential statements , loops and program controls.

UNIT-III: COMBINATIONAL LOGIC CIRCUIT DESIGN USING VHDL

Combinational circuits building blocks: Multiplexers, Decoders , Encoders , Code converters , Arithmetic comparison circuits , VHDL for combinational circuits , Adders-Half Adder, Full Adder, Ripple-Carry Adder, Carry Look-Ahead Adder, Subtraction, Multiplication.

UNIT-IV: SEQUENTIAL LOGIC CIRCUIT DESIGN USING VHDL

Flip-flops, registers & counters, synchronous sequential circuits: Basic design steps, Mealy State model, Design of FSM using CAD tools, Serial Adder Example, State Minimization, Design of Counter using sequential Circuit approach.

UNIT-V: DIGITAL LOGIC CIRCUIT DESIGN USING VERILOG

Verilog Data types and Operators, Binary data manipulation, Combinational and Sequential logic design, Structural Models of Combinational Logic, Logic Simulation, Design Verification and Test Methodology, Propagation Delay, Truth Table models of combinational and sequential logic using Verilog, Verilog for combinational circuits.

DIGITAL LOGIC CIRCUIT DESIGN EXAMPLES USING VERILOG

Behavioral modeling , Data types, Boolean-Equation-Based behavioral models of combinational logics , Propagation delay and continuous assignments , latches and level-sensitive circuits in Verilog, Cyclic behavioral models of flip-flops and latches and Edge detection, comparison of styles for behavioral model; Behavioral model, Multiplexers, Encoders and Decoders, Counters, Shift Registers, Register files, Dataflow models of a linear feedback shift register, Machines with multi cycle operations, ASM and ASMD charts for behavioral modeling, Design examples, Keypad scanner and encoder.

UNIT-VI: SYNTHESIS OF DIGITAL LOGIC CIRCUIT DESIGN

Introduction to Synthesis, Synthesis of combinational logic, Synthesis of sequential logic with latches and flip-flops, Synthesis of Explicit and Implicit State Machines, Registers and counters.

TESTING OF DIGITAL LOGIC CIRCUITS AND CAD TOOLS

Testing of logic circuits, fault model, complexity of a test set, path-sensitization, circuits with tree structure, random tests, testing of sequential circuits, built in self test, printed circuit boards, computer aided design tools, synthesis, physical design.

TEXT BOOKS:

1. Stephen Brown & Zvonko Vranesic, “Fundamentals of Digital logic design with VHDL”, Tata McGraw Hill,2nd edition.

2. Michael D. Ciletti, “Advanced digital design with the Verilog HDL”, Eastern economy edition, PHI.

REFERENCES:

1. Ian Grout, “Digital systems design with FPGAs and CPLDs”, Elsevier Publications.

2. Stephen Brown & Zvonko Vranesic, ”Fundamentals of Digital logic with Verilog design”, Tata McGraw Hill,2nd edition.

3. Bhaskar, ”VHDL Primer”,3rd Edition, PHI Publications.

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DIGITAL SIGNAL PROCESSING LABORATORY

List of the Experiments / programs

Student has to perform at least FOUR Experiments in each part

PART-1 (SIGNALS)

1) Generation of discrete time signals for discrete signals
2) To verify the Linear Convolution
   a) Using MATLAB
   b) Using Code Composer Studio(CCS)
3) To verify the Circular Convolution for discrete signals
   a) Using MATLAB
   b) Using Code Composer Studio(CCS)
4) To Find the addition of Sinusoidal Signals
5) To verify Discrete Fourier Transform(DFT) and Inverse Discrete Fourier Transform(IDFT)
   a) Using MATLAB
   b) Using Code Composer Studio(CCS)
6) Transfer Function Stability Analysis: using pole-zero plot, bode plot, Nyquist plot, z-plane plot.

