



St. Joseph's Research Institute

St. Joseph's University

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**Ph.D. (COMPUTER SCIENCE)
SYLLABUS FOR ENTRANCE EXAMINATION
(2024 ONWARDS)**

UNIT – 1: COMPUTER SYSTEM ARCHITECTURE

Digital Logic Circuits and Components: Digital Computers, Logic Gates, Boolean Algebra, Map Simplifications, Combinational Circuits, Flip-Flops, Sequential Circuits, Integrated Circuits, Decoders, Multiplexers, Registers and Counters, Memory Unit.

Data Representation: Data Types, Number Systems and Conversion, Complements, Fixed Point Representation, Floating Point Representation, Error Detection Codes, Computer Arithmetic - Addition, Subtraction, Multiplication and Division Algorithms.

Register Transfer and Microoperations: Register Transfer Language, Bus and Memory Transfers, Arithmetic, Logic, and Shift Microoperations.

Basic Computer Organization and Design: Stored Program Organization and Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Memory-Reference Instructions, Input-Output, Interrupt.

Programming the Basic Computer: Machine Language, Assembly Language, Assembler, Program Loops, Subroutines, Input-Output Programming.

Microprogrammed Control: Control Memory, Address Sequencing, Design of Control Unit.

Central Processing Unit: General Register Organization, Stack Organization, Instruction Formats, Addressing Modes, RISC Computer, CISC Computer.

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Vector Processing Array Processors.

Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous Data Transfer, Modes of Transfer, Priority Interrupt, DMA, Serial Communication.

Memory Hierarchy: Main Memory, Auxillary Memory, Associative Memory, Cache Memory, Virtual Memory, Memory Management Hardware.

Multiprocessors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor Arbitration, Interprocessor Communication and Synchronization, Cache Coherence, Multicore Processors.

Boolean Algebra: Boolean Functions and its Representation, Simplifications of Boolean Functions.

UNIT – 2: PROGRAMMING LANGUAGES

Language Design and Translation Issues: Programming Language Concepts, Paradigms and Models, Programming Environments, Virtual Computers and Binding Times, Programming Language Syntax, Stages in Translation, Formal Transition Models.

Elementary Data Types: Properties of Types and Objects; Scalar and Composite Data Types.
Programming in C: Tokens, Identifiers, Data Types, Sequence Control, Subprogram Control, Arrays, Structures, Union, String, Pointers, Functions, File Handling, Command Line Arguments, Preprocessors.

Object Oriented Programming: Class, Object, Instantiation, Inheritance, Encapsulation, Abstract Class, Polymorphism.

Programming in Java: Tokens, Identifiers, Variables and Constants; Data types, Operators, Control statements, Functions Parameter Passing, Virtual Functions, Class and Objects; Constructors and Destructors; Overloading, Inheritance, Templates, Exception and Event Handling; Streams and Files; Multifile Programs.

Web Programming: HTML, DHTML, XML, Scripting, Java, Servlets, Applets.

UNIT – 3: DATABASE MANAGEMENT SYSTEMS

Database System Concepts and Architecture: Data Models, Schemas, and Instances; Three-Schema Architecture and Data Independence; Database Languages and Interfaces; Centralized and Client/Server Architectures for DBMS.

Data Modeling: Entity-Relationship Diagram, Relational Model - Constraints, Languages, Design, and Programming, Relational Database Schemas, Update Operations and Dealing with Constraint Violations; Relational Algebra and Relational Calculus; Codd Rules.

SQL: Data Definition and Data Types; Constraints, Queries, Insert, Delete, and Update Statements; Views, Stored Procedures and Functions; Database Triggers, SQL Injection.

Normalization for Relational Databases: Functional Dependencies and Normalization; Algorithms for Query Processing and Optimization; Transaction Processing, Concurrency Control Techniques, Database Recovery Techniques, Object and Object-Relational Databases; Database Security and Authorization.

Enhanced Data Models: Temporal Database Concepts, Multimedia Databases, Deductive Databases, XML and Internet Databases; Mobile Databases, Geographic Information Systems, Genome Data Management, Distributed Databases and Client-Server Architectures.

Data Warehousing and Data Mining: Data Modeling for Data Warehouses, Concept Hierarchy, OLAP and OLTP; Association Rules, Classification, Clustering, Regression,

Support Vector Machine, K-Nearest Neighbour, Hidden Markov Model, Summarization, Dependency Modeling, Link Analysis, Sequencing Analysis, Social Network Analysis.

Big Data Systems: Big Data Characteristics, Types of Big Data, Big Data Architecture, Introduction to Map-Reduce and Hadoop; Distributed File System, HDFS.

NOSQL: NOSQL and Query Optimization; Different NOSQL Products, Querying and Managing NOSQL; Indexing and Ordering Data Sets; NOSQL in Cloud.

UNIT – 4: SYSTEM SOFTWARE AND OPERATING SYSTEM

System Software: Machine, Assembly and High-Level Languages; Compilers and Interpreters; Loading, Linking and Relocation; Macros, Debuggers.

Basics of Operating Systems: Operating System Structure, Operations and Services; System Calls, Operating-System Design and Implementation; System Boot.

Process Management: Process Scheduling and Operations; Interprocess Communication, Communication in Client–Server Systems, Process Synchronization, Critical-Section Problem, Peterson’s Solution, Semaphores, Synchronization.

Threads: Multicore Programming, Multithreading Models, Thread Libraries, Implicit Threading, Threading Issues.

CPU Scheduling: Scheduling Criteria and Algorithms; Thread Scheduling, Multiple-Processor Scheduling, Real-Time CPU Scheduling.

Deadlocks: Deadlock Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Avoidance and Detection; Recovery from Deadlock.

Memory Management: Contiguous Memory Allocation, Swapping, Paging, Segmentation, Demand Paging, Page Replacement, Allocation of Frames, Thrashing, Memory-Mapped Files.

Storage Management: Mass-Storage Structure, Disk Structure, Scheduling and Management, RAID Structure.

File and Input/Output Systems: Access Methods, Directory and Disk Structure; File- System Mounting, File Sharing, File-System Structure and Implementation; Directory Implementation, Allocation Methods, Free-Space Management, Efficiency and Performance; Recovery, I/O Hardware, Application I/O Interface, Kernel I/O Subsystem, Transforming I/O Requests to Hardware Operations.

Security: Protection, Access Matrix, Access Control, Revocation of Access Rights, Program Threats, System and Network Threats; Cryptography as a Security Tool, User Authentication, Implementing Security Defenses.

Virtual Machines: Types of Virtual Machines and Implementations; Virtualization.

Linux Operating Systems: Design Principles, Kernel Modules, Process Management, Scheduling, Memory Management, File Systems, Input and Output; Interprocess Communication, Network Structure.

Windows Operating Systems: Design Principles, System Components, Terminal Services and Fast User Switching; File System, Networking.

Distributed Systems: Types of Network-based Operating Systems, Network Structure, Communication Structure and Protocols; Robustness, Design Issues, Distributed File Systems.

UNIT – 5: SOFTWARE ENGINEERING

Software Process Models: Software Process, Generic Process Model – Framework Activity, Task Set and Process Patterns; Process Lifecycle, Prescriptive Process Models, Project Management, Component Based Development, Aspect-Oriented Software Development, Formal Methods, Agile Process Models – Extreme Programming (XP), Adaptive Software Development, Scrum, Dynamic System Development Model, Feature Driven Development, Crystal, Web Engineering.

Software Requirements: Functional and Non-Functional Requirements; Eliciting Requirements, Developing Use Cases, Requirement Analysis and Modelling; Requirements Review, Software Requirement and Specification (SRS) Document.

Software Design: Abstraction, Architecture, Patterns, Separation of Concerns, Modularity, Information Hiding, Functional Independence, Cohesion and Coupling; Object-Oriented Design, Data Design, Architectural Design, User Interface Design, Component Level Design.

Software Quality: McCall's Quality Factors, ISO 9126 Quality Factors, Quality Control, Quality Assurance, Risk Management, Risk Mitigation, Monitoring and Management (RMMM); Software Reliability.

Estimation and Scheduling of Software Projects: Software Sizing, LOC and FP based Estimations; Estimating Cost and Effort; Estimation Models, Constructive Cost Model (COCOMO), Project Scheduling and Staffing; Time-line Charts.

Software Testing: Verification and Validation; Error, Fault, Bug and Failure; Unit and Integration Testing; White-box and Black-box Testing; Basis Path Testing, Control Structure Testing, Deriving Test Cases, Alpha and Beta Testing; Regression Testing, Performance Testing, Stress Testing.

Software Configuration Management: Change Control and Version Control; Software Reuse, Software Re-engineering, Reverse Engineering.

UNIT – 6: DATA STRUCTURES AND ALGORITHMS

Data Structures: Arrays and their Applications; Sparse Matrix, Stacks, Queues, Priority Queues, Linked Lists, Trees, Forest, Binary Tree, Threaded Binary Tree, Binary Search Tree, AVL Tree, B Tree, B+ Tree, B* Tree, Data Structure for Sets, Graphs, Sorting and Searching Algorithms; Hashing.

Performance Analysis of Algorithms and Recurrences: Time and Space Complexities; Asymptotic Notation, Recurrence Relations.

Design Techniques: Divide and Conquer; Dynamic Programming, Greedy Algorithms, Backtracking, Branch and Bound.

Lower Bound Theory: Comparison Trees, Lower Bounds through Reductions.

Graph Algorithms: Breadth-First Search, Depth-First Search, Shortest Paths, Maximum Flow, Minimum Spanning Trees.

Complexity Theory: P and NP Class Problems; NP-completeness and Reducibility.

Selected Topics: Number Theoretic Algorithms, Polynomial Arithmetic, Fast Fourier Transform, String Matching Algorithms.

Advanced Algorithms: Parallel Algorithms for Sorting, Searching and Merging, Approximation Algorithms, Randomized Algorithms.

UNIT – 7: THEORY OF COMPUTATION AND COMPILERS

Theory of Computation: Formal Language, Non-Computational Problems, Diagonal Argument, Russels's Paradox.

Regular Language Models: Deterministic Finite Automaton (DFA), Non-Deterministic Finite Automaton (NFA), Equivalence of DFA and NFA, Regular Languages, Regular Grammars, Regular Expressions, Properties of Regular Language, Pumping Lemma, Non-Regular Languages, Lexical Analysis.

Context Free Language: Pushdown Automaton (PDA), Non-Deterministic Pushdown Automaton (NPDA), Context Free Grammar, Chomsky Normal Form, Greibach Normal Form, Ambiguity, Parse Tree Representation of Derivation Trees, Equivalence of PDA's and Context Free Grammars; Properties of Context Free Language.

Turing Machines (TM): Standard Turing Machine and its Variations; Universal Turing Machines, Models of Computation and Church-Turing Thesis; Recursive and Recursively-Enumerable Languages; Context-Sensitive Languages, Unrestricted Grammars, Chomsky Hierarchy of Languages, Construction of TM for Simple Problems.

Unsolvable Problems and Computational Complexity: Unsolvable Problem, Halting Problem, Post Correspondence Problem, Unsolvable Problems for Context-Free Languages, Measuring and Classifying Complexity, Tractable and Intractable Problems.

Syntax Analysis: Associativity, Precedence, Grammar Transformations, Top-Down Parsing, Recursive Descent Predictive Parsing, LL(1) Parsing, Bottom-up Parsing, LR Parser, LALR(1) Parser.

Semantic Analysis: Attribute Grammar, Syntax Directed Definitions, Inherited and Synthesized Attributes; Dependency Graph, Evaluation Order, S-attributed and L-attributed Definitions; Type-Checking.

Run Time System: Storage Organization, Activation Tree, Activation Record, Stack Allocation of Activation Records, Parameter Passing Mechanisms, Symbol Table.

Intermediate Code Generation: Intermediate Representations, Translation of Declarations, Assignments, Control Flow, Boolean Expressions and Procedure Calls.

Code Generation and Code Optimization: Control-flow, Data-flow Analysis, Local Optimization, Global Optimization, Loop Optimization, Peephole Optimization, Instruction Scheduling.

UNIT – 8: DATA COMMUNICATION AND COMPUTER NETWORKS

Data Communication: Components of a Data Communication System, Simplex, Half-Duplex and Duplex Modes of Communication; Analog and Digital Signals; Noiseless and Noisy Channels; Bandwidth, Throughput and Latency; Digital and Analog Transmission; Data Encoding and Modulation Techniques; Broadband and Baseband Transmission; Multiplexing, Transmission Media, Transmission Errors, Error Handling Mechanisms.

Computer Networks: Network Topologies, Local Area Networks, Metropolitan Area Networks, Wide Area Networks, Wireless Networks, Internet.

Network Models: Layered Architecture, OSI Reference Model and its Protocols; TCP/IP Protocol Suite, Physical, Logical, Port and Specific Addresses; Switching Techniques.

Functions of OSI and TCP/IP Layers: Framing, Error Detection and Correction; Flow and Error Control; Sliding Window Protocol, HDLC, Multiple Access – CSMA/CD, CSMA/CA, Reservation, Polling, Token Passing, FDMA, CDMA, TDMA, Network Devices, Backbone Networks, Virtual LANs.

IPv4 Structure and Address Space: Classful and Classless Addressing; Datagram, Fragmentation and Checksum; IPv6 Packet Format, Mapping Logical to Physical Address (ARP), Direct and Indirect Network Layer Delivery; Routing Algorithms, TCP, UDP and SCTP Protocols; Flow Control, Error Control and Congestion Control in TCP and SCTP.

World Wide Web (WWW): Uniform Resource Locator (URL), Domain Name Service (DNS), Resolution - Mapping Names to Addresses and Addresses to Names; Electronic Mail Architecture, SMTP, POP and IMAP; TELNET and FTP.

Network Security: Malwares, Cryptography and Steganography; Secret-Key Algorithms, Public-Key Algorithms, Digital Signature, Virtual Private Networks, Firewalls.

Mobile Technology: GSM and CDMA; Services and Architecture of GSM and Mobile Computing; Middleware and Gateway for Mobile Computing; Mobile IP and Mobile Communication Protocol; Communication Satellites, Wireless Networks and Topologies; Cellular Topology, Mobile Ad hoc Networks, Wireless Transmission and Wireless LANs; Wireless Geolocation Systems, GPRS and SMS.

Cloud Computing and IoT: SaaS, PaaS, IaaS, Public and Private Cloud; Virtualization, Virtual Server, Cloud Storage, Database Storage, Resource Management, Service Level Agreement, Basics of IoT.

UNIT – 9: ARTIFICIAL INTELLIGENCE (AI)

Approaches to AI: Turing Test and Rational Agent Approaches; State Space Representation of Problems, Heuristic Search Techniques, Game Playing, Min-Max Search, Alpha Beta Cutoff Procedures.

Knowledge Representation: Logic, Semantic Networks, Frames, Rules, Scripts, Conceptual Dependency and Ontologies; Expert Systems, Handling Uncertainty in Knowledge.

Planning: Components of a Planning System, Linear and Non-Linear Planning; Goal Stack Planning, Hierarchical Planning, STRIPS, Partial Order Planning.

Natural Language Processing: Grammar and Language; Parsing Techniques, Semantic Analysis and Pragmatics.

Multi-Agent Systems: Agents and Objects; Agents and Expert Systems; Generic Structure of Multi-Agent Systems, Semantic Web, Agent Communication, Knowledge Sharing using Ontologies, Agent Development Tools.

Fuzzy Sets: Notion of Fuzziness, Membership Functions, Fuzzification and Defuzzification; Operations on Fuzzy Sets, Fuzzy Functions and Linguistic Variables; Fuzzy Relations, Fuzzