

**SYLLABUS PRESCRIBED FOR  
TWO YEAR P.G. DEGREE COURSE IN  
MASTER OF ENGINEERING (FULL TIME)  
COMPUTER SCIENCE & ENGINEERING**

**FIRST SEMESTER**

**1RMEF1/1RME1 ADVANCED COMPUTER ARCHITECTURE**

- Unit I:** Fundamentals: Technology & Computer usage trends, costs, Performance measurements. Quantitative principles of Computer design. Concepts of memory hierarchy. Instruction set architectures. Memory addressing. Operations in the instruction set. Encoding. Role of compilers. DLX architecture.
- Unit II:** Pipelining: Basic principles & DLX. Various hazards: Pipelines, data, control hazards. Implementation issues. Multicycle operations. Crosscutting issues. Instruction set design and pipelining. MIPS R4000 pipeline architecture.
- Unit III:** Advanced pipeline and instruction - level parallelism: concepts & challenges. Data hazards & dynamic scheduling. Dynamic Hardware prediction. Compiler support for ILP. Hardware support for parallelism. Studies of ILP. Power PC620.
- Unit IV:** Memory- hierarchy design : Basics of caches, Reducing cache miss & hit time. Main memory. Virtual memory. Protections Examples of virtual memory. Issues in the design of memory hierarchies. Alpha APX 21064 Memory hierarchy.
- Unit V:** Storage Systems: Types of storage devices, Buses & their types, performance I/O performance measures. Reliability, Availability and RAID. Interfacing to an Operating system. Designing an I/O system. Unix file system performance.
- Unit VI:** Interconnection networks: Introduction & basic concepts, Computer connection to interconnection network. Interconnection network media. Practical issues. Examples of interconnection networks. Issues for interconnection networks. Internet working. An ATM network of workstation.

**Text Book:**

Hennessy J.L. & Patterson D.A."Computer Architecture : A Quantitative Approach" 2/e (Harcourt Asia).

**Reference Books:**

- Hayes J.P., "Introduction to Computer Architecture", (McGraw Hill)).
- Tenarbaum A. S., "Computer Organisation and Architecture", (PHI).
- Hwang K., "Advanced Computer Architecture", (McGraw Hill).
- Hamacher V.C, "Computer Organization", (McGraw Hill).

**1RMEF2/1RME2**

**ALGORITHMIC**

- Unit I:** Introduction: Mathematical Notations, Proof techniques, Elementary algorithmics, Efficiency of algorithms : Examples. Asymptomatic notations: conditional asymptomatic notations. Notation with several parameters. Operations on asymptomatic notations.
- Unit II:** Algorithm analysis: Analysing control structures. Examples. Average-case analysis. Amortized analysis. Solving recurrences. Review of data structures: Arrays, Stacks, Queries, Records & Pointers, Lists, Graphs, Trees, Associative tables, Heaps.
- Unit III:** Greedy Algorithms: Some characteristics, Graphs: Minimum spanning trees, Shortest paths. The knapsack problem, Scheduling, Divide & Conquer : Introduction - general template, Binary search, sorting, median finding & matrix multiplication. Exponentiation. Cryptograph.
- Unit IV:** Dynamic programming: Examples, Principle of optimality, Knapsack problem & shortest paths. Chained matrix multiplication, Recursion, Memory function. Graphs: Traversing trees. Depth-first-search : Directed & undirected graphs : Breadth-first-search. Back tracking. Branch-and-Bound. Minimax principle.
- Unit V:** Probability algorithms: Introduction, pseudorandom generation. Numerical probabilistic algorithms. Monte Carlo algorithms. Las Vegas algorithms. Parallel algorithms: Basic techniques. Work & efficiency. Examples. Parallel evaluations of expressions. Parallel sorting networks & parallel sorting.
- Unit VI:** Computational complexity. Introduction. Information-theoretic arguments. Adversary arguments. Linear reduction, Introduction to NP-completeness. Heuristic algorithms. Approximate algorithms. NP-hard approximation problems. Approximation schemes.