PART-2 (FILTERS)

7) Frequency Response of IIR low pass Butterworth Filter
8) Frequency Response of IIR high pass Butterworth Filter
9) Frequency Response of IIR low pass Chebyshev Filter
10) Frequency Response of IIR high pass Chebyshev Filter
11) Frequency Response of FIR low pass Filter using Rectangle Window
12) Frequency Response of FIR low pass Filter using Triangle Window

PART – 3 (IMAGE PROCESSING)

13) An image processing in a false contouring system
14) To generate the histogram equalization to the image
15) To verify the Normalized Cross Correlation to the addition of noise and removal of noise using filters to an image.
16) Compute the edge of an image using spatial filters.
17) Perform the image motion blur and calculate PSNR to the noise image and also noise free image.
18) To verify the PSNR to the Second order Decomposition of Discrete Wavelet transforms and to the reconstructed image using inverse Discrete Wavelet transform

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UNIX Programming lab

1. UNIX Commands -1
2. UNIX Commands -2
3. Write a shell script to generate a multiplication table. a) Interactive version: The program should accept an integer n given by the user and should print the multiplication table of that n. b) Command line arguments version: The program should take the value of n from the arguments followed by the command. c) Redirection version: The value of n must be taken from a file using input redirection. Use the commands read, echo, expr, while, or for.
4. Write a shell script that copies multiple files to directory. a) Interactive version b) Command line arguments version Use the commands echo, read, cp, mkdir.
5. Write a shell script which counts the number of lines and number of words present in a given file. a) Interactive version b) Command Line arguments version Use the commands echo, read, wc.
6. Write a shell script which displays the list of all files in a given directory. a) Interactive version b) Command Line arguments version Use the commands echo, read, ls.
7. Write a shell script (small calculator) that adds, subtracts, multiplies and divides the two given numbers. There are two division options: one returns the quotient and the other remainder. The script requires three arguments: the operation to be used and the two integers. The operation are specified by options: Add -a Subtract-s Multiply -m Quotient -c Remainder -r Use the if and case structures.
8. Write a shell script to determine whether a given number is a prime number or not. a) Interactively. b) By command line arguments.
9. Write a shell script to print the first n Fibonacci numbers. a) Interactively. b) Using Command line arguments
10. Write a C program that counts the number of blanks in a text file. a) Using standard I/O b) Using system calls
11. Write a C program to count the number of words, lines and characters of a given text file. a) Interactively b) Command line arguments c) Using input redirections

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EMBEDDED SYSTEMS

OBJECTIVES:

The main objectives of this course are given below:

- The basic concepts of an embedded system are introduced.
- The various elements of embedded hardware and their design principles are explained.
- Different steps involved in the design and development of firmware for embedded systems is elaborated.
- Internals of Real-Time operating system and the fundamentals of RTOS based embedded firmware design is discussed.
- Fundamental issues in hardware software co-design were presented and explained.
- Familiarise with the different IDEs for firmware development for different family of processors/controllers and embedded operating systems.
- Embedded system implementation and testing tools are introduced and discussed.

Outcomes:

At the end of this course the student can able to:

- Understand the basic concepts of an embedded system and able to know an embedded system design approach to perform a specific function.
- The hardware components required for an embedded system and the design approach of an embedded hardware.
- The various embedded firmware design approaches on embedded environment.
- Understand how to integrate hardware and firmware of an embedded system using real time operating system.

Syllabus

UNIT-I

INTRODUCTION: Embedded system-Definition, history of embedded systems, classification of embedded systems, major application areas of embedded systems, purpose of embedded systems, the typical embedded system-core of the embedded system, Memory, Sensors and Actuators, Communication Interface, Embedded firmware, Characteristics of an embedded system, Quality attributes of embedded systems, Application-specific and Domain-Specific examples of an embedded system.

UNIT-II

EMBEDDED HARDWARE DESIGN: Analog and digital electronic components, I/O types and examples, Serial communication devices, Parallel device ports, Wireless devices, Timer and counting devices, Watchdog timer, Real time clock.

