SEMESTER-V
DEPARTMENT OF ELECTRONIC SCIENCE
Category I

(B.Sc. Honours in Electronics)

DISCIPLINE SPECIFIC CORE COURSE – 13: Embedded System

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		
Embedded System	4	3	-	1	Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices	Microprocessor (DSC 11, Sem IV)

Learning Objectives

The Learning Objectives of this course are as follows:
This course introduces the student to the fundamental understanding of an embedded system. It is designed to make student familiar with the features, architectures and design issues involved in embedded system. The course focuses both on hardware and software components. Important serial communication protocols are also included. Syllabus covers microcontroller programming in C, which is platform independent.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Describe the fundamental concepts and features related to embedded systems .
- Understand the AVR RISC architecture and Instruction set.
- Interface I/O devices with microcontroller using parallel ports, serial ports, ADC etc.

- Learn the concepts of hardware & software interrupts and Timer
- Design simple embedded systems including their hardware as well as software.

SYLLABUS OF ELDSC-13 **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (11 Hours)
Introduction: Overview of Embedded Systems, Requirements and Applications, Introduction to microcontrollers, Harvard architecture and Von Neumann architecture, RISC and CISC microcontrollers.
AVR Microcontroller: ATMega32 AVR RISC microcontroller architecture, Status Register, General Purpose Register file, Program memory and data memory organisation, Reset sources (Power-on, Brownout & Watchdog Timer).

UNIT – II (11 Hours)
Instruction Set: Addressing Modes, Data Transfer Instructions, Arithmetic and Logic Instructions, Branch Instructions, Bit and Bit-test Instructions, MCU Control Instructions., Introduction to AVR Programming in C, C datatypes, operators for AVR, simple programs for control, loop, arithmetic & logical operations and bit manipulation.

UNIT – III (12 Hours)
Peripheral I: Configuring I/O ports, Pull-up resistors, reading and writing data to I/O ports. Introduction to Interrupts, interrupt vector address and priority, ISR, External Interrupts. Introduction to Timers, Timers as delay generators and event counters, Timer0 modes of operation.

UNIT – IV (11 Hours)
Peripheral II: Analog-to-Digital Converter (ADC), Basics of Serial Communication, Universal Synchronous and Asynchronous serial Receiver and Transmitter (USART), Serial Peripheral Interface (SPI), Two Wire Interface (TWI) / I2C bus.

Practical component (if any) – Embedded System
(Hardware and AVR studio or similar IDE Software)
(Students are required to perform listed experiments and make a Mini Project)

Learning outcomes

The Learning Outcomes of this course are as follows:
- Student will be able to program AVR microcontrollers using AVR studio/similar IDE.

- Learn different interfacing techniques and standards to control various input output devices with the microcontroller.
- Student will be equipped with sufficient knowledge to implement mini projects.

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. (i) Blink LED at a constant rate.
   (ii) Blink LED at linearly increasing rate until the LED appears always on.
2. Use LFSR (linear feedback shift register) based random number generator to generate a random number and display it.
3. To interface 4 Keys with Port A and Port B each. Write a program to read the data from Port A and Port B and display its sum (and other arithmetic & logical operations) on output device.
4. To interface a LED/Buzzer with an o/p pin of AVR microcontroller. Write a program to blink the LED / Beep the Buzzer at (i) a constant rate (ii) linearly increasing rate using Timer.
5. To interface a 4x4 Keypad/push button keys with I/O pins of AVR microcontroller. Write a program to display the number of the key pressed in Binary number format on LED array or decimal number format on 7-segment LED or text display on an LCD or Serial Monitor.
6. To interface a potentiometer with ADC of AVR microcontroller. Write a program to display the dc input voltage on an output device (LED array / 7-segment LED / LCD / Serial Monitor).
7. To control the intensity of an LED/pitch of buzzer using PWM mode of Timer 0.
8. To interface a DC motor or Stepper motor and to write a program to control its speed.

Mini Project
(Any one of the following mini project or on similar concepts incorporating data acquisition from sensors/ input device, data analysis & control and display of result on any output device) (individual project only)

Project Idea 1: Weather Monitoring System -
Input - Temperature, humidity, wind speed etc.
Output - Display instantaneous values, average value, MAX / MIN value and predicted value for the next hour

Project Idea 2: Electronic Voting Machine -
Input - 8 Voting keys, Control Keys (Master Clear, Display Result, etc)
Output - Display device showing instructions, messages and results in accordance to the key pressed

Project Idea 3: Health Monitoring System -
Input – Pulse rate, Blood Pressure, SpO2, etc.
Output - Display device showing results

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 seven and make a Mini Project.

Essential/recommended readings

1. "AVR Microcontroller and Embedded Systems: Using Assembly and C", Muhammad Ali Mazidi, Sarmad Naimi, Sepehr Naimi, PHI,2013
2. "Programming and Customizing the AVR Microcontroller", D V Gadre, McGraw- Hill,2000
3. "Atmel AVR Microcontroller Primer: Programming and Interfacing", Steven F. Barrett, Daniel J. Pack, Morgan & Claypool Publishers,2012
4. "Embedded system Design", Frank Vahid and Tony Givargis, John Wiley, 2002

Suggestive readings

1. "An Embedded Software Primer", David E Simon, Addison Wesley,1999
2. AVR Microcontroller Datasheet, Atmel Corporation, www.atmel.com

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

DISCIPLINE SPECIFIC CORE COURSE – 14: Electromagnetics

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		
Electromagnetics	4	3	-	1	Class XII passed with Physics + Mathematics/ Applied Mathematics + Chemistry OR Physics + Mathematics/ Applied Mathematics + Computer Science/ Informatics Practices	Engineering Mathematics (DSC 7, Sem III)

Learning Objectives

The Learning Objectives of this course are as follows:
The syllabus of the paper is very carefully framed with the objective to well verse the students of the programme about

- Ability to apply knowledge of mathematics in solving electromagnetic problems.
- To understand the concept of electromagnetic waves in low frequency and high frequency applications.
- This paper is the backbone in the development of new integrated devices and applications of electromagnetic principles in various allied disciplines such as communications, microwaves, radar, electromagnetic interference & electromagnetic compatibility, remote sensing and fibre optics.
- Basic laws of electromagnetics required for any student who wants to pursue his career in research

Learning outcomes

The Learning Outcomes of this course are as follows:

- Getting familiar with vector algebra, coordinate system and coordinate conversion
- Understanding electrostatic fields and magnetostatic fields.
- A balanced presentation of static and time-varying fields.

- Physical interpretation of Maxwell's equation and problem solving in different media
- Understanding of propagation of an electromagnetic wave.

SYLLABUS OF ELDSC-14 **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (14 Hours)

Vector Analysis: Scalars and Vectors, Vector Algebra, Rectangular (Cartesian) Coordinate System, Vector Components and Unit Vector, Vector Field, Products, Cylindrical Coordinates, Spherical Coordinates, Differential Length, Area and Volume, Line Surface and Volume integrals, Del Operator, Gradient of a Scalar, Divergence and Curl of a Vector ,Divergence and Stokes Theorem, the Laplacian.

Electrostatic Fields: Coulomb's Law and Electric Field, Electric Potential, Electric Flux Density, Gauss's Law and Applications, Divergence Theorem and Maxwell's First Equation, Electric dipole. Electric Fields in Conductors, Current and Current Density, Continuity of Current, Metallic Conductor. Dielectric materials, Polarization in Dielectrics, Dielectric Constant, Isotropic and Anisotropic dielectrics. Electrostatic Energy, Boundary Condition, Poisson equation and Laplace equation, Uniqueness Theorem.

UNIT – II (10 Hours)

Magnetostatics: Biot Savert's law, Magnetic dipole, Ampere's Circuital Law, Maxwell's Equation, Magnetic Flux and Magnetic Flux Density, Scalar and Vector Magnetic Potentials. Magnetization in Materials and Permeability, Anisotropic materials. Magnetic Energy, Boundary Conditions

UNIT – III (10 Hours)

Time-Varying Fields and Maxwell's Equations: Faraday's Law of Electromagnetic Induction, stationary and moving loop in time varying magnetic field, Displacement Current, Maxwell's Equations in differential and integral form and Constitutive Relations. Time varying potential, Lorentz condition for potential. Wave Equation for Potentials. Time Harmonic Electromagnetic Fields and use of Phasors

UNIT – IV (11 Hours)

Electromagnetic Wave Propagation: The Electromagnetic Spectrum, Wave Equation in a source free isotropic homogeneous media, Uniform Plane Waves propagation in Lossless and Lossy unbounded homogeneous media, Plane Wave Propagation in Good conductor, wave Impedence, Skin Depth and skin effect, Wave Polarization: Linear, elliptical and Circular. Flow of Electromagnetic Power and Poynting Vector.

Practical component (if any) – Electromagnetics
(using Scilab/MATLAB/ any other similar freeware)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Understand the plotting of vectors, and transformation among various coordinate systems in 2D and 3D.
- Understand the graphical representation of scalar and vector fields including gradient, divergence and curl.
- Understand the graphical representation of electric and magnetic fields for various types of charge and current distributions respectively.
- Understand the flow of energy and power associated with electromagnetic waves.

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. Understanding and Plotting Vectors.
2. Point to point and Vector Transformation from Cartesian to cylindrical co-ordinate system and vice versa.
3. Point to point and Vector Transformation from Cartesian to Spherical co-ordinate system and vice versa.
4. Point to point and Vector Transformation from Cylindrical to Spherical co-ordinate system and vice versa.
5. Representation of the Gradient of a scalar field, Divergence and Curl of Vector Fields.
6. Plots of Electric field due to charge distributions.
7. Find the Magnetic field from a given Electric field for a Uniform plane wave.
8. Find a Poynting Vector for a given electromagnetic field at a given point.

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 seven.

Essential/recommended readings

1. Murray. R. Spiegel, Vector Analysis, Schaum series, Tata McGraw Hill (2006)
2. M. N. O. Sadiku, Elements of Electromagnetics, Oxford University Press (2001)
3. D. C. Cheng, Field and Wave Electromagnetics, Pearson Education (2001)
4. J. A. Edminster, Electromagnetics, Schaum Series, Tata McGraw Hill (2006)
5. Introduction to Electrodynamics, D.J. Griffiths, Pearson Education (2012)
6. Electromagnetic Wave and Radiating System, Jordan and Balmain, Prentice Hall (1979)

Suggestive readings

1. N. Narayan Rao, Elements of Engineering Electromagnetics, Pearson Education (2006)
2. W. H. Hayt and J. A. Buck, Engineering Electromagnetics, Tata McGraw Hill (2006)

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

DISCIPLINE SPECIFIC CORE COURSE – 15: Basic VLSI Design

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		
Basic VLSI Design	4	3	-	1	Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices	Semiconductor Devices(DSC 3, Sem I), Digital Electronics(DSC 5, Sem II)

Learning Objectives

The Learning Objectives of this course are as follows:
This course introduces the student to basic principle of MOS Transistor operation, SPICE model, MOS transistor and Inverter layout, CMOS layout, Inverter design, CMOS inverter, inverter characteristics and specifications. Static and Sequential MOS Logic design, pass transistor logic, static & dynamic latches, flip flops, static & dynamic registers, Monostable sequential circuits. MOS memory design, RAM & ROM cells, Logic families performance.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Understand the concept of models of MOS devices and their implementation in designing of CMOS inverter
- Measure the performance parameters like threshold voltage, noise margins, time delays etc.
- Familiarize with the techniques and components involved in combinational MOS circuit designs.
- Describe the various types of semiconductor memories and issues involved in them

SYLLABUS OF ELDSC-15 **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (12 Hours)

Metal Oxide Semiconductor (MOS): Introduction to basic principle of MOS transistor, large signal MOS models (long channel) for digital design. MOS SPICE model, MOS Transistor layout(PMOS and NMOS)

UNIT – II (12 Hours)
MOS Inverter: Inverter principle, Depletion and enhancement load inverters, the basic CMOS inverter, transfer characteristics, logic threshold, Noise margins, Dynamic behaviour, Propagation Delay and Power Consumption.

UNIT – III (11 Hours)
Combinational MOS Logic Design: Static MOS design, Pass Transistor logic, complex logic circuits.
Sequential MOS Logic Design - Static latches, Flip flops & Registers, Dynamic Latches & Registers, Monostable sequential circuits.

UNIT – IV (10 Hours)
Memory Design: ROM & RAM cells design. Dynamic MOS design- Dynamic logic families and performances.
Design for testability: Introduction, Fault types and models, Controllability and observability, AdHoc Testable design techniques, Scan –based techniques.

Practical component (if any) – Basic VLSI Design
(PSpice/other Simulation Software)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Reproduce the characteristics of digital circuits like inverter and other logic gates based on CMOS technology.
- Design the digital circuit components like latches, multiplexers etc.
- Perform experiments and the circuit design and collect and analyse the data
- Prepare the technical report on the experiments carried

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. To plot the (i) output characteristics & (ii) transfer characteristics of an n-channel and p-channel MOSFET.
2. To design and plot the static and dynamic characteristics of a digital CMOS inverter.
3. To design and plot the output characteristics of a 3-inverter ring oscillator.
4. To design and plot the dynamic characteristics of 2-input NAND, NOR, XOR and XNOR logic gates using CMOS technology.
5. To design and plot the characteristics of a 4x1 digital multiplexer using pass-transistor logic.
6. To design and plot the characteristics of a positive and negative latch/master-slave edge triggered registers based on multiplexers.

7. To prepare layout for given logic function and verify it with simulations.
   To measure propagation delay of a given CMOS Inverter circuit.

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 six.

Essential/recommended readings

1. Weste and Eshraghian, —Principles of CMOS VLSI design, Addison-Wesley, 2002.
2. Basic VLSI design: Douglas A Pucknell, Kamran Eshraghian, PHI, 3rd edition

Suggestive readings

1. Kang & Leblebigi —CMOS Digital IC Circuit Analysis & Design- McGraw Hill, 2003.
2. Rabey, —Digital Integrated Circuits Design, Pearson Education, Second Edition, 2003.

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

DISCIPLINE SPECIFIC ELECTIVES (DSE) COURSES OFFERED BY THE DEPARTMENT

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		
Computer Networks	4	3	-	1	Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices	Programming Language (DSC 1, Sem I)/ Algorithm Design and Analysis(DSE 1B, Sem III), Operating System(DSE 2B, Sem IV)

Learning Objectives

The course objectives include learning about computer network organization and implementation, obtaining a theoretical understanding of data communication and computer networks, and gaining practical experience. This course introduces the student to the fundamental understanding of the architecture and principles of today's computer networks. It introduces various protocols and their functionalities. This course will help to understand The Internet and its impact on the computer network architecture**.**

Learning outcomes

The Learning Outcomes of this course are as follows:

- Describing computer network in terms of a layered model.
- Implementing data link, network, and transport layer protocols in a simulated networking environment
- Determine different types of errors and data flow within networks.
- Planning logical sub-address blocks with a given address block.
- Describing the standard protocols involved with the INTERNET, TCP/IP, based communications.

SYLLABUS OF ELDSE-3A **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (11 Hours)

Network Basics and Physical layer: Data Communication- Components, Network topologies, OSI Reference Model, Internet (TCP/IP) Model, Digital Signals, Digital-to-Digital Encoding, Transmission Media- Guided and Unguided, Addressing, Transmission Impairment, Nyquist Bit rate, Shannon Capacity and Line Codling Schemes, Switching-Circuit Switching, Message Switching and Packet Switching, Network Connecting Devices- Repeaters, Hubs, Switches, Bridges, Routers and Gateway.

UNIT – II (12 Hours)

Data Link Layer and MAC: Character and Bit Oriented Framing, Flow and Error Control, Error Detection and Correction Codes- Parity, Hamming Code, Cyclic Redundancy Check and Checksum, Stop and Wait Protocol, Sliding Window Protocol and Piggybacking, Go-Back-N ARQ, Selective Repeat ARQ. Random Access Protocols-ALOHA, CSMA, CSMA/CD, CSMA/CA, Controlled Access Protocols- Reservation, Token Passing and Polling, Channelization Protocols-FDMA, TDMA and CDMA.

UNIT – III (12Hours)

Network Layer: IPV4 Addresses- Classful and Classless, Subnet Addressing, NAT, Datagram Format, Internet Control Protocols- ARP, RARP and ICMP, Routing algorithms - Shortest Path and Distance Vector, Approaches to Congestion Control, IPV4 issues, Need for IPV6,IPv6 Packet Format, IPV6 Unicast and Multicast Addressing

UNIT – IV (10 Hours)

Transport and Application Layer: Transport Services, Connection management, TCP and UDP protocols, Congestion Control and Quality of Service, Application Layer-DNS, FTP, WWW and HTTP.

Practical component (if any) – Computer Networks

(The practical will need to be Simulated on Cisco Packet Tracer or an equivalent platform. All Programming experiments to be done with Python)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Implement a simple network with hubs and switches.
- Understand the various LAN topologies
- Describe how packets are delivered in the Internet.
- Describe what classful addressing scheme is.
- Grasp the error detection and correction algorithms

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. Create a simple network with a switch and two end devices in Cisco Packet Tracer. Configure the PCs, set their IP address and capture Ping from one PC to the other and vice versa.. Mention the uses of PING command.
2. Study Network Commands: tracert, ipconfig and ipconfig/all.
3. Implement MESH/STAR/RING/BUS topology in Packet tracer.
4. Write a program to add a parity bit to a 7 bit data input by a user/ add redundant bits to a 7 bit data using Hamming Code to be implemented at the sender's site.
5. Write a program to detect and correct a single bit error while transmitting a 7-bit Hamming Code word to be implemented on the receiver side.
6. Write a program to implement CRC at the sender's site.
7. Write a program to show Byte and Bit stuffing in a frame.
8. Set a six-computer network with a switch using Packet Tracer and show Unicast and Broadcast addressing.
9. Connect two different networks using a router in Packet tracer and show movement of packets from one to the other.
10. Write a program to determine the class of the given IPV4 Address in Dotted Decimal or Binary Notation.
11. Implement FTP Server in Packet Tracer and show transfer of data.
12. Study HTTP /DNS on the Packet Tracer.

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 eleven.

Essential/recommended readings

1. Behroz A. Forouzan, " Data Communication and Networking", TMH, 5th Edition.
2. A.S.Tanenbaum, " Computer Network", Pearson Education, 4th Edition.

Suggestive readings

1. James Kurose , "Computer Networking: A Top-Down Approach", Pearson Education, 7th Edition.
2. Douglas E. Comer, "Internetworking with TCP/IP Principles, Protocol and Architecture Volume 1" , 6th Edition
3. Peterson and Davis, "Computer Networks: A Systems Approach", Pearson, 5th edition

4. Fall Kevin and W. Richard Stevens , "TCP/IP Illustrated: The Protocols" Volume 1.
5. William Stallings, "Data and Computer Communication", Tenth Edition.

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

DISCIPLINE SPECIFIC ELECTIVES (DSE-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		
Quantum and Spintronics Devices	4	3	-	1	Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices	Semiconductor Devices(DSC 3, Sem I), Engineering Mathematics (DSC 7, Sem III)

Learning Objectives

The objective of the course is to make the students understand the inadequacies of Classical Physics and know the basic postulates of Quantum Mechanics. Spintronics, a portmanteau meaning "spin transport electronics", where both charge and spin degrees of freedom of electrons are employed simultaneously to produce a device with new functionality, is a fascinating and promising field of research. It has the potential to revolutionize the field of electronics. Two physical bases of Spintronics, i.e., GMR and TMR have already been commercialized in read heads of the hard disk drive. It is extremely important and necessary to have a clear concept of spintronics so that students get exposure to such modern-day cutting-edge technology. Students will also learn general concepts about Spin-based quantum computing which is a leading technology for the realization of scalable quantum computers and other sectors too.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Understand the limitation of classical physics and basic concepts of quantum Mechanics
- Understanding the concept of spintronics and spin-orbit
- Comprehend the spin relaxation and transport
- Design the spintronics devices using the laws
- Know the basic principles of various spintronic devices (sensors, memories, etc.)

SYLLABUS OF ELDSE-3B **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (11 Hours)

Introduction to Quantum Mechanics: Inadequacies of Classical physics, Wave-particle duality, de Broglie waves, Schrödinger equation, expectation values, Uncertainty principle.

Basics of Quantum Mechanics: Solutions of the one-dimensional Schrödinger equation for a free particle, particle in a box, particle in a finite well. Reflection and transmission by a potential step and by a rectangular barrier. Basic understating of the Linear algebra of quantum computing.

UNIT – II (12 Hours)

History & Background of spintronics : GMR, Datta-Das, Spin relaxation, Spin injection, Spin detection

Electron Spin in Solids: Quantum Mechanics of spins, Pauli equation, Spin-Orbit coupling, Zeeman splitting, Current density, Magnetization, Bloch states with SO coupling, Electronic structure of GaAs, Dresselhaus and Rashba spin splitting, Optical orientation and spin pumping, Stern-Gerlach experiments with electron spins, Detection of free electron spin

UNIT – III (11 Hours)

Transport in magnetic materials and Spin injection: Materials for spin electronics, Nanostructures for spin electronics, Spin-polarized transport, Electrochemical potential, Spin accumulation, Spin diffusion, FN junction, Rashba formalism of linear spin injection, Equivalent circuit model, Silsbee-Johnson spin-charge coupling

UNIT – IV (11 Hours)

Spintronic Devices: Datta-Das spin-FET, P-N junctions, Magnetic bipolar diode, Magnetic bipolar transistor, Magnetic tunneling devices, MRAM, New memory technologies

Practical component (if any) – Quantum and Spintronics Devices
Hardware and Simulation-Based Lab Experiments
(Scilab/MATLAB/SPICE/Verilog A)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Perform lab experiment on splitting of atomic energy levels under magnetic field by Zeeman Effect
- Perform simulations to under spin phenomenon using transport and magnetic elemental modules using Scilab/MATLAB/SPICE/Verilog A

- Extending use of elemental modules to build Spin Circuit Models for complex structures

LIST OF PRACTICALS (Total Practical Hours – 30 Hours)

1. Study of Zeeman Effect

Simulation using Transport and Magnetic Elemental Modules to understand Spin Phenomenon and build Spin Circuit Models using Scilab/MATLAB/SPICE/Verilog A (https://nanohub.org/groups/spintronics) for the following

2. Non Magnet
3. Ferromagnet
4. Magnetic Tunnel Junction
5. Rashba Spin Orbital
6. Giant Spin Hall Effect
7. Spin Pumping
8. Pure Spin Conductor
9. Magnetic Coupling

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. Beiser, Concepts of Modern Physics, McGraw-Hill Book Company (1987)
2. Sadamichi Maekawa, —Concepts in Spin Electronics, Oxford University Press (2006).
3. Bandyopadhyay S, Cahay M. Introduction to Spintronics. CRC press; 2015.

Suggestive readings

1. Isaac Chuang and Michael Nielsen, Quantum Computation and Quantum Information, Cambridge University Press, 2000.
2. Supriyo Bandyopadhyay and Marc Cahay, Introduction to Spintronics, CRC press, 2008

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

DISCIPLINE SPECIFIC ELECTIVES (DSE-3)

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		
Telecommunication Switching Systems and Networks	**4**	**3**	**-**	**1**	**Class XII passed with Physics + Mathematics/Applied Mathematics + Chemistry OR Physics + Mathematics/Applied Mathematics + Computer Science/Informatics Practices**	**Principles of Communication System(DSC 12, Sem IV)**

Learning Objectives

The Learning Objectives of this course are as follows:

- To introduce and develop a conceptual understanding of telecommunication networks.
- To develop an understanding of basic traffic engineering and get familiar with the basics of modern telephone networks and data networks.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Understand the basics of various Switching Systems.
- Learn in detail about Time Division Switching.
- Understand the basics of Traffic Engineering.
- Learn the fundamentals of Data Networks.
- Understand the functionality of Telephone Networks and gain familiarity with ISDN.

SYLLABUS OF ELDSE-3C **Total Hours- Theory: 45 Hours, Practicals: 30 Hours**

UNIT – I (11 Hours)

Introduction: Evolution of Telecommunications, Simple Telephone Communication, Manual Switching System, Major Telecommunication Networks, Strowger Switching System, Crossbar Switching.

Electronic Space Division Switching: Stored Program Control, Centralized SPC, Distributed SPC, Enhanced Services, Multi-stage Switches.

UNIT – II (12 Hours)

Time Division Switching: Time Multiplexed Space Switching, Time Multiplexed Time Switching, Combination Switching, Three-stage Combination Switching, *n*-stage Combination Switching.

Traffic Engineering: Network Traffic Load and Parameters, Grade of Service and Blocking Probability, Modelling Switching Systems, Incoming Traffic and Service Time Characterization, Introduction to Blocking Models, Loss Estimates and Delay Systems.

UNIT – III (11 Hours)

Data Networks: Block diagram, features and working of EPABX systems. Data Transmission in PSTNs, Data Rates in PSTNs, Modems, Switching Techniques for Data Transmission, Circuit Switching, Store and Forward Switching. Data Communication Architecture, ISO-OSI Reference Model, Link to Link layers, Physical Layer, Data Link Layer, Network Layer, End to End Layers, Transport Layer, Session Layer, Presentation Layer, Satellite Based Data Networks, LAN, Metropolitan Area Network, Fibre Optic Networks, and Data Network Standards.

UNIT – IV (11 Hours)

Telephone Networks and ISDN: Subscriber Loop Systems, Switching Hierarchy and Routing, Transmission Plan, Transmission Systems, Numbering Plan, Charging Plan, Signalling Techniques, Inchannel Signalling, Common Channel Signalling, Cellular Mobile Telephony.

Integrated Services Digital Networks (ISDN): ISDN services, Network and Protocol Architecture, Transmission Channels.

Practical component (if any) – Telecommunication Switching Systems and Networks *(MATLAB/SCILAB /Any other softwares)*

Learning outcomes

The Learning Outcomes of this course are as follows:

- To learn about the various switching networks.
- To learn about traffic in the context of Telecommunication Network.
- To design and study a Local Area Network.

LIST OF PRACTICALS (Total Practical Hours – 30 Hours)

1. Simulation of Basic Switching Systems.

2. Simulation of TDMA.
3. Simulation of basic traffic parameters.
4. Simulation of PCM.
5. To study and perform TDM-PCM.
6. Study of EPABX System and its features
7. Study of LAN Trainer Kit.
8. Study of Optical Fiber Communication System.

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 seven.

Essential/recommended readings

1. Thiagarajan Viswanathan, Manav Bhatnagar, 'Telecommunication Switching Systems and Networks', Prentice Hall of India Learning Pvt. Ltd., 2015
2. J. E Flood, 'Telecommunications Switching, Traffic and Networks', Pearson Education, 2006
3. John C Bellamy, Digital Telephony, John Wiley International Student Edition, 3rd Edition, 2000
4. Tomasi, Introduction to Data Communication and Networking, Pearson Education, 1st Edition, 2007

Suggestive readings

1. Behrouz A. Forouzan, Data Communications and Networking, TMH, 2nd Edition, 2002

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

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.