COMMON POOL OF GENERIC ELECTIVES (GE) COURSES OFFERED BY THE DEPARTMENT

GENERIC ELECTIVES (GE-1)

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Fundamentals of 8085 Microprocessor	**4**	**3**	**-**	**1**	**Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices**	**Working of different logic gates**

Learning Objectives

The Learning Objectives of this course are as follows:

- Various kinds of number systems and their basics.
- Fundamental understanding of the operations of microprocessors
- Assembly language programming
- Interfacing microprocessor with the real world.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Convert various number systems and operations thereof.
- Draw block diagrams after familiarization with internal architecture of 8085 microprocessor, its instruction set and basic programming.
- Write assembly language programs for 8085 microprocessor.
- Acquire skills in memory and peripheral interfacings to solve real world problems..

SYLLABUS OF ELGE-5A **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (11 Hours)

Number systems: Binary, Hexadecimal - Conversion from Binary to Decimal and vice-versa, Binary to Hexadecimal and vice-versa, Decimal to Hexadecimal and vice versa, Addition and Subtraction of Binary Numbers and Hexadecimal Numbers. Subtraction using 2's Complement, Signed Number Arithmetic.

Introduction to Microprocessors: Introduction to Microprocessors, Microcontrollers and Microcomputers, Basic Block Diagram, Speed, Word Size, Memory Capacity, Classification of Microprocessors, Computer languages, Tri-state Logic, Address bus, Data bus and Control bus.

UNIT – II (12 Hours)

Microprocessor 8085: Features, Architecture, Pin Diagram, Block Diagram, Internal Registers, Microprocessor Operations – Microprocessor Initiated Operations, Internal Data and Peripheral or Externally Initiated Operations. Demultiplexing of Multiplexed Address and Data bus, Generation of Control Signals.

Interfacing of Memory Chips: Basic concepts in Memory Interfacing Structures, Address Allocation Technique, Address Decoding Techniques, Memory Map. Interfacing of I/O Devices with 8085, LEDs and Toggle-switches as examples, Memory-Mapped I/O and Peripheral-mapped I/O**.**

UNIT – III (11 Hours)

8085 Instructions: Instruction Set, Instruction Classification, Addressing Modes.

Data Transfer Instructions, Arithmetic Instructions, Increment & Decrement Instructions, Logical instructions, Branch instructions and Machine Control Instructions. Concept of Timing Diagram, Instruction cycle, Machine cycle and T- state. Assembly Language Programming Examples.

UNIT – IV (11 Hours)

Stack Operations: Stack, Subroutine, Call and Return operations, Advanced Subroutine Concepts.

Delay Loops: Looping, Counting and Indexing using Data Transfer, use of Counters. Time Delay Routines, Debugging Counter and Time Delay Programs.

Interrupt Structure of 8085 Microprocessor: Concept of Interrupt Mechanism, Hardware and Software Interrupt of 8085, Interrupts and Vector Locations, RST Instructions, Interrupt Related Instructions, SIM and RIM.

Introduction to Peripheral Programmble Interfacing Devices

Practical component (if any) – Fundamentals of 8085 Microprocessor
(Assembly Language Programming)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Write simple programs to understand the instruction set of 8085 microprocessor.
- Interface various I/O devices with microprocessor.
- Prepare the technical report on the experiments carried out.

LIST OF PRACTICALS (Total Practical Hours – 30 Hours)

1. Program to transfer a block of data.
2. Program for multibyte addition.
3. Program for multibyte subtraction.
4. Program to multiply two 8-bit numbers.
5. Program to divide two 8-bit numbers.
6. Program to search a given number in a given list.
7. Program to generate terms of Fibonacci series.
8. Program to find the square root of an integer.
9. Program to sort numbers in ascending/descending order.

Note: Students shall sincerely work towards completing all the above listed practicals for this course. In any circumstance, the completed number of practicals shall not be less than eight.

Essential/recommended readings

1. Microprocessor Architecture, Programming and Applications with 8085, Ramesh S.Gaonkar - Wiley Eastern Limited- IV Edition.
2. Microprocessor 8085 and Its Interfacing, Sunil Mathur, PHI Learning Pvt. Ltd.

Suggestive readings

1. Fundamentals of Microprocessor & Microcomputer: B. Ram, Dhanpat Rai Publications.
2. Microcomputers and Microprocessors by John E Uffenbeck

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

GENERIC ELECTIVES (GE-2)

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Artificial Intelligence and Machine Learning	**4**	**3**	**-**	**1**	**Class XII passed with Maths/Applied Maths**	**Python Programming fundamentals**

Learning Objectives

Artificial Intelligence (AI) has emerged as one of the most rapidly growing technology sectors in today's time. This fascinating technology area which deals with designing 'machines which can think' is finding widespread application in almost every industrial and domestic sector. Rapid advancement in the field of AI has also led to complete revolution in the other technology areas including Robotics, embedded systems and Internet of Things.

This course will give an opportunity to gain knowledge in some of the fundamental aspects of AI. The main objective of this well-structured classroom program is to cover all the main topics related to designing machines which can replicate human intelligence and its applications in industry, defence, healthcare, agriculture, and other areas. This course will give the students advanced and professional graduate-level foundation in Artificial Intelligence.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Build intelligent agents for search and games
- Solve AI problems through programming with Python
- Learning optimization and inference algorithms for model learning
- Design and develop programs for an agent to learn and act in a structured environment

SYLLABUS OF ELGE-5B Total Hours- Theory: 45 Hours, Practicals: 30 Hours

UNIT – I (11 Hours)

Introduction: Concept of AI, history, current status, scope, Modeling Techniques: Turing Test Approach, Cognitive Modeling Approach, Rational Agent Approach and Laws of Thought Approach, AI System Architecture: Concept of Agent & Environment, Types of Agents: Reactive Agent, Model based Reflex Agent, Omniscient Agent, Goal

Based Agent, Utility based Agent and Learning Agent, Types of Environment, PEAS representation of Intelligent Agents.

UNIT – II (12 Hours)

Problem Solving Agents: AI Problem Formulation, State space representation, Problem Solving Search Algorithms: Uninformed Search Algorithms: Breadth first search, Depth First Search, Depth Limited Search, Uniform Cost Search and Bidirectional Search, Heuristic Search Algorithms: concept of Heuristic Function, Greedy Best First Search and A* search algorithm.
Simple AI problems (such as Water Jug Problem, Maze Problem, 8-Tile Puzzle problem, Traveling Salesman Problem).

UNIT – III (11 Hours)

Game Search Algorithms: Minimax Search Algorithm and Alpha-Beta Pruning.
Probabilistic Reasoning Model: Probability, conditional probability, Bayes Rule, Bayesian Networks- representation, construction and inference, Temporal model: concept of Transition probability, Markov Model and Hidden Markov model.

UNIT – IV (11 Hours)

Introduction to Machine Learning: Overview of types of Machine Learning: Supervised Learning, Unsupervised Learning and Reinforcement Learning. Passive and Active Reinforcement Learning
Markov Decision Process Model: MDP formulation, utility theory, utility functions, value iteration, policy iteration and Q- Learning. Elements of MDP Model, concept of Sequential Decision Processing, Example of MDP Problem: Agent in a grid world

Practical component (if any) – Artificial Intelligence and Machine Learning
(Algorithms to be implemented in Python programming language)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Implement AI algorithms to solve single player puzzles (problems)
- Implement Adversarial (Game search) to design an intelligent game playing system
- Apply Bayesian statistics to apply probabilistic reasoning models
- Analyze the given data sets using basic machine learning algorithms

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. Program to solve the given search tree using Breadth First Search
2. Program to solve the given search tree using Depth First Search
3. Program to solve the given search tree using Depth Limited Search
4. Program to solve the given search tree using Uniform Cost Search
5. Program to solve the given search tree using Greedy Best First Search

6. Program to solve the given search tree using A* Search
7. Program to solve the given game search tree using Minimax Search
8. Program for construction and inference of a Bayesian network
9. Write a Program to perform Regression on given data sets

Note: Students shall sincerely work towards completing all the above listed practicals for this course. In any circumstance, the completed number of practicals shall not be less than eight.

Essential/recommended readings

1. Stuart Russell and Peter Norvig, —Artificial Intelligence: A Modern Approach , 3rd Edition, Prentice Hall
2. Elaine Rich and Kevin Knight, —Artificial Intelligence, Tata McGraw Hill
3. Trivedi, M.C., —A Classical Approach to Artificial Intelligence, Khanna Publishing House, Delhi.
4. Introduction to Machine Learning with Python, by Andreas C. Müller, Sarah Guido, O'Reilly Media, Inc., 2016

Suggestive readings

1. David Poole and Alan Mackworth, —Artificial Intelligence: Foundations for Computational Agents, Cambridge University Press 2010
2. Saroj Kaushik, —Artificial Intelligence, Cengage Learning India, 2011

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.