UNIT-III

EMBEDDED FIRMWARE DESIGN: Embedded Firmware design approaches, Embedded Firmware development languages, ISR concept, Interrupt sources, Interrupt servicing mechanism, Multiple interrupts, DMA, Device driver programming, Concepts of C versus Embedded C and Compiler versus Cross-compiler.

UNIT-IV

REAL TIME OPERATING SYSTEM: Operating system basics, Types of operating systems, Tasks, Process and Threads, Multiprocessing and Multitasking, Task Scheduling, Threads, Processes and Scheduling, Task communication, Task synchronisation, Device Drivers.

HARDWARE SOFTWARE CO-DESIGN: Fundamental Issues in Hardware Software Co-Design, Computational models in embedded design, Hardware software Trade-offs, Integration of Hardware and Firmware, ICE.

UNIT-V

EMBEDDED SYSTEM DEVELOPMENT: The integrated development environment, Types of files generated on cross-compilation, Deassembler/Decompiler, Simulators, Emulators and Debugging, Target hardware debugging, Boundary Scan, Embedded Software development process and tools.

UNIT-VI

EMBEDDED SYSTEM IMPLEMENTATION AND TESTING: The main software utility tool, CAD and the hardware, Translation tools-Pre-processors, Interpreters, Compilers and Linkers, Debugging tools, Quality assurance and testing of the design, Testing on host machine, Simulators, Laboratory Tools.

Text Books:

1. Embedded Systems Architecture- By Tammy Noergaard, Elsevier Publications, 2013.
2. Embedded Systems-By Shibu.K.V-Tata McGraw Hill Education Private Limited, 2013.

References:

1. Embedded System Design, Frank Vahid, Tony Givargis, John Wiley Publications, 2013.
2. Embedded Systems-Lyla B.Das-Pearson Publications, 2013.

IV Year - II Semester

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AUTOMATA THEORY AND COMPILER DESIGN

Objectives:

Automata and compiler Design mainly deals with the languages which are formal and regular and also deals with grammar present in the machine. An compiler is a program that accepts a program in source language and converts into a machine understandable format. The push down automata is the major one it's a five tuple set containing states, alphabets, transition function and accept states.

UNIT I: I

Formal Language and Regular Expressions: Languages, Definition Languages regular expressions, Finite Automata – DFA, NFA. Conversion of regular expression to NFA, NFA to DFA. Applications of Finite Automata to lexical analysis, lex tools.

UNIT II:

Context Free grammars and parsing: Context free grammars, derivation, parse trees, ambiguity LL(K) grammars and LL(1) parsing

UNIT III:

Bottom up parsing handle pruning LR Grammar Parsing, LALR parsing, parsing ambiguous grammars, YACC programming specification.

UNIT IV:

Semantics: Syntax directed translation, S-attributed and L-attributed grammars, Intermediate code – abstract syntax tree, translation of simple statements and control flow statements.

UNIT V:

Context Sensitive features – Chomsky hierarchy of languages and recognizers. Type checking, type conversions, equivalence of type expressions, overloading of functions and operations**.**

Run time storage: Storage organization, storage allocation strategies scope access to now local names, parameters, language facilities for dynamics storage allocation.

UNIT VI:

Code optimization: Principal sources of optimization, optimization of basic blocks, peephole optimization, flow graphs, Data flow analysis of flow graphs.

Code generation: Machine dependent code generation, object code forms, generic code generation algorithm, Register allocation and assignment. Using DAG representation of Block.

TEXT BOOKS:

1. Introduction to Theory of computation,Sipser, 2nd Edition, Thomson.

REFERENCES:

1. Modern Compiler Construction in C, Andrew W.Appel Cambridge University Press.
2. Compiler Construction, LOUDEN, Thomson.
3. Elements of Compiler Design, A. Meduna, Auerbach Publications, Taylor and Francis Group.
4. Principles of Compiler Design, V. Raghavan, TMH.
5. Engineering a Compiler, K. D. Cooper, L. Torczon, ELSEVIER.

