

R.V.COLLEGE OF ENGINEERING (Autonomous Institution Affiliated to VTU, Belagavi) R.V. Vidyaniketan Post, Mysore Road Bengaluru – 560 059



## Scheme and Syllabus of III & IV Semesters (Autonomous System of 2018 Scheme)

# Master of Technology (M.Tech) in SOFWARE ENGINEERING

## DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING

### R V COLLEGE OF ENGINEERNG, BENGALURU-560 059 (Autonomous Institution Affiliated to VTU, Belagavi) DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING M.Tech in INFORMATION TECHNOLOGY

	THIRD SEMESTER CREDIT SCHEME						
Sl.				Credit Allocation			
No.	Course Code	Course Title	BoS	L	Т	Р	Total Credits
1	18MSE31	Social Network Analysis	IS	4	1	0	5
2	18 MSE 3EX	Elective 6	IS	4	0	0	4
3	18 MSE 33	Internship	IS	0	0	5	5
4	18 MSE 34	Dissertation Phase I	IS	0	0	5	5
	Total	number of Credits		08	01	10	19
	Total Nu	mber of Hours / Week					

	FOURTH SEMESTER CREDIT SCHEME						
SI.	Course Code	Course Title	BoS	Credit Allocation			
No.				L	Т	Р	Total Credits
1	18MSE41	Dissertation Phase II	IS	0	0	20	20
2	18MSE42	Technical Seminar	IS	0	0	2	2
	Total number of Credits			0	0	22	22
	<b>Total Number of Hours / Week</b>						

	Sem	ester: III	
		work Analysis	
~			
	e Code: 18MSE31	CIE Marks: 100 SEE Marks: 100	
Credits: L:T:P:S: 4:1:0:0 SEE Marks: 100   Hours: 36L+12T SEE Duration: 3Hrs			
	e Learning Objectives:	SEE Duration. SHI'S	
	List basic principles behind network analys	sis algorithms	
	Acquire essential knowledge of network ar	6	
	Apply real world data with examples from		
4 I	Engage in critical thinking regarding the ap	oplicability of social network theory to vario	us
5	sociological phenomena.		
	<b>_</b>	T */ T	
Cosial		Jnit-I	07 Hrs
	Network Analysis: History, Concepts, a		0/ Hrs
	uction, SNA Definition and features, The l		
	f History, Basic Concepts and Research o	i SINA: Design, Theorization, and Data	
Proces	-		
	Network Analysis:		
	s network analysis?, Development of Soc	ial Network, Key concepts and measures	
in netw	vork analysis		
0.11		nit — II	
	e Identities and Social Networking:		07 Hrs
	action, Background on Digital Identities, F	0	
-	Identity, Information and Threats in Socia		
	ering Sets of Key Players in Social Netw		
	ation Theory in SNA, Methods for Discov	ering Sets of Key Players, Discovering	
Sets of	Key Players Using Entropy Measures		
		nit -III	
	tralized Online Social Networks:		07 Hrs
	-	or Decentralizing OSNs, General Purpose	
	s, Specialized Application Centric DOSNs	•	
	standing and Predicting Human Behavi		
	action, User Data Management, Inference a	and Distribution, Enabling New Human	
Experi	ences, The Social Enabler, Applications		
		nit –IV	
	ty and Privacy in Online Social Networl		08 Hrs
		grity, and Availability, Attack Spectrum	
and Co	ountermeasures.		
-	izing Targeting of Intrusion Detection S	-	
Introdu	action, Background, Epidemic Propagation	in Social Networks.	
Securi	ty Requirements for Social Networks:		
Introdu	action, Context, Threats, and Incidents, Tw	vo patterns	
		nit –V	
Visual	ization and applications of social netwo	rks :	07 Hrs
Graph	theory , Centrality , Clustering ,Node-	Edge Diagrams , Matrix representation ,	
Visuali	izing online social networks, Visualiz	ing social networks with matrix-based	
represe	entations, Matrix and Node-Link Diagra	ms, Hybrid representations , Applications	
~	networks, Community welfare, Collabora	ation networks Co-Citation networks	

#### R.V. College of Engineering - Bengaluru-560059

Course	Course Outcomes: After completing the course, the students will be able to		
<b>CO1:</b>	Comprehend basic notation, concepts and terminology used in network science.		
<b>CO2:</b>	Visualize, Analyze, summarize and compare different networks and its security.		
CO3:	Use relevant tools to analyze real world networks		
CO4:	Use advanced network analysis methods to perform empirical investigations of network data.		

