

**MIT- 201 (INFORMATION SECURITY, CODING AND CRYPTOGRAPHY)**

**UNIT-I**

**Information Theory, Probability and Channel:** Introduction, Information Measures, Review probability theory, Random variables, Processes, Mutual Information, Entropy, Uncertainty, Shannon's theorem, redundancy, Huffman Coding, Discrete random Variable. Gaussian random variables, Bounds on tail probabilities.

**UNIT-II**

**Error Control Coding:** Channel Coding: Linear Block Codes: Introduction, Matrix description, Decoding, Equivalent codes, Parity check matrix, Syndrome decoding, Perfect codes Hamming Codes ,Optimal linear codes ,.Maximum distance separable (MDS) codes.

**UNIT-III**

**Cyclic Codes:** Introduction, generation, Polynomials, division algorithm, Matrix description of cyclic codes, burst error correction, Fire Codes, Golay Codes, and CRC Codes. BCH Codes: Introduction, Primitive elements, Minimal polynomials, Generator Polynomials in terms of Minimal Polynomials, Decoding of BCH codes.

**UNIT-IV**

**Coding for Secure Communications:** Review of Cryptography, Introduction, Encryption techniques and algorithms, DES, IDEA , RC Ciphers ,RSA Algorithm ,Diffi-Hellman, PGP, Chaos Functions, Cryptanalysis, Perfect security, Unicity distance, Diffusion and confusion, McEliece Cryptosystem.

**UNIT-V**

**Advance Coding Techniques:**Reed-Solomon codes, space time codes, concatenated codes, turbo coding and LDPC codes (In details), Nested Codes, block (in Details), Convolutional channel. Coding: Introduction, Linear convolutional codes, Transfer function representation & distance properties, Decoding convolutional codes (Soft-decision MLSE, Hard-decision MLSE),

**References:**

1. Rajan Bose "Information Theory, Coding and Cryptography", TMH, 2002.
2. Kishor S. Trivedi "Probability and Statistics with Reliability, Queuing and Computer Science Applications", Wiley India, Second Edition.
3. J.C.Moreira, P.G. Farrell "Essentials of Error-Control Coding", Willey Student Edition
4. San Ling and Chaoping "Coding Theory: A first Course", Cambridge University Press, 2004.
5. G A Jones J M Jones, "Information and Coding Theory", Springer Verlag, 2004.
6. Cole, "Network Security", Bible, Wiley INDIA, Second Addition

**MIT-202 (ADVANCE DISTRIBUTED SYSTEM)**

**UNIT-I**

**Introduction:** Characterization of Distributed Systems - Examples - Resource Sharing and the Web - Challenges - System Models - Architectural and Fundamental Models - Networking and Internetworking - Types of Networks - Network Principles - Internet Protocols – Case Studies.

**UNIT-II**

**Processes And Distributed Objects:** Interprocess Communication - The API for the Internet Protocols - External Data Representation and Marshalling - Client-Server Communication - Group Communication- Case Study - Distributed Objects and Remote Invocation - Communication Between Distributed Objects - Remote Procedure Call - Events and Notifications - Java RMI -Case Study.

**UNIT-III**

**Operating System Issues – I:** The OS Layer - Protection - Processes and Threads - Communication and Invocation –OS Architecture - Security - Overview - Cryptographic Algorithms - Digital Signatures -Cryptography Pragmatics - Case Studies - Distributed File Systems - File Service Architecture - Sun Network File System - The Andrew File System

**UNIT-IV**

**Operating System Issues – II:** Name Services -Domain Name System - Directory and Discovery Services – Global Name Service - X.500 Directory Service - Clocks, Events and Process States - Synchronizing Physical Clocks - Logical Time And Logical Clocks - Global States - Distributed Debugging – Distributed Mutual Exclusion – Elections – Multicast Communication Related Problems.

**UNIT-V**

**Distributed Transaction Processing:** Transactions - Nested Transactions - Locks - Optimistic Concurrency Control - Timestamp Ordering - Comparison - Flat and Nested Distributed Transactions – Atomic Commit Protocols - Concurrency Control in Distributed Transactions – Distributed Deadlocks – Transaction Recovery - Overview of Replication And Distributed Multimedia Systems

**Reference Books:**

1. G Coulouris, J Dollimore, T Kindberg, Distributed Sys Concept- Design, Pearson
2. Sape Mullender, Distributed Systems, Addison Wesley,
3. A Fleishman, Distributed Systems- Software Design and Implementation, S Verlag
4. M.L.Liu, Distributed Computing Principles and Applications, Pearson Education
5. AS Tanenbaum, Maarten van, ,Distibuted System Principles Paradigms, Pearson
6. M Singhal, Niranjana, Shivaratri, Advanced Concept in Operating System, TMH
7. Flynn, Underatanding Operating System, Cengage (Thomson)

**MIT-203 (COMPUTER GRAPHICS & MULTIMEDIA)**

**UNIT- I**

**Introduction to Computer Graphics & Graphics systems:** Overview of computer graphics, Introduction to Raster scan displays, Storage tube displays, refreshing, flickring, interlacing, colour monitors, display processors resolution, working principle of dot matrix, inkjet laser printers, working principles of keyboard, mouse scanner, digitizing camera, track ball , tablets and joysticks, graphical input techniques, positioning techniques, rubber band techniques, dragging etc.

