

## B.Tech in Computer Science and Engineering (Artificial Intelligence and Machine Learning)

### CURRICULUM FROM SEMESTERS I TO IV

Every course of B. Tech. Programme shall be placed in one of the nine categories as listed in table below.

Sl. No	Category	Code	Credits
1	Humanities and Social Sciences including Management courses	HMC	5
2	Basic Science courses	BSC	26
3	Engineering Science Courses	ESC	22
4	Program Core Courses	PCC	79
5	Program Elective Courses	PEC	15
6	Open Elective Courses	OEC	3
7	Project work and Seminar	PWS	10
8	Mandatory Non-credit Courses (P/F) with grade	MNC	--
9	Mandatory Student Activities (P/F)	MSA	2
	<b>Total Mandatory Credits</b>		<b>162</b>
10	Value Added Course (Optional)	VAC	20

No semester shall have more than five lecture-based courses and two laboratory and/or drawing/seminar/project courses in the curriculum. Semester-wise credit distribution shall be as below:

Sem	1	2	3	4	5	6	7	8	Total
Credits	17	21	22	22	23	23	15	17	160
Activity Points	50				50				---
Credits for Activity					2				2
G. Total									162

**Basic Science Courses:** Maths, Physics, Chemistry, Biology for Engineers, Life Science etc

**Engineering Science Courses:** Engineering Graphics, Programming in C, Basics of Electrical and Electronics Engineering, Basics of Civil and Mechanical Engineering,

Engineering Mechanics, Thermodynamics, Design Engineering, Materials Engineering, Workshops etc.

**Humanities and Social Sciences including Management courses:** English, Humanities, Professional Ethics, Management, Finance & Accounting, Life Skills, Professional Communication, Economics etc

**Mandatory Non-credit Courses:** Environmental Science, Constitution of India/Essence of Indian Knowledge Tradition, Industrial Safety Engineering, Disaster Management etc.

#### Course Code and Course Number

Each course is denoted by a unique code consisting of three alphabets followed by three numerals like **CSL 201**. The first two letter code refers to the department offering the course. CS stands for course in Computer Science & Engineering, course code MA refers to a course in Mathematics, course code ES refers to a course in Engineering Science etc. Third letter stands for the nature of the course as indicated in the following table.

Code	Description
T	Theory based courses (other than lecture hours, these courses can have tutorial and practical hours, e.g., L-T-P structures 3-0-0, 3-1-2, 3-0-2 etc.)
L	Laboratory based courses (where performance is evaluated primarily on the basis of practical or laboratory work with LTP structures like 0-0-3, 1-0-3, 0-1-3 etc.)
N	Non-credit courses
D	Project based courses (Major-, Mini- Projects)
Q	Seminar courses

Course Number is a three digit number and the first digit refers to the Academic year in which the course is normally offered, i.e. 1, 2, 3, or 4 for the B. Tech. Programme of four year duration. Of the other two digits, the last digit identifies whether the course is offered normally in the odd (odd number), even (non-zero even number) or in both the semesters (zero). The middle number could be any digit. CSL 201 is a laboratory course offered in Computer Science and Engineering department for third semester, MAT 101 is a course in Mathematics offered in the first semester, EET 344 is a theory course in Electrical Engineering offered in the sixth semester, PHT 110 is a course in Physics offered both the first and second semesters, EST 102 is a course in Basic Engineering offered by one or many departments in the second semester. These course numbers are to be given in the curriculum and syllabi.

## Departments

Each course is offered by a Department and their two-letter course prefix is given in Table 2

Table 2: Departments and their codes

SL NO	Department	Course Prefix	SL NO	Department	Course Prefix
1	Aeronautical Engg	AO	20	Food Technology	FT
2	Applied Electronics & Instrumentation	AE	21	Humanities	HU
3	Artificial Intelligence	AI	22	Industrial Engg	IE
4	Artificial Intelligence & Data Science	AD	23	Information Technology	IT
5	Automobile	AU	24	Instrumentation & Control	IC
6	Biomedical Engg	BM	25	Mandatory Courses	MC
7	Biotechnology	BT	26	Mathematics	MA
8	Chemical Engg	CH	27	Mechanical Engg	ME
9	Chemistry	CY	28	Mechatronics	MR
10	Civil Engg	CE	29	Metallurgy	MT
11	Computer Science	CS	30	Mechanical (Auto)	MU
12	Computer Science (Artificial Intelligence)	CA	31	Mechanical (Prod)	MP
13	Computer Science (Artificial Intelligence & Machine Learning)	CM	32	Naval & Ship Building	SB
14	Computer Science (Data Science)	CD	33	Physics	PH
15	Computer Science Cyber Security	CC	34	Polymer Engg	PO
16	Electronics & Biomedical	EB	35	Production Engg	PE
17	Electronics & Communication	EC	36	Robotics and Automation	RA
18	Electrical and Computer Engineering	EO	37	Safety & Fire Engg	FS
19	Electrical & Electronics	EE			

**SEMESTER I**

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 101	LINEAR ALGEBRA AND CALCULUS	3-1-0	4	4
B 1/2	PHT 100	ENGINEERING PHYSICS A	3-1-0	4	4
	CYT 100	ENGINEERING CHEMISTRY	3-1-0	4	4
C 1/2	EST 100	ENGINEERING MECHANICS	2-1-0	3	3
	EST 110	ENGINEERING GRAPHICS	2-0-2	4	3
D 1/2	EST 120	BASICS OF CIVIL & MECHANICAL ENGINEERING	4-0-0	4	4
	EST 130	BASICS OF ELECTRICAL & ELECTRONICS ENGINEERING	4-0-0	4	4
E	HUN 101	LIFE SKILLS	2-0-2	4	--
S 1/2	PHL 120	ENGINEERING PHYSICS LAB	0-0-2	2	1
	CYL 120	ENGINEERING CHEMISTRY LAB	0-0-2	2	1
T 1/2	ESL 120	CIVIL & MECHANICAL WORKSHOP	0-0-2	2	1
	ESL 130	ELECTRICAL & ELECTRONICS WORKSHOP	0-0-2	2	1
<b>TOTAL</b>				<b>23/24</b>	<b>17</b>

**SEMESTER II**

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 102	VECTOR CALCULUS , DIFFERENTIAL EQUATIONS AND TRANSFORMS	3-1-0	4	4
B 1/2	PHT 100	ENGINEERING PHYSICS A	3-1-0	4	4
	CYT 100	ENGINEERING CHEMISTRY	3-1-0	4	4
C 1/2	EST 100	ENGINEERING MECHANICS	2-1-0	3	3
	EST 110	ENGINEERING GRAPHICS	2-0-2	4	3
D 1/2	EST 120	BASICS OF CIVIL&MECHANICAL ENGINEERING	4-0-0	4	4
	EST 130	BASICS OF ELECTRICAL & ELECTRONICS ENGINEERING	4-0-0	4	4
E	HUT 102	PROFESSIONAL COMMUNICATION	2-0-2	4	--
F	EST 102	PROGRAMMING IN C	2-1-2	5	4
S 1/2	PHL 120	ENGINEERING PHYSICS LAB	0-0-2	2	1
	CYL 120	ENGINEERING CHEMISTRY LAB	0-0-2	2	1
T 1/2	ESL 120	CIVIL & MECHANICAL WORKSHOP	0-0-2	2	1
	ESL 130	ELECTRICAL & ELECTRONICS WORKSHOP	0-0-2	2	1
<b>TOTAL</b>				<b>28/29</b>	<b>21</b>

NOTE:

1. Engineering Physics A and Engineering Chemistry shall be offered in both semesters. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Engineering Physics A in S1 and Engineering Chemistry in S2 & vice versa. Students opting for Engineering Physics A in a semester should attend Physics Lab in the same semester and students opting for Engineering Chemistry in one semester should attend Engineering Chemistry Lab in the same semester
2. Engineering Mechanics and Engineering Graphics shall be offered in both semesters. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Engineering Mechanics in S1 and Engineering Graphics in S2 & vice versa.
3. Basics of Civil & Mechanical Engineering and Basics of Electrical & Electronics Engineering shall be offered in both semesters. Basics of Civil & Mechanical Engineering contain equal weightage for Civil Engineering and Mechanical Engineering. Slot for the course is D with CIE marks of 25 each and ESE marks of 50 each. Students belonging to branches of AEI, EI, BME, ECE, EEE, ICE, CSE, IT, RA can choose this course in S1.