Refere	ence Books
1	"Social Networks and the Semantic Web", Peter Mika, First Edition, Springer. ISBN-13: 978-0-387-71000-6
2	"Handbook of Social Network Technologies and Applications", BorkoFurht, 1st Edition, , 2010, Springer, ISBN 978-1-4419-7141-8
3	"Computational Social Network Analysis- Trends, Tools and Research Advances", Ajith Abraham ,Aboul-Ella Hassanien, Springer, ISBN 978-1-84882-228-3
4	Social Network Data Analytics, Charu C. Aggarwal, 2014, Springer; ISBN 978-1-4419- 8462-3

#### Scheme of Continuous Internal Evaluation (CIE); Theory (100 Marks):

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of two quizzes are conducted and each quiz is evaluated for 10 marks adding up to 20 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The three tests are conducted for 50 marks each and the sum of the marks scored from three tests is reduced to 50 marks. A minimum of two assignments are given with a combination of two components among 1) Solving innovative problems 2) Seminar/new developments in the related course 3) Laboratory/ field work 4) mini project.

#### Total CIE is 20+50+30 = 100 marks.

#### Scheme of Semester End Examination (SEE) for 100 marks:

		Semester: III				
	Mobile Application Development					
		(Elective)				
Cou	rse Code: 8MIT3E1/18MSE3E1	CIE Marks: 100				
Crec	Credits: L:T:P:S: 4:0:0:0 SEE Marks: 100					
Hou	Hours: 36L+12T SEE Duration: 3Hrs					
Cou	Course Learning Objectives:					
1	1 Comprehend the knowledge on essentials of mobile application development.					
2	Demonstrate the basic and advanced features of Android technology.					
3	Develop the skills in designing and building mobile applications using Android platform.					
4	Create debug and publish innovative mobile applications using Android platform					

Unit-I	
Essentials For Mobile Application Development	10 Hrs
Background about mobile technologies, Overview of Android, Android architecture,	
Android for mobile application development, Android development Framework – Android	
SDK, Emulators / Android AVD Android Project Framework, Setting up development	
environment, Running android app, Dalvik Virtual Machine & .apk file extension, android	
debug bridge. Fundamentals: Basic Building blocks - Activities, Services, Broadcast	
Receivers & Content providers, UI Components - Views & notifications, Components for	
communication -Intents & Intent Filters, Android API levels (versions & version names)	
Unit – II	1
Android UI Architecture & UI Widgets	09 Hrs
Application context, Intents, Activity life cycle, Supporting different devices, multiple	
screen sizes, Fundamental Android UI design – Layouts, Drawable resources, UI widgets,	
Notification, Toasts, Menu, Dialogs, Lists & Adapters, Building dynamic UI with	
fragments.	
Unit -III	
Data Storage, Services & Content Providers	10
Data Storage, Services & Content Froviders	10 Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions,	10 Hrs
	10 Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions,	10 Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication.	10 Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service,	10 Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication.	10 Hrs 10Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. <b>Unit –IV</b> Advanced Android Building apps with Multimedia, Building apps with Graphics & Animations, Building apps	
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. Unit –IV Advanced Android Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud,	
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. Unit –IV Advanced Android Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services.	
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. Unit –IV Advanced Android Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. Unit –V	10Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. <b>Unit –IV</b> <b>Advanced Android</b> Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. <b>Unit –V</b> <b>Testing, Debugging &amp; Deployment of Android Application</b>	
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. <b>Unit –IV</b> <b>Advanced Android</b> Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. <b>Unit –V</b> <b>Testing, Debugging &amp; Deployment of Android Application</b> Role and use of Dalvik Debug Monitor Server (DDMS), adb tool, How to debug Android	10Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. <b>Unit –IV</b> <b>Advanced Android</b> Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. <b>Unit –V</b> <b>Testing, Debugging &amp; Deployment of Android Application</b> Role and use of Dalvik Debug Monitor Server (DDMS), adb tool, How to debug Android application, Use of Step Filters, Breakpoints, Suspend and Resume, How to use LogCat,	10Hrs
Saving Data, Interacting with other Applicationss, Working with system permissions, Applications with content sharing, Shared Preferences, Preferences activity, Files access, SQLite database, Threads, Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication. <b>Unit –IV</b> <b>Advanced Android</b> Building apps with Multimedia, Building apps with Graphics & Animations, Building apps with Location Based Services and Google maps, Building apps with Connectivity & Cloud, Sensors, Bluetooth, Camera, Telephony Services. <b>Unit –V</b> <b>Testing, Debugging &amp; Deployment of Android Application</b> Role and use of Dalvik Debug Monitor Server (DDMS), adb tool, How to debug Android	10Hrs

Course	e Outcomes: After completing the course, the students will be able to
CO1:	Comprehend the basic features of Android Platform and the Application Development
	Process. Acquire familiarity with basic building blocks of Android Application and its
	architecture.
<b>CO2:</b>	Apply and explore the basic framework, usage of SDK to build apps incorporating Android
	features in developing mobile applications.
<b>CO3:</b>	Demonstrate proficiency in coding on a mobile programming platform using advanced
	Android technologies like multimedia, involving the sensors and hardware features of the
	phone.
<b>CO4:</b>	Demonstrate proficiency in testing, debugging and deployment of Android applications.

Refere	ence Books
1	Android Programming, Phillips, Stewart, Hardy and Marsicano, 2nd edition, 2015; Big Nerd Ranch Guide; ISBN-13 978-0134171494
2	Professional Android 2 Application Development; Reto Meier; 1st Edition; 2012; Wiley India Pvt.ltd; ISBN-13: 9788126525898
3	Beginning Android 3; Mark Murphy; 1st Edition; 2011; A press Springer India Pvt Ltd.; ISBN-13: 978-1-4302-3297-1
4	Android Programming – Pushing the limits by Hellman; Eric Hellman; Wiley; 2013; ISBN 13: 978-1118717370

#### Scheme of Continuous Internal Evaluation (CIE); Theory (100 Marks):

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of two quizzes are conducted and each quiz is evaluated for 10 marks adding up to 20 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The three tests are conducted for 50 marks each and the sum of the marks scored from three tests is reduced to 50 marks. A minimum of two assignments are given with a combination of two components among 1) Solving innovative problems 2) Seminar/new developments in the related course 3) Laboratory/ field work 4) mini project.

#### Total CIE is 20+50+30 = 100 marks.

#### Scheme of Semester End Examination (SEE) for 100 marks:

	Semester: III					
	Web Intelligence					
	(Theory)					
Cou	rse Code: 8MSE3E2			CIE Marks: 1	100	
Crea	lits: L:T:P:S: 4:0:0:0			SEE Marks: 1	100	
Hou	Hours: 36L+12T SEE Duration: 3Hrs		s			
Cou	rse Learning Objectives:					
1	To understand different issues	and approaches	related to web	Intelligence.		
2	2 To learn various web mining techniques with applications like Web Content Mining, Web		lining, Web			
	Structure Mining and Web Usage Mining.					
3	<b>3</b> To learn the application of web services in Ubiquitous Computing.					
4	4 To explore the fundamental concepts on knowledge representation and Ontological					
	Engineering.					

Unit-I	
Introduction to Web Intelligence:	08 Hrs
What is Web Intelligence?, Benefits of Intelligent Web, Ingredients of Web Intelligence,	
Topics of Web Intelligence, Related Technologies.	
Information Retrieval: Document Representation, Retrieval Models, Evaluation of	
Retrieval Performance	
Unit – II	
Semantic Web:	08 Hrs
The Layered-Language Model, Metadata and Ontologies, Ontology Languages for the	
Web. Data Mining Techniques: Classification and Association, Clustering	
Unit -III	
Web Usage Mining:	08 Hrs
Web-Log Processing, Analyzing Web Logs, Applications of Web Usage Mining,	
Clustering of Web Users, Classification Modeling of Web Users, Association Mining of	
Web Usages, Sequence-Pattern Analysis of Web Logs	
Unit –IV	
Web Content Mining:	07 Hrs
Web Crawlers, Search Engines, Personalization of Web Content, Multimedia	
Information Retrieval	
Unit –V	
Web Structure Mining:	08 Hrs
Modeling Web Topology, PageRank Algorithm, Hyperlink-Induced Topic Search	
(HITS), Random Walks on the Web, Social Networks, Reference and Index Pages	

Course	Course Outcomes: After completing the course, the students will be able to		
<b>CO1:</b>	Inspect the models of information retrieval, semantic webs, search engines, and web mining.		
<b>CO2:</b>	Apply data mining tools to develop projects in web mining and information retrieval.		
CO3:	Gain the knowledge of fundamental concepts on knowledge representation and Ontological		
	Engineering.		
<b>CO4:</b>	Apply of Web Intelligence on the Social Web		

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Reference Books		
1	Building an Intelligent Web: Theory and Practice. Akerkar, R. & Lingras, P. (2008). Jones	
	and Bartlett Publishers, Sudbury, Massachusetts. ISBN-13: 978-0-7637-4137-2	
2	Data Mining: Practical Machine Learning Tools and Techniques. Witten, Ian H. & Frank, E.	
2	2 <sup>nd</sup> Edition, 2005, Morgan Kaufman. ISBN 0120884070, 9780120884070	
3	Advanced Techniques in Web Intelligence – 1, Juan D.Vel´asquez and Lakhmi C. Jain (Eds.):	
	Sep-2010, Springer,.	
4	Evolution of the Web in Artificial IntelligenceEnvironments, RichiNayak, NikhiIchalkaranje,	
4	Lakhmi C. Jain: 2008, Springer.	

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#### Total CIE is 20+50+30 = 100 marks.

#### Scheme of Semester End Examination (SEE) for 100 marks:

Semester: III					
Natural Language Processing					
Course Code: 8MSE3E3		CIE Marks: 100			
Credits: L:T:P:S: 3:0:0:0		SEE Marks: 100			
Hours: 36L+12T		SEE Duration: 3Hrs			
Course Learning Objectives:					
1	Demonstrate sensitivity to linguist	tic phenomena and an ability to model them with formal			
	grammars.				
2	Train and evaluate empirical NLP	systems			
3	Manipulate probabilities, construc	t statistical models over strings and trees, and estimate			
	parameters using supervised and u	insupervised training methods			
4	Design, implement, and analyze N	ILP algorithms			

Unit-I			
Overview and Language Modeling:	10 Hrs		
Overview: Origins and challenges of NLP-Language and Grammar-Processing Indian			
Languages- NLP Applications -Information Retrieval. Language Modeling: Various			
Grammar- based Language Models - Statistical Language Model			
Accessing Text Corpora Accessing Text Corpora, Conditional Frequency Distributions			
Unit – II			
Processing Raw Text :	09 Hrs		
Accessing Text from the Web and from Disk, Strings: Text Processing at the Lowest Level			
Text Processing with Unicode, Regular Expressions for Detecting Word Patterns, Useful			
Applications of Regular Expressions, Normalizing Text ,Regular Expressions for			
Tokenizing Text, Segmentation, Formatting: From Lists to Strings			
Unit -III	l		
Categorizing and Tagging Words :	10 Hrs		
Using a Tagger, Tagged Corpora, Mapping Words to Properties Using Python Dictionaries			
Automatic Tagging, N-Gram Tagging, Transformation-Based Tagging, How to Determine			
the Category of a Word			
Learning to Classify Text :			
Supervised Classification, Further Examples of Supervised Classification, Evaluation,			
Decision Trees, Naive Bayes Classifiers and other machine Learning models.			
Unit –IV			
Extracting Information from the text :	10 Hrs		
Information Extraction, Chunking, Developing and Evaluating Chunkers, Recursion in	10 1115		
Linguistic Structure, Named Entity Recognition, Term weighting, Inverse document			
frequency, Residual inverse document frequency			
Analyzing Sentence Structure :			
Some Grammatical Dilemmas, What's the Use of Syntax?, Context-Free Grammar, Parsing			
with Context-Free Grammar, Dependencies and Dependency Grammar, Grammar			
Development.			
Unit –V			
Analyzing the Meaning of words and Sentences :	09 Hrs		
The semantics of English sentences, Representing Meaning, Semantic Analysis, Lexical	07 1115		
semantics, Word-sense disambiguation, Supervised – Dictionary based and Unsupervised			
Approaches, Compositional semantics, Semantic Role Labelling and Semantic Parsing			
Applications of NLP- Spell-checking, Summarization			
Information Retrieval- Vector space model, term weighting, homonymy, polysemy,			
synonymy, improving user queries.			
Machine Translation– Overview.			
	I		

Course Outcomes: After completing the course, the students will be able to		
CO1:	Understand the approaches to syntax and semantics in Natural Language Processing, the	
	various types of language processors, the elements of formal language theory, the types of	
	grammar, and the computational morphology.	
<b>CO2:</b>	Understand the basic parsing technique for context-free grammars, the data structures and	
	algorithms for parsing, and the approaches to ambiguity resolution.	
CO3:	Apply the fundamental algorithms and techniques in the area of Natural Language Processing.	
<b>CO4:</b>	Comprehend and compare different natural language models.	

Reference Books		
1	"Artificial Intelligence (SIE)", Kevin Night and Elaine Rich, Nair B., McGraw Hill- 2008.	
2	"Introduction to AI and ES", Dan W. Patterson, 2007, Pearson Education.	
3	"Introduction to Expert Systems", Peter Jackson, 3rd Edition, 2007, Pearson Education.	
4	"Artificial Intelligence", Deepak Khemani , Tata McGraw Hill Education 2013.	

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