**Text Book:**

G. Brassard, P.Brattley, "Fundamentals of Algorithmics", (PHI).

**Reference Books:**

- Horowitz & Sahni, "Fundamentals of Algorithms", (Galgotia).
- Aho, Ullman, "Analysis & Design of Computer Algorithms", (Addison-Wesley).
- Donald E.Knuth, "The Art of Computer Programming", Vol.I, Vol.II, Vol.III, (Addison-Wesley).

**1RMEF3/1RME3      OPERATING SYSTEM DESIGN**

- Unit-I:** Introduction to OS Internals. Overview of OS and Kernel, Linux and classic UNIX kernels. Kernel Source tree. Process management in Linux: Process descriptor and task structure, process creation, implementation of threads, process termination, process scheduling.
- Unit-II:** Process Scheduling in Linux: The Linux Scheduling Algorithm, Preemption and Context Switching, Real-Time, Scheduler-Related System Calls, System Calls: Handler, Implementation and Context. Interrupts and Interrupt Handlers.
- Unit-III:** Kernel Synchronization in Linux: Critical Regions and Race Conditions, Locking, Deadlocks, Contention and Scalability. Kernel Synchronization Methods: Spin Locks, Semaphores, Completion Variables. Preemption Disabling.
- Unit-IV:** Time Management in Linux: Kernel Notion of Time, Hardware Clocks and Timers, The Timer Interrupt Handler, Delaying Execution. Memory Management in Linux: pages, zones, kmalloc, vmalloc, slab layer allocator, statically allocating on the stack, high memory mapping. Per-CPU Allocations.
- Unit-V:** The Virtual File System in Linux: common file system interface, file abstraction layer, UNIX file system, VFS, dentry object, Super block object, file object, data structure associated with file systems and with a process. The Block I/O Layer and I/O Scheduler in Linux.
- Unit-VI:** The Process Address Space, the Memory Descriptor, Memory Areas, Page Tables. The Page Cache and Page Write back: Page Cache, Radix Tree, Buffer Cache. Linux Kernel Modules: Building, installing, Loading and managing. Portability in Linux.

**Text Book:**

Robert Love, “Linux Kernel Development” Pearson Education, (2/e).

**Reference Books:**

- i. Daniel Bovet, “Understanding the Linux Kernel” O’Reilly Publications 2/e.
- ii. Rubini and J. Corbet . “Linux Device Drivers.” O’Reilly and Associates, 2001.
- iii. Mosberger & Eranian. “IA-64 Linux Kernel: Design & Implementation” PHI.
- iv. McKusick & Neil . “The FreeBSD Operating System” Addison-Wesley, 2004.

**1RMEF4/3RME1      EXPERT SYSTEM DESIGN**

- Unit I:** Introduction to Expert Systems, An Overview of Artificial Intelligence, Knowledge Representation: Principles and techniques, STRIPS planner, Subgoaling in MYCIN, Evaluating and comparing expert Systems.
- Unit II:** Rule Based Systems: Canonical systems, Production systems for problem solving, Conflict resolution. Associative Nets and Frame Systems: Graphs, trees and networks, The rise of associative networks, Representing typical objects and situations. Object-oriented analysis and design for expert systems.
- Unit III:** Representing Uncertainty: Sources of uncertainty, Expert systems and probability theory, Vagueness and possibility, The uncertain state of uncertainty. Knowledge Acquisition: Theoretical analyses of knowledge acquisition, Expert system shells, Knowledge acquisition methods, Knowledge-based knowledge acquisition.
- Unit IV:** Heuristic Classification (I): Classifications of expert system tasks, Classification problem solving, Classification versus construction. Heuristic Classification (II): Mapping tools to tasks, Heuristic classification in MUD and MORE, Making strategy more explicit.
- Unit V:** Hierarchical Hypothesize and Test: Managing complexity, Structured objects in CENTAUR, Model-based reasoning in INTERNIST, TDE as knowledge engineering workbench. Constructive Problem Solving (I): Motivation and overview, A case study: R1/XCON, Elicitation, evaluation and extensibility.
- Unit VI:** Tools for Building Expert Systems: Overview of expert systems tools, Expert System Shells, High-level programming languages, potential implementation problems, More maxims on expert system development. Truth Maintenance Systems: Keeping track of dependencies, Revising propositional theories, Nonmonotonic justifications, Maintaining multiple contexts.