Basics of Electrical & Electronics Engineering contain equal weightage for Electrical Engineering and Electronics Engineering. Slot for the course is D with CIE marks of 25 each and ESE marks of 50 each. Students belonging to AERO, AUTO, CE, FSE, IE, ME, MECHATRONICS, PE, METALLURGY, BT, BCE, CHEM, FT, POLY can choose this course in S1. Students having Basics of Civil & Mechanical Engineering in one semester should attend Civil & Mechanical Workshop in the same semester and students having Basics of Electrical & Electronics Engineering in a semester should attend Electrical & Electronics Workshop in the same semester.

4. LIFESKILLS

Life skills are those competencies that provide the means for an individual to be resourceful and positive while taking on life's vicissitudes. Development of one's personality by being aware of the self, connecting with others, reflecting on the abstract and the concrete, leading and generating change, and staying rooted in time-tested values and principles is being aimed at. This course is designed to enhance the employability and maximize the potential of the students by introducing them to the principles that underlie personal and professional success, and help them acquire the skills needed to apply these principles in their lives and careers.

5. PROFESSIONAL COMMUNICATION

Objective is to develop in the under-graduate students of engineering a level of competence in English required for independent and effective communication for their professional needs. Coverage: Listening, Barriers to listening, Steps to overcome them, Purposive listening practice, Use of technology in the professional world. Speaking, Fluency & accuracy in speech, Positive thinking, Improving self-expression, Tonal variations, Group discussion practice, Reading, Speed reading practice, Use of extensive readers, Analytical and critical reading practice, Writing Professional Correspondence, Formal and informal letters, Tone in formal writing, Introduction to reports. Study Skills, Use of dictionary, thesaurus etc., Importance of contents page, cover & back pages, Bibliography, Language Lab.

**SEMESTER III**

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 203	DISCRETE MATHEMATICAL STRUCTURES	3-1-0	4	4
B	CST 201	DATA STRUCTURES	3-1-0	4	4
C	CST 203	LOGIC SYSTEM DESIGN	3-1-0	4	4
D	CST 205	OBJECT ORIENTED PROGRAMMING USING JAVA	3-1-0	4	4
E (1/2)	EST 200	DESIGN & ENGINEERING	2-0-0	2	2
	HUT 200	PROFESSIONAL ETHICS	2-0-0	2	2
F	MCN 201	SUSTAINABLE ENGINEERING	2-0-0	2	--
S	CSL 201	DATA STRUCTURES LAB	0-0-3	3	2
T	CSL 203	OBJECT ORIENTED PROGRAMMING LAB (IN JAVA)	0-0-3	3	2
R/M	VAC	Remedial/Minor course	3-1-0	4	4
<b>TOTAL</b>				<b>26*</b>	<b>22/26</b>
* Excluding Hours to be engaged for Remedial/Minor course.					

**SEMESTER IV**

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 216	MATHEMATICAL FOUNDATIONS FOR MACHINE LEARNING	3-1-0	4	4
B	CST 202	COMPUTER ORGANISATION AND ARCHITECTURE	3-1-0	4	4
C	CST 204	DATABASE MANAGEMENT SYSTEMS	3-1-0	4	4
D	CST 206	OPERATING SYSTEMS	3-1-0	4	4
E (1/2)	EST 200	DESIGN & ENGINEERING	2-0-0	2	2
	HUT 200	PROFESSIONAL ETHICS	2-0-0	2	2
F	MCN 202	CONSTITUTION OF INDIA	2-0-0	2	--
S	AIL 202	DATABASE MANAGEMENT SYSTEMS LAB	0-0-3	3	2
T	CSL204	OPERATING SYSTEMS LAB	0-0-3	3	2
R/M/ H	VAC	Remedial/Minor/Honours course	3-1-0	4	4
<b>TOTAL</b>				<b>26*</b>	<b>22/26</b>
* Excluding Hours to be engaged for Remedial/Minor/Honours course.					

