MACHINE LEARNING
(ACS701)

Objective: To understand the basic building blocks and general principles that allows one to design machine learning algorithms.	
Unit	**Topic**
I	Basic Concepts, Introduction to Machine Learning, Applications of ML, Design Perspective and Issues in ML, Supervised, Unsupervised, Semi-supervised learning with applications and issues, A Formal Learning Model, The Runtime of Learning.
II	Model (or hypothesis) representation, decision boundary, cost function, gradient descent, regularization, Diagnostic: debugging a learning algorithm, evaluating a hypothesis (Model selection), training/validating/testing procedures, diagnosing bias versus variance and vice versa, regularization and bias/variance, learning curves, Accuracy and Error measures: classifier accuracy measures, predictor error measure, evaluating the accuracy of a classifier or predictor, Confusion metric, precision, recall, tradeoff between both, accuracy.
III	Decision Tree : representation, hypothesis, issues in Decision Tree Learning, Pruning, Rule extraction from Tree, Learning rules from Data, Probabilistic classifier: Bayes rule, Maximum Likelihood Estimation, case study, Support Vector Machine, Nearest Neighbor.
IV	Clustering: Unsupervised learning technique, Similarity and Distance Measures, k-means and k-medoids algorithm, optimization objective, random initialization, choosing value of k, EM algorithm Bayesian networks, bag of words classifiers, N-gram models; Markov and Hidden Markov models, Graphical Models, Combining Multiple Learners.
V	Reinforcement Learning: Elements of Reinforcement Learning, Model-Based Learning, Temporal Difference Learning, Generalization, Design and Analysis of Machine Learning Experiments.

References:

1. Ethem Alpaydin, Introduction to Machine Learning, PHI, 2015.
2. H. Witten and E. Frank, Data Mining: Practical Machine Learning Tools and TechniquesMorgan Kaufmann2005.
3. Tom Mitchell, Machine Learning, McGraw-Hill, 1997.

HUMAN COMPUTER INTERFACE
(ACS702)

Objective: The purpose of this course is the study, planning and design of the interaction between people and computers.	
Unit	**Topic**
I	Introduction: The human, The computer, The interaction, Paradigms, Usability of Interactive Systems, Guidelines, Principles, and Theories.
II	Design Process- Interaction design basics, HCI in the software process, Design rules, Implementation support, Evaluation techniques, Universal design, User support.
III	Models and Theories Cognitive models, Socio-organizational issues and stakeholder requirements, Communication and collaboration models,Task analysis, Dialogue notations and design, Models of the system, Modelling rich interaction.
IV	Interaction Styles- Direct Manipulation and Virtual Environments, Menu Selection, Form Filling and Dialog Boxes, Command and Natural Languages, Interaction Devices, Collaboration and Social Media Participation.
V	Design Issues- Quality of Service, Balancing Function and Fashion, User Documentation and Online Help, Information Search, Information Visualization, Outside the Box- Group ware,Ubiquitous computing and augmented realities, Hypertext, multimedia, and the world wide web.

References:

1,Human Computer Interaction by Alan Dix, Janet Finlay , Pearson Education, 2004.
2. Designing the User Interface - Strategies for Effective Human Computer Interaction, by Ben Shneiderman, Pearson Education, 2001.

INDUSTRIAL Training
(ACS751)

Contents: Four weeks of work at industry site
Supervised by an expert at the industry
Students have to maintain a written record of the assignments, progress and accomplishments. They have to submit a report at the end of this training. An oral presentation on their experiences and the knowledge gained during their work.
Mode of Evaluation
Oral viva - voce (50%)
Report (50%)

Machine Learning Lab
(ACS752)

Lab Experiments:

1. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
3. Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.
4. Build an Artificial Neural Network by implementing the Back propagation algorithm and test the same using appropriate data sets.
5. Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
6. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
7. Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.
8. Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.
9. Write a program to implement k-Nearest Neighbor algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.
10. Implement the non-parametric Locally Weighted Regression algorithm in order to fit data points. Select appropriate data set for your experiment and draw graphs.

Project -II
(ACS752)

The object of *Project Work I* is to enable the student to take up investigative study in the broad field of *Computer Science & Engineering*, either fully theoretical/practical or involving both theoretical and practical work to be assigned by the Department on an individual basis or two/three students in a group, under the guidance of a Supervisor. This is expected to provide a good initiation for the student(s) in R&D work. The assignment to normally include:

1) Survey and study of published literature on the assigned topic;
2) Working out a preliminary Approach to the Problem relating to the assigned topic;
3) Conducting preliminary
4) Analysis/Modeling/Simulation/Experiment/Design/Feasibility;
5) Preparing a Written Report on the Study conducted for presentation to the
6) Department;
7) Final Seminar, as oral Presentation before a Departmental Committee.

Project Work II & Dissertation
(ACS851)

The object of *Project Work II & Dissertation* is to enable the student to extend further the investigative study taken up under *EC P1*, either fully theoretical/practical or involving both theoretical and practical work, under the guidance of a Supervisor from the Department alone or jointly with a Supervisor drawn from R&D laboratory/Industry. This is expected to provide a good training for the student(s) in R&D work and technical leadership. The assignment to normally include:

- In depth study of the topic assigned in the light of the Report prepared under *EC P1;*
- Review and finalization of the Approach to the Problem relating to the assigned topic;
- Preparing an *Action Plan* for conducting the investigation, including team work;
- Detailed Analysis/Modeling/Simulation/Design/Problem Solving/Experiment as Needed;
- Final development of product/process, testing, results, conclusions and future Directions;
- Preparing a paper for Conference presentation/Publication in Journals, if possible;
- Preparing a Dissertation in the standard format for being evaluated by the Department;
- Final Seminar Presentation before a Departmental Committee.