Outcomes:

- Graduate should be able to understand the concept of abstract machines and their power to recognize the
  - languages.
- Attainsthe knowledge of language classes & grammars relationship among them with the help of chomsky
  - hierarchy.
- Ability to understand the design of a compiler given features of the languages.
- Ability to implement practical aspects of automata theory.
- Gain knowledge of powerful compiler generation tools.

IV Year - II Semester

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LANGUAGE PROCESSORS

Unit-I

Language Processors: Introduction – Language processing activities – Fundamentals of language processing – Fundamentals of language specification – Language processor development tools.

Unit–II

Data Structures for language processing: Search data structures, Allocation data structures. Scanning and parsing fundamentals

Unit–III

Assemblers: Elements of assembly language programming – A simple assembly scheme – Pass structure of assemblers – Design of a two pass assembler – A single pass assembler for IBM PC.

Unit-IV

Macros and Macro processors: Macro definition and call – Macro expansion – Nested macro calls – Advanced Macro facilities – Design of a macro preprocessor.

Unit-V

Compliers and Interpreters: A simple one pass compiler, Lexical Analysis, Specification of tokens, Recognition of tokens, Finite automata, NFA, Syntax analysis, top down parsing, Bottom up parsing, LR parsers, Syntax directed Translation, L- attributed and S-attributed definitions with their implementation, Type checking, Run-Time Environment: issues and design, Intermediate code generation for declarations, Assignment statements, Boolean expressions, Case statements and Looping structures, Code Optimization, Optimization of basic blocks, loops in flow graphs, global data flow analysis, Code generation

Unit-VI

Linkers: Relocation and linking concepts – Design of a linker, self relocating programs – A linker for MS DOS – Linker for overlays – loaders.

Software tools: Software tools for program development – Editors –Debug monitors – Programming environments – User Interfaces.

Prescribed Book: D.M. Dhamdhere, “Systems programming and Operating systems”, 2nd revised edition, TMH (2008).

IV Year - II Semester

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EMI / EMC
(Elective III)

Objectives:

- Student shall be able to understand the root causes for Electromagnetic Noise (EMI), its sources.
- Shall be able to understand the effects of EMI and the required precautions to be taken/to be discussed with his peer group.
- Shall be able to understand the different measurement techniques of EMI (for conducted and normal) and their influences in detail.
- Shall be able to understand different compatibility techniques (EMC) to reduce/suppress EMI.
- Shall be able to understand different standards being followed across the world in the fields of EMI/EMC.

UNIT-I:
Natural and Nuclear sources of EMI / EMC: Introduction, Electromagnetic environment, History, Concepts, Practical experiences and concerns, frequency spectrum conservations. An overview of EMI / EMC, Natural and Nuclear sources of EMI.

UNIT-II:
EMI from apparatus, circuits and open area test sites: Electromagnetic emissions, noise from relays and switches, non-linearities in circuits, passive intermodulation, cross talk in transmission lines, transients in power supply lines, electromagnetic interference (EMI). Open area test sites and measurements.

UNIT-III:
Radiated and conducted interference measurements: Anechoic chamber, TEM cell, GH TEM Cell, characterization of conduction currents / voltages, conducted EM noise on power lines, conducted EMI from equipment, Immunity to conducted EMI detectors and measurements.

UNIT-IV:
ESD, Grounding, shielding, bonding and EMI filters: Principles and types of grounding, shielding and bonding, characterization of filters, power lines filter design. ESD, Electrical fast transients / bursts, electrical surges.

UNIT-V:
Cables, connectors, components: Introduction, EMI suppression cables, EMC connectors, EMC gaskets, Isolation transformers, optoisolators, Transient and Surge Suppression Devices.

UNIT-VI:
EMC standards- National / International: Introduction, Standards for EMI and EMC, MIL-Standards, IEEE/ANSI standards, CISPR/IEC standards, FCC regulations, Euro norms, British Standards, EMI/EMC standards in JAPAN, Conclusions.

Text Books:

1. Engineering Electromagnetic Compatibility by **Dr. V.P. Kodali, IEEE Publication**, Printed in India by ***S.***

References:

1. Introduction to Electromagnetic Compatibility, NY, **John Wiley, 1992, by C.R. Pal.**

2. Electromagnetic Interference and Compatibility **IMPACT series, IIT – Delhi,**

Outcomes

At the end of this Course,

- Students shall be able to distinguish effects of EMI and counter measures by EMC-techniques.
- Students shall apply the knowledge gained in selecting proper gadget/device/appliance/system, as per EMC-norms specified by regulating authorities.
- Students shall choose career in the fields of EMI/EMC as an Engineer/Researcher/Entrepreneur in India/abroad.

IV Year - II Semester

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Data Ware Housing & Data Mining
(Elective III)

OBJECTIVES:

- Students will be enabled to understand and implement classical models and algorithms in data warehousing and data mining.
- They will learn how to analyze the data, identify the problems, and choose the relevant models and algorithms to apply.
- They will further be able to assess the strengths and weaknesses of various methods and algorithms and to analyze their behavior.

UNIT –I:

Introduction: Why Data Mining? What Is Data Mining? 1.3 What Kinds of Data Can Be Mined?1.4 What Kinds of Patterns Can Be Mined? Which Technologies Are Used? Which Kinds of Applications Are Targeted? Major Issues in Data Mining. Data Objects and Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity

UNIT –II:

Data Pre-processing: Data Preprocessing: An Overview,Data Cleaning,Data Integration,Data Reduction,Data Transformation and Data Discretization

UNIT –III:

Classification: Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Working of Decision Tree, building a decision tree, methods for expressing an attribute test conditions, measures for selecting the best split, Algorithm for decision tree induction.

UNIT –IV:

Classification: Alterative Techniques, Bayes' Theorem, Naïve Bayesian Classification, Bayesian Belief Networks

UNIT –V

Association Analysis: Basic Concepts and Algorithms: Problem Defecation, Frequent Item Set generation, Rule generation, compact representation of frequent item sets, FP-Growth Algorithm. (Tan &Vipin)

UNIT –VI

Cluster Analysis: Basic Concepts and Algorithms:Overview: What Is Cluster Analysis? Different Types of Clustering, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bisecting K-means, Strengths and Weaknesses; Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. (Tan &Vipin)

OUTCOMES:

- Understand stages in building a Data Warehouse
- Understand the need and importance of preprocessing techniques
- Understand the need and importance of Similarity and dissimilarity techniques
- Analyze and evaluate performance of algorithms for Association Rules.
- Analyze Classification and Clustering algorithms

TEXT BOOKS:

1. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson.
2. Data Mining concepts and Techniques, 3/e, Jiawei Han, Michel Kamber, Elsevier.

REFERENCE BOOKS:

1. Data Mining Techniques and Applications: An Introduction, Hongbo Du, Cengage Learning.
2. Data Mining: VikramPudi and P. Radha Krishna, Oxford.
3. Data Mining and Analysis - Fundamental Concepts and Algorithms; Mohammed J. Zaki, Wagner Meira, Jr, Oxford
4. Data Warehousing Data Mining & OLAP, Alex Berson, Stephen Smith, TMH.

IV Year - II Semester

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WIRELESS SENSORS AND NETWORKS
(Elective IV)

UNIT I

OVERVIEW OF WIRELESS SENSOR NETWORKS:

Key definitions of sensor networks, Advantages of sensor Networks, Unique constraints an challenges, Driving Applications, Enabling Technologies for Wireless Sensor Networks.

ARCHITECTURES:

Single-Node Architecture - Hardware Components, Energy Consumption of Sensor Nodes, Operating Systems and Execution Environments, Network Architecture -Sensor Network Scenarios, Optimization Goals and Figures of Merit, Gateway Concepts.

UNIT II

NETWORKING Technologies:

Physical Layer and Transceiver Design Considerations, Personal area networks (PANs), hidden node and exposed node problem, Topologies of PANs, MANETs, WANETs.

UNIT-III

MAC Protocols for Wireless Sensor Networks:

Issues in Designing a MAC protocol for Ad Hoc Wireless Networks, Design goals of a MAC Protocol for Ad Hoc Wireless Networks, Classifications of MAC Protocols, Contention - Based Protocols, Contention - Based Protocols with reservation Mechanisms, Contention – Based MAC Protocols with Scheduling Mechanisms, MAC Protocols that use Directional Antennas, Other MAC Protocols.

UNIT-IV

ROUTING PROTOCOLS:

Introduction, Issues in Designing a Routing Protocol for Ad Hoc Wireless Networks, Classification of Routing Protocols, Table –Driven Routing Protocols, On – Demand Routing Protocols, Hybrid Routing Protocols, Routing Protocols with Efficient Flooding Mechanisms, Hierarchical Routing Protocols, Power – Aware Routing Protocols, Proactive Routing

UNIT-V

TRANSPORT LAYER AND SECURITY PROTOCOLS:

Introduction, Issues in Designing a Transport Layer Protocol for Ad Hoc Wireless Networks, Design Goals of a Transport Layer Protocol for Ad Hoc Wireless Networks, Classification of Transport Layer Solutions, TCP Over Ad Hoc Wireless Networks, Other Transport Layer Protocol for Ad Hoc Wireless Networks,

UNIT- VI

SECURITY IN WSNs:

Sensor Node Hardware – Berkeley Motes, Programming Challenges, Node-level software platforms, Node-level Simulators, State-centric programming.

APPLICATIONS of WSN:

S Ultra wide band radio communication, Wireless fidelity systems. Future directions, Home automation, smart metering Applications

TEXT BOOKS:

1. Ad Hoc Wireless Networks: Architectures and Protocols - C. Siva Ram Murthy and B.S.Manoj, 2004, PHI
2. Wireless Ad- hoc and Sensor Networks: Protocols, Performance and Control – Jagannathan Sarangapani, CRC Press
3. Holger Karl & Andreas Willig, “Protocols And Architectures for Wireless Sensor Networks", John Wiley, 2005.

REFERENCES:

1. Kazem Sohraby, Daniel Minoli, & Taieb Znati, “Wireless Sensor Networks- Technology, Protocols, and Applications”, John Wiley, 2007.
2. Feng Zhao & Leonidas J. Guibas, “Wireless Sensor Networks- An Information Processing Approach", Elsevier, 2007.
3. Ad- Hoc Mobile Wireless Networks: Protocols & Systems, C.K. Toh ,1 ed. Pearson Education.
4. Wireless Sensor Networks - C. S. Raghavendra, Krishna M. Sivalingam, 2004, Springer
5. Wireless Sensor Networks – S Anandamurugan , Lakshmi Publications

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IV Year - II Semester

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REAL TIME OPERATING SYSTEMS
(Elective-IV)

UNIT-I: INTRODUCTION TO REAL-TIME OPERATING SYSTEM

OS Services, Process Management, Timer Functions, Event Functions, Memory Management, Device, File and IO Systems Management, Interrupt Routines in RTOS Environment and Handling of Interrupt Source Calls, Real-Time Operating Systems, Basic Design Using an RTOS, RTOS Task Scheduling Models, Interrupt Latency and Response of the Tasks as Performance Metrics, OS Security Issues.

UNIT-II: REAL-TIME OPERATING SYSTEM PROGRAMMING

Basic Functions and Types of RTOS for Embedded Systems, RTOS mCOS-II, RTOS Vx Works, Programming concepts of above RTOS with relevant Examples.
Programming concepts of RTOS Windows CE, RTOS OSEK, RTOS Linux 2.6.x and RTOS RT Linux.

UNIT-III : DESIGN EXAMPLES AND CASE STUDIES OF PROGRAM MODELING WITH RTOS

Case study of embedded system design and coding for an Automatic Chocolate Vending Machine (ACVM) Using Mucos RTOS, digital camera hardware and software architecture,
Case Study of Communication, Robots, Embedded System in Automobile, Case Study of Embedded System for an Adaptive Cruise Control (ACC) System in Car, a Smart Card, Mobile Phone Software for Key Inputs.

UNIT-IV: TARGET IMAGE CREATION

Off-The-Shelf Operating Systems, Operating System Software, Target Image Creation for Window XP Embedded, Porting RTOS on a Micro Controller based Development Board.

UNIT-V: PROGRAMMING IN LINUX

Overview and programming concepts of Unix/Linux Programming, Shell Programming, System Programming. JNTU FAST UPDATES.COM 20

UNIT-VI: PROGRAMMING IN RTLINUX

Overview of RT Linux, Core RT Linux API, Program to display a message periodically, semaphore management, Mutex, Management, Case Study of Appliance Control by RT Linux System.

TEXT BOOKS:

1. Dr. K.V.K.K. Prasad: “Embedded/Real-Time Systems” Dream Tech Publications, Black pad book.
2. Rajkamal: “Embedded Systems-Architecture, Programming and Design”, Tata McGraw Hill Publications, Second Edition, 2008.

REFERENCES:

1. Labrosse, “Embedding system building blocks “, CMP publishers.
2. Rob Williams,” Real time Systems Development”, Butterworth Heinemann Publications.

IV Year - II Semester	L	T	P	C
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NETWORK SECURITY AND CRYPTOGRAPHY
(Elective – IV)

OBJECTIVES:

- In this course the following principles and practice of cryptography and network security are covered:
- Classical systems, symmetric block ciphers (DES, AES, other contemporary symmetric ciphers)
- Public-key cryptography (RSA, discrete logarithms),
- Algorithms for factoring and discrete logarithms, cryptographic protocols, hash functions, authentication, key management, key exchange, signature schemes,
- Email and web security, viruses, firewalls, digital right management, and other topics.

UNIT- I:
Basic Principles
Security Goals, Cryptographic Attacks, Services and Mechanisms, Mathematics of Cryptography.

UNIT- II:
Symmetric Encryption
Mathematics of Symmetric Key Cryptography, Introduction to Modern Symmetric Key Ciphers, Data Encryption Standard, Advanced Encryption Standard.

UNIT- III:
Asymmetric Encryption
Mathematics of Asymmetric Key Cryptography, Asymmetric Key Cryptography

UNIT- IV:
Data Integrity, Digital Signature Schemes & Key Management
Message Integrity and Message Authentication, Cryptographic Hash Functions, Digital Signature, Key Management.

UNIT -V:
Network Security-I
Security at application layer: PGP and S/MIME, Security at the Transport Layer: SSL and TLS

UNIT -VI:
Network Security-II
Security at the Network Layer: IPSec, System Security

TEXT BOOKS:

1. Cryptography and Network Security, Behrouz A Forouzan, DebdeepMukhopadhyay, (3e) Mc Graw Hill.
2. Cryptography and Network Security, William Stallings, (6e) Pearson.
3. Everyday Cryptography, Keith M.Martin, Oxford.

REFERENCE BOOKS:

1. Network Security and Cryptography, Bernard Meneges, Cengage Learning.

OUTCOMES:

- To be familiarity with information security awareness and a clear understanding of its importance.
- To master fundamentals of secret and public cryptography
- To master protocols for security services
- To be familiar with network security threats and countermeasures
- To be familiar with network security designs using available secure solutions (such asPGP, SSL, IPSec, etc