**NOTE:**

- Design & Engineering and Professional Ethics shall be offered in both S3 and S4. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Design & Engineering in S3 and Professional Ethics in S4 & vice versa.
- \*All Institutions should keep 4 hours exclusively for Remedial class/Minor course (Thursdays from 3 to 5 PM and Fridays from 2 to 4 PM). If a student does not opt for minor programme, he/she can be given remedial class.



## MINOR

Minor is an additional credential a student may earn if she/he does 20 credits worth of additional learning in a discipline other than her/his major discipline of B. Tech. degree. The objective is to permit a student to customize their Engineering degree to suit their specific interests. Upon completion of an Engineering Minor, a student will be better equipped to perform interdisciplinary research and will be better employable. Engineering Minors allow a student to gain interdisciplinary experience and exposure to concepts and perspectives that may not be a part of their major degree programs.

The academic units offering minors in their discipline will prescribe the set of courses and/or other activities like projects necessary for earning a minor in that discipline. A specialist bucket of 3-6 courses is identified for each Minor. Each bucket may rest on one or more foundation courses. A bucket may have sequences within it, i.e., advanced courses may rest on basic courses in the bucket. She/he accumulates credits by registering for the required courses, and if the requirements for a particular minor are met within the time limit for the course, the minor will be awarded. This will be mentioned in the Degree Certificate as “Bachelor of Technology in xxx with Minor in yyy”. The fact will also be reflected in the consolidated grade card, along with the list of courses taken. If one specified course cannot be earned during the course of the programme, that minor will not be awarded. The individual course credits earned, however, will be reflected in the consolidated grade card.

(i) The curriculum/syllabus committee/BoS shall prepare syllabus for courses to be included in the curriculum from third to eight semesters for all branches. The minor courses shall be identified by M slot courses.

(ii) Registration is permitted for Minor at the beginning of third semester. Total credits required to award B. Tech with Minor is 182 (162 +20)

(iii) Out of the 20 Credits, 12 credits shall be earned by undergoing a minimum of three courses, of which one course shall be a mini project based on the chosen area. They can do mini project either in S7 or in S8. The remaining 8 credits could be acquired through 2 MOOCs recommended by the Board of Studies and approved by the Academic Council or 2 courses from the minor buckets listed here. The classes for Minor shall be conducted along with regular classes and no extra time shall be required for conducting the courses.

(iv) There won't be any supplementary examination for the courses chosen for Minor.

(v) On completion of the program, “Bachelor of Technology in xxx with Minor in yyy” will be awarded if the registrant earn 20 credits from the minor courses.

(vi) The registration for minor program will commence from semester 3 and all the academic units offering minors in their discipline should prescribe set of such courses. The courses shall be grouped into maximum of 5 buckets. The bucket of courses may have sequences within it, i.e., advanced courses may rest on basic courses in the bucket. Reshuffling of courses between various buckets will not be allowed. There is option to skip any two courses listed here and to opt for equivalent MOOC courses approved by the Academic Council. In any case, they should carry out a mini project based on the chosen area in S7 or S8. For example: Students who have registered for **B. Tech Minor in Computer Science and Engineering (Artificial Intelligence and Machine Learning)** can opt to study the courses listed in minor baskets under Computer Science & Engineering Programme.

## HONOURS

Honours is an additional credential a student may earn if she/he opts for the extra 20 credits needed for this in her/his own discipline. Honours is not indicative of a class. The University is providing this option for academically extra brilliant students to acquire Honours. Honours is intended for a student to *gain expertise/get specialized* in an area inside his/her major B. Tech discipline and to enrich knowledge in emerging/advanced areas in the concerned branch of engineering. It is particularly suited for students aiming to pursue higher studies. Upon completion of Honours, a student will be better equipped to perform research in her/his branch of engineering. On successful accumulation of credits at the end of the programme, this will be mentioned in the Degree Certificate as “Bachelor of Technology in xxx, with Honours.” The fact will also be reflected in the consolidated grade card, along with the list of courses taken. If a student is not earning credits for any one of the specified course for getting Honours, she/he is not entitled to get Honours. The individual course credits earned, however, will be reflected in the consolidated grade card.

The courses shall be grouped into maximum of 3 buckets, each bucket representing a particular specialization in the branch. The students shall select only the courses from same bucket in all semesters. It means that the specialization is to be fixed by the student and cannot be changed subsequently. The internal evaluation, examination and grading shall be exactly as for other mandatory courses. The Honours courses shall be identified by H slot courses.

- (i) The curriculum/syllabus committee/BoS shall prepare syllabus for courses to be included in the curriculum from fourth to eight semesters for all branches. The Honours courses shall be identified by H slot courses.
- (ii) Registration is permitted for Honours at the beginning of fourth semester. Total credits required is 182 (162 +20).
- (iii) Out of the 20 Credits, 12 credits shall be earned by undergoing a minimum of three courses, of which one course shall be a mini project based on the chosen area. The remaining 8 credits could be acquired through 2 MOOCs recommended by the Board of studies and approved by the Academic Council or 2 courses from the same bucket as the above 3 courses. The classes for Honours shall be conducted along with regular classes and no extra time shall be required for conducting the courses. The students should earn a grade of ‘C’ or better for all courses under Honours.
- (iv) There won’t be any supplementary examination for the courses chosen for Honours.
- (v) On successful accumulation of credits at the end of the programme, “Bachelor of Technology in xxx, with Honours” will be awarded if overall CGPA is greater than or equal to 8.5, earned a grade of ‘C’ or better for all courses chosen for Honours and there is no history of ‘F’ Grade in the entire span of the B. Tech Course.
- (vi) The registration for Honours program will commence from semester 4 and the all academic units offering Honours in their discipline should prescribe set of such courses. The courses shall be grouped into maximum of 5 buckets, each bucket representing a particular specialization in the branch. The students shall

select only the courses from same bucket in all semesters. It means that the specialization is to be fixed by the student and cannot be changed subsequently. There is option to skip any two courses listed here if required, and to opt for equivalent MOOC courses approved by the Academic Council. In any case, they should carry out a mini project based on the chosen area in S8. For example: Students who have registered for **B. Tech. in Computer Science and Engineering (Artificial Intelligence and Machine Learning) with Honours** can opt to study the courses listed in one of the buckets shown below:

HONOURS BUCKETS												
S E M E S T E R	BUCKET-1				BUCKET-2				BUCKET-3			
	Specialization - Security in Computing				Specialization –Computational Biology				Specialization –Computer Vision			
	CO URS E NO	COURSE NAME	HO UR S	CR ED IT	CO URS E NO	COURSE NAME	HO UR S	CR ED IT	CO UR SE NO	COURSE NAME	HO UR S	CR ED IT
S4	CST 292	NUMBER THEORY	4	4	AIT 294	COMPUTATIO NAL FUNDAMENT ALS FOR BIOINFORMA TICS	4	4	AIT 296	ADVANCED TOPICS IN COMPUTER GRAPHICS	4	4
Note: Name of the specialization shall be mentioned in the Honours Degree to be awarded												



## INDUCTION PROGRAM

There will be three weeks induction program for first semester students. It is a unique three-week immersion Foundation Programme designed specifically for the fresher's which includes a wide range of activities right from workshops, lectures and seminars to sports tournaments, social works and much more. The programme is designed to mould students into well-rounded individuals, aware and sensitized to local and global conditions and foster their creativity, inculcate values and ethics, and help students to discover their passion. Foundation Programme also serves as a platform for the fresher's to interact with their batch-mates and seniors and start working as a team with them. The program is structured around the following five themes:

The programme is designed keeping in mind the following objectives:

- **Values and Ethics:** Focus on fostering a strong sense of ethical judgment and moral fortitude.
- **Creativity:** Provide channels to exhibit and develop individual creativity by expressing themselves through art, craft, music, singing, media, dramatics, and other creative activities.
- **Leadership, Communication and Teamwork:** Develop a culture of teamwork and group communication.
- **Social Awareness:** Nurture a deeper understanding of the local and global world and our place in it as concerned citizens of the world.
- **Physical Activities & Sports:** Engage students in sports and physical activity to ensure healthy physical and mental growth.