**UNIT- II**

**Geometry and line Generation:** Points, Lines, Planes, Pixels and frame buffers, types of display devices, DDA and Brasenham's Line Algorithms, Brasenham's algorithms for circle generation, algorithm for ellipse generation, character generation, Aliasing and Ant aliasing.

**UNIT-III**

**2-D Transformation:** Translation, Rotation, Scaling, Shearing, Reflection. Inverse Transformation, Homogenous coordinate system, Matrices Transformation, Composite Transformation. Windowing & Clipping: World Coordinate System, Screen Coordinate System, Viewing Transformation, Line Clipping & Polygon Clipping Algorithms

**UNIT -IV**

**3-D VIEWING:** Three -dimensional concepts, 3D display techniques, 3D representation polygon & curved surfaces. Design of curves & surfaces -Bezier's Method, B-spline methods, 3D transformation transition, scaling, composite transformation rotation about arbitrary axis, projections: Parallel & Perspective, Hidden surface and line removal; back face removal, depth buffer and scan line methods.

**UNIT-V**

**Multimedia :**Characteristics of a multimedia presentation , Uses of Multimedia, Text -Types, Unicode Standard ,text Compression, Text file formats, Audio-Components of an audio system, Digital Audio, Digital Audio processing, Sound cards, Audio file formats ,Audio Processing software ,Video-Video color spaces, Digital Video, Digital Video processing, Video file formats.

**Reference Books:**

1. Rogers, "Procedural Elements of Computer Graphics", Tata McGraw Hill
2. Donald Hearn and M.Pauline Baker, "Computer Graphics C Version", Pearson Education, 2003.
3. Prabhat K. Andleigh & Kiran Thakur "Multimedia System Design", PH

**MIT-204 (ARTIFICIAL INTELLIGENCE)**

**UNIT-I**

Meaning and definition of artificial intelligence, various types of production systems, Characteristics of production systems, Study and comparison of breadth first search and depth first search. Techniques, other Search Techniques like hill Climbing, Best first Search. A\* algorithm, AO\* algorithms etc, and various types of control strategies.

**UNIT-II**

Knowledge Representation, Problems in representing knowledge, knowledge representation using propositional and predicate logic, comparison of propositional and predicate logic, Resolution, refutation, deduction, theorem proving, inference, monotonic and non-monotonic reasoning.

**UNIT-III**

Probabilistic reasoning, Baye's theorem, semantic networks, scripts, schemas, frames, conceptual dependency, fuzzy logic, forward and backward reasoning.

**UNIT-IV**

Game playing techniques like minimax procedure, alpha-beta cut-offs etc, planning, Study of the block world problem in robotics, Introduction to understanding and natural languages processing.

**UNIT-V**

Introduction to learning, Various techniques used in learning, introduction to neural networks, applications of neural networks, common sense, reasoning, some example of expert systems.

**Reference Books:-**

1. Rich E and Knight K, "Artificial Intelligence", TMH, New Delhi.
2. Nelsson N.J., "Principles of Artificial Intelligence", Springer Verlag, Berlin.

**MIT-205 (CELLULAR MOBILE SYSTEMS)**

**UNIT-I**

Introduction to cellular mobile systems: Basic cellular system, performance, criteria, Uniqueness of mobile Radio environment, operation of cellular systems, marketing Image of Hexagonal shaped cells, planning of cellular system, Analog cellular systems, digital cellular systems, cell splitting.

**UNIT-II**

Cell coverage for signal & Traffic: Introduction, obtaining the mobile point to point model, Propagation over water or flat open areas, Foliage loss, Propagation in near in distance, long distance Propagation obtain path less from a point to point Prediction model, call-site antenna Heights & Signal coverage calls, mobile to mobile Propagation.

**UNIT-III**

Co channel Interference reduction: Co channel interference , exploring co channel interference area, in a system, Real time co channel interference measurement at mobile radio Transceivers, Decision of an Omni directional antenna system, Design of a directional antenna system,. Lowering the antenna height, reduction of co channel interference by mean of a notech in the tilted antenna Pattern, Power control.

**UNIT-IV**

Frequency management & channel Assignment: Frequency management, Frequency spectrum utilization, set up channels definition of channel assignment, fixed channel assignment, non fixed channel assignment algorithms How to operate north additional spectrum, Traffic & channel assignment, Perception of call blocking from the subscribers.

**UNIT-V**

Handoffs & Dropped calls: Value of Implementing Handoffs, initiation of a hand off, Delaying a handoff, Forced Handoffs, Queuing of Handoffs, power difference handoff , Mobile assisted handoff & soft Handoff, call site Handoff only, intersystem Handoff, introduction to dropped call rate, Formula of Dropped call rate, Finding the values of  $g$  &  $u$ .

**UNIT-VI**

Special topics: Wireless and Mobile Computation – SS7, GSM, CDMA, Mobile IP, Wireless Mobile ATM, Multicast Routing Protocols, Location Management, Mobile Agents, Mobility Management.

**Reference Books:**

1. J. Schiller, Mobile Communication, Pearson Press.
2. Wireless Network, Kaveh Pahalwan
3. Adhoc Networking by Charles E. Perkins, Addison Wisely
4. Mobile cellular Telecommunications by William C.Y. Lee TMH