**Text Book:**

Peter Jackson, “Introduction to Expert systems”, Pearson Education, 3<sup>rd</sup> Edition, 2003.

**Reference Books:**

1. J. L. Ermine, “Expert Systems: Theory and Practice”, Prentice Hall, 2003.
2. Hayes Roth, “Handbook of Expert System Design” (Addison-Wesley).

3. D. W. Patterson, "Artificial Intelligence & Expert Systems" (PHI).
4. Donal A. Waterman, "A Guide to Expert systems", Pearson Education, 2001.
5. E. Turban, "Expert Systems and Applied Artificial Intelligence", Macmillan, 2004.

### **1RMEF5/3RME2 DATABASE PROCESSING**

**Unit I:** Introduction to Database Processing, File Processing Systems, Definition of Database. The Entity-Relationship (E-R) Model: Element of the E-R Model, E-R Diagrams, Examples, Database as Models of Models. The Semantic Object Model: Semantic Objects, Creating Data Models with Semantic Objects, Types of Objects, Comparison of the Semantic Object and the E-R Model.

**Unit II:** The Relational Model and Normalization: The Relational Model, normalization, First through Fifth Normal Forms, Domain Key Normal Forms, The Synthesis of Relations, Multi-Value Dependencies, Iteration, Optimization.

**Unit III:** Database Design using Entity-Relationship Models: Transformation of Entity Relationship Models into Relational Database Designs, Example Design. Trees, Networks. Database Design with Semantic Object Models: Transformation of Semantic Objects into Relational Database Design, Sample Objects.

**Unit IV:** Defining Relational Data, Relational Data manipulation, Relational Algebra. SQL: Querying a Single Table, Querying Multiple Tables, Exist and Not Exists, Changing Data. Database Application Design: Creating, Reading, Updating and Deleting View Instances, Form Design, Report Design, Enforcing Constraints, Security and Control, Application Logic.

**Unit V:** Managing Multi-User Databases: Database Administration, Concurrency Control, Database Security, and Database Recovery. Managing Database with Oracle: Creating an Oracle Database, Application Logic, Data Dictionary, Concurrency Control, Oracle Security, Backup and Recovery.

**Unit VI:** Networks, Multi-Tier Architecture, and XML: Network Environments, Multi-Tier Architecture, XML-Extensible Markup Language. ODBC, OLE DB, ADO. The Web Server Data Environment, Open Database Connectivity (ODBC) Standard, JDBC, JSP with reference to databases.

#### **Text Book:**

David M. Kroenke: Database Processing- Fundamentals, Design and Implementation, 8<sup>th</sup> Edition (PHI).

#### **Reference Books:**

1. C.J. Date: Database Processing, (Addison Wesley).
2. R. Ramakrishnan: Database Management Systems, (McGraw Hill).
3. R Elmasri and S B. Navathe: Fundamentals of Database Systems, 2<sup>nd</sup> Edition.(Wiley)
4. Korth and Silberschatz " Database Processing Concepts" (McGraw Hill).

### **1RMEF6/3RME3 EXPERT SYSTEM DESIGN-LAB.**

At least eight experiments must be performed which will include at least one experiments on each Unit.

### **1RMEF7/3RME4 DATABASE PROCESSING-LAB.**

At least eight experiments must be performed which will include at least one experiments on each Unit.

### **SECOND SEMESTER**

### **2RMEF1/2RME1 COMPUTER COMMUNICATION NETWORKS**

**Unit I:** The need for speed and quality of service. Advanced TCP/IP and ATM Networks. The need for a protocol architecture. The TCP/IP protocol architecture. The OSI model. Internetworking, TCP, UDP, Ipv6.

**Unit II:** Packet-switching networks. Frame relay networks. ATM protocol architecture. ATM logical connections. ATM cells. ATM service categories. ATM Adaptation Layer (AAL). The emergence of high-speed LANs. Ethernet. Fibre channel. Wireless LANs.

**Unit III:** Overview of probability and Stochastic processes. Probability. Random variables. Stochastic processes. Queuing analysis. Why queuing analysis. Queuing models. Single-server queues. Multiserver queues. Queues with priorities. Networks of queues. Other queuing models. Estimating model parameters. Self-similarity. Self-similar data traffic. Examples of self-similar data traffic. Performance implications of self-similarity.

**Unit IV:** Congestion control in data networks and internets. Effects of congestion. Congestion and control. Traffic management. Congestion control in Packet-Switching networks. Frame relay congestion control. The need for flow and error control. Link control mechanisms. ARQ performance. TCP flow control. TCP congestion control performance of TCP over ATM.

**Unit V:** Overview of graph theory and least-cost paths. Elementary concepts of graph theory. Shortest path length determination. Internet routing principles. Distance-Vector protocol. RIP. Link-State protocol. OSPF. Path-Vector protocols. BGP and IDRP. Multicasting.

**Unit VI:** Integrated Services Architecture (ISA). Queuing discipline. Random early detection. Differentiated services. Real-Time traffic. Resource Reservation : RSVP. Multiprotocol label switching. Real-Time Transport Protocol (RTP).

**Text Books:**

Willam Stallings - High Speed Networks and Internets - Performance and Quality of Service, 2nd Ed., (Pearson Education).

**Reference Books:**

1. Andrew S. Tanenbaum - Computer Networks, 4th Ed., Pearson Education.
2. James F. Kurose, Keith W. Ross - Computer Networking: A Top-Down Approach Featuring the Internet.
3. William Stallings - Data and Computer Communications, 7th Ed., Pearson Education.
4. Andrew S. Tanenbaum - Computer Networks, 4th Ed., Pearson Education.

**2RMEF2/2RME2 ADVANCED COMPILING TECHNIQUES**

**Unit I:** Symbol-Table Structure: Storage Classes, Visibility, and Lifetimes, Symbol Attributes and Symbol-Table Entries, Local Symbol-Table Management, Global Symbol-Table Structure, Storage Binding and Symbolic Registers, Approaches to Generating Loads and Stores.

**Unit II:** Intermediate Representations: Issues in Designing an Intermediate Language, High-Level, Medium-Level and Low-Level Intermediate Languages, Multi-Level Intermediate Languages, Sample Intermediate Languages: MIR, HIR, and LIR, Representing MIR, HIR and LIR. ICAN Naming of Data Structures, Routines to Manipulate Intermediate Code.

**Unit III:** Run-Time Support: Data Representations and Instructions, Register Usage, The Local Stack Frame, The Run-Time Stack, Parameter-Passing Disciplines, Procedure Prologues, Epilogues, Calls, and Returns, Code Sharing and Position-Independent Code, Symbolic and Polymorphic Language Support.

**Unit IV:** Producing Code Generators Automatically: Introduction, need and applications to Automatic production of Code Generators, a Syntax-Directed Technique. Introduction to Semantics-Directed Parsing, Tree Pattern Matching and Dynamic Programming.

**Unit V:** Control-Flow Analysis: Various Approaches, Depth-First Search, Preorder Traversal, Post order Traversal, Breadth-First Search, Dominators and Post dominators, Loops, Strongly Connected Components, Reducibility, Interval Analysis, Control Trees, Structural Analysis.

**Unit VI:** Data-Flow Analysis: Basic Concepts, Taxonomy of Data-Flow Problems, Solution Methods: Iterative, Lattices of Flow Functions

and Control-Tree-Eased. Structural Analysis, Interval Analysis, Du-Chains, Ud-Chains, Webs, SSA Form. Dealing with Arrays, Structures, and Pointers. Automating Construction of Data-Flow Analyzers.

**Text Book:**

Steven S. Muchnick, "Advanced Compiler Design Implementation" (Harcourt Asia- Morgan Kaufman).

**Reference Books:**

1. Aho, Sethi, Ullman, "Compilers: Principles Techniques and Tools" (Pearson).
2. D. M. Dhamdhere, "Compiler Construction" (2/e), Macmillan.
3. Cooper & Torczon, "Engineering a Compiler" Elsevier.
4. K C. Loudon, "Compiler Construction: Principles and Practice" Cengage.

**2RMEF3/4RME1**

**REAL-TIME SYSTEMS**

**Unit-I:** Typical Real-time applications, Hard versus Soft Real-time systems: Jobs and Processors, Release Times, Deadlines and Timing Constraints, Hard and Soft Timing Constraints, Hard Real-time systems, Soft Real-time systems. A Reference Model of Real-time system: Processors and Resources, Temporal Parameters of Real-time Workload, Periodic Task Model, Precedence Constraints and Data Dependency, Other types of Dependencies, Functional Parameters, Resource Parameters of Jobs and Parameters of Resources, Scheduling Hierarchy.

**Unit II:** Commonly used approaches to Real-time Scheduling: Clock driven Approach, Weighted Round-Robin Approach, Priority Driven Approach, Dynamic versus Static Systems, Effective Release Times and Deadlines, Optimality of the EDF and LST Algorithms, Non optimality of the EDF and LST Algorithms, Challenging in Validating Timing Constraints in Priority-Driven Systems, Off-Line versus On-Line Scheduling.

**Unit III:** Clock-Driven Scheduling: Notation and Assumptions, Static, Timer Driven Scheduler, General Structure of Cyclic Schedules, Cyclic Executives, Improving the Average Response Time of Aperiodic Jobs, Scheduling Sporadic Jobs, Practical Consideration and Generalizations, Algorithms for Constructing Static Schedules, Pros and Cons of Clock-Driven Scheduling.

**Unit IV:** Priority-Driven Scheduling of Periodic Tasks: Static Assumption, Fixed-Priority versus Dynamic-Priority Algorithms, Maximum Schedulable Utilization, Optimality of the RM and DM Algorithms, A Schedulability Test for Fixed-Priority Tasks with Short Response Times, Schedulability Test for Fixed-Priority

Tasks with Arbitrary Response Times, Sufficient Schedulability Conditions for the RM and DM Algorithms.

**Unit V:** Scheduling Aperiodic and Sporadic Jobs in Priority-Driven Systems: Assumption and Approaches, Deferrable Servers, Sporadic Servers, Constant Utilization, Total Bandwidth, and Weighted Fair Queuing Servers, Scheduling of Sporadic Jobs, Real-time Performance for Jobs with Soft Timing Constraints.

**Unit VI:** Resources and Resource Access Control: Effects of Resource Contention and Resource Access Control, Nonpreemptive Critical Sections, Basic Priority-Inheritance Protocol, Basic Priority-Ceiling Protocol, Stack-Based Priority-Ceiling (Ceiling-Priority) Protocol, Use of Priority-Ceiling Protocol in Dynamic-Priority Systems, Preemption-Ceiling Protocol, Controlling Accesses to Multiple-Unit Resources.

**Text Book:**

Jane W.S. Liu: Real-Time Systems, (Pearson Education).

**Reference Books:**

1. R Buhr and D Bailey "Introduction to Real-Time Systems" (Addison Wesley).
2. C. M. Krishna and K. G. Shin: Real-Time Systems, (McGraw-Hill), 1997.
3. Phillip A. Laplante: "Real-Time Systems Design and Analysis" (Wiley India).
4. K.V.K. Prasad "Embedded Real -Time Systems" (Wiley- India/ Dreamtech).

**2RMEF4/4RME2**

**ELECTIVE  
(1) MOBILE COMPUTING**

**Unit I:** Characteristics, Fundamentals and Infrastructure of cellular system, Satellite system, Network protocol, Ad Hoc and sensor network, Wireless MAN's, LAN's and PAN's.  
Mobile Ratio Propagation: Types of Radio waves, Propagation mechanism, Free space propagation, Land propagation, Path loss, Slow fading, Fast fading, Doppler effect, Delay spread, Coherence Bandwidth, Inter symbol and Co-channel Interferences.

**Unit II:** Cellular Concept: Cell area, Signal strength and cell parameter, Capacity of a cell, Frequency reuse, Cluster, Co-channel Interference, Cell Splitting, Cell sectoring. Channel allocation: Static allocation verses Dynamic allocation, fixed channel allocation (FCA), Dynamic channel allocation, Hybrid channel

allocation (HCA), Allocation in specialized system structure, System Modeling.

**Unit III:** Mobile communication systems: Cellular system infrastructure, Registration, Handoff parameter and underlying support Roaming support, Multicasting, Security and privacy, Firewall and system security. Existing wireless system: AMPS, IS-41, GSM, IMT-2000.

**Unit IV:** Ad hoc And sensor network: Characteristic of MANET, Applications, Routing, Table – driven routing protocol, Source initiated On- demand Routing, Hybrid protocol, Wireless sensor network, Fixed wireless sensor networks.

**Unit V:** Wireless MANs, LANs and PAN's: Wireless metropolitan area networks (WMANs), Wireless Local Area networks (WLANs), and Wireless Personal Area networks (WPANs), Recent Advances, Introduction, and Ultra –wideband technology.

**Unit VI:** Multimedia services requirement, Push –to-talk (PTT) technology, Mobility and resources management for Integrated system, Multicast in Wireless networks, Directional and smart antennas, Design issue in sensor networks, Bluetooth network, Low - power design, XML, Threat and security issue..

**Text Book:**

Agrawal D P and Zeng Q A, "Introduction to Wireless and Mobile Systems", (CENGAGE) (2/e).

**Reference Books:**

1. Jochen Schiller, "Mobile Communication", (Pearson Education) Second Edition.
2. C.K. Toh, "Ad Hoc Mobile Wireless Networks: Protocols & Systems", (Pearson Edu.)
3. Rajkamal, "Mobile Computing" (Oxford University Press).
4. George A, "Mobile Ad Hoc Networks: From Wireless LANs to 4G Networks" (TMH).

**2RMEF4/4RME2**

**ELECTIVE  
(2) NETWORK SECURITY**

**UNIT-I Introduction:** Security, Attacks, Computer criminals, Method of Defense

**Cryptography:** Substitution ciphers, Transpositions, Symmetric and asymmetric systems, cryptanalysis, data encryption standard (DES) AES Encryption algorithms Public Key Cryptography, RSA Algorithms, Uses of Encryptions.

**UNIT-II Program Security:** Secure programs, Non-malicious program errors, Computer Viruses and Other malicious code, Targeted malicious code, controls against program threats.

**UNIT-III Operating System Security:** Protected Objects and methods of protection, Memory address protection, Control of access to general objects, File protection Mechanism, User Authentication:  
Authentication basics, Password, Biometrics,

**UNIT-IV Trusted Operating System, Security Policies, models of Security, Trusted Operating System, Design, Design elements , security features of ordinary and Trusted Operating System, Kernelised design , separation , virtualizations , Layered design , typical OS Flows assurance method , Open Source Evolutions**

**UNIT-V Database Security:** Security requirements for Database , Reliability and integrity, sensitive data, interface, multilevel database, Proposals for multilevel security : separations , design of Multilevel secure databases , Trusted Front-end Practical issues

**UNIT-VI Networks Security:** Threats in networks, Network security controls, Firewalls Intrusion detection systems, Secure E-mail.  
**Administrating Security:** Planning, Risk Analysis, Organization security policies, Physical security

**Text Book:**

C.P. Pfleeger and S.L.Pfleeger, “Security in Computing”, Pearson Education (LPE)

**Reference Books:**

1. Stallings, “Cryptography and Network Security:” Pearson Education (LPE)
2. Matt Bishop, “Computer Security: Art and Science”, Pearson Education
3. Kaufman, Perlman, Speciner, “Network Security” PHI.
4. Eric Malwald, “Network Security: A Beginner’s Guide”, TMH

**2RMEF4/4RME2 ELECTIVE  
(3) COMPUTER VISION & IMAGE PROCESSING**

**Unit-I:** Introduction to image processing, computer vision. Digitized images: basic concepts, image digitization, sampling, and quantization, digital image properties. Data structures for image analysis: traditional data structures and hierarchical data structures.

**Unit-II:** Image pre-processing: pixel brightness transformation, geometrical transformation, local pre-processing, image smoothing, edge detection, scaling, parametric edge models, multi-spectral images, adaptive neighborhood pre-processing, image restoration.

**Unit-III:** Image Segmentation: Thresholding, threshold detection methods, optimal thresholding, Edge-based segmentation, edge image thresholding, edge relaxation, border tracing and detection, Hough transforms, region-based segmentation and matching.

**Unit-IV:** Shape: Region identification, contour-based shape representation and description, region-based shape representation and description, shape classes. Object recognition: knowledge representation, statistical pattern recognition, syntactic pattern recognition.

**Unit-V:** Image Understanding: parallel, serial processing and hierarchical control, bottom-up, model-based and combined control strategies, point distribution models, contextual image classification, scene labeling & constraint propagation, semantic region growing.

**Unit-VI:** Linear discrete image transforms: Fourier, Hadamard, Discrete Cosine and Wavelets. Applications of these transforms. Image data compression: predictive methods, vector quantization, Hierarchical, progressive compression. JPEG & MPEG image compression.

**Text Book:**

Sonka M, Hlavac H, Boyle R, “Image Processing, Analysis, and Machine Vision”, (2/e) Brooks/Cole Thomson Learning.

**Reference Books:**

1. Gonzalez and Woods, “Digital Image Processing” (2/e) Pearson Education.
2. Forsyth, “Computer Vision” Pearson Education.
3. Chanda and Majumdar, “Digital Image Processing and Analysis” PHI.
4. Horn B K P, “Robot Vision” MIT Press, Cambridge, MA.

**2RMEF5/4 RME 3 TECHNICAL PAPER WRITING**

**2RMEF6/2RME3 SEMINAR**

**2RMEF7/2RME4 ADVANCED COMPILING TECHNIQUES-LAB.**

At least eight experiments must be performed which will include at least one experiments on each Unit.

**2RMEF8/4 RME 4 REAL TIME SYSTEMS- LAB.**

At least eight experiments must be performed which will include at least one experiments on each Unit.

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**THIRD SEMESTER**

**3RMEF1 SEMINAR AND DISSERTATION**

**FOURTH SEMESTER**

**4RMEF1 SEMINAR AND DISSERTATION**

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TWO YEAR P.G DEGREE COURSE IN  
MASTER OF ENGINEERING (FULL TIME)  
INFORMATION TECHNOLOGY  
SEMESTER PATTERN  
SEMESTER : FIRST**

**1NMEF1 OPERATING SYSTEM CONFIGURATION**

- Unit-I: Introduction to OS Internals. Overview of OS and Kernel, Linux and classic UNIX kernels. Kernel Source tree. Process management in Linux: Process descriptor and task structure, process creation, implementation of threads, process termination, process scheduling.
- Unit-II: Process Scheduling in Linux: The Linux Scheduling Algorithm, Preemption and Context Switching, Real-Time, Scheduler-Related System Calls, System Calls: Handler, Implementation and Context. Interrupts and Interrupt Handlers.
- Unit-III: Kernel Synchronization in Linux: Critical Regions and Race Conditions, Locking, Deadlocks, Contention and Scalability. Kernel Synchronization Methods: Spin Locks, Semaphores, Completion Variables. Preemption Disabling.
- Unit-IV: Time Management in Linux: Kernel Notion of Time, Hardware Clocks and Timers, The Timer Interrupt Handler, Delaying Execution. Memory Management in Linux: pages, zones, kmalloc, vmalloc, slab layer allocator, statically allocating on the stack, high memory mapping. Per-CPU Allocations.
- Unit-V: The Virtual File System in Linux: common file system interface, file abstraction layer, UNIX file system, VFS, dentry object, Super block object, file object, data structure associated with file systems and with a process. The Block I/O Layer and I/O Scheduler in Linux.
- Unit-VI: The Process Address Space, the Memory Descriptor, Memory Areas, Page Tables. The Page Cache and Page Write back: Page Cache, Radix Tree, Buffer Cache. Linux Kernel Modules: Building, installing, Loading and managing. Portability in Linux.

**Text book :**

Robert Love, "Linux Kernel Development" Pearson Education, 2/e.

**Reference Books:**

- i. Daniel Bovet, "Understanding the Linux Kernel" O'Reilly Publications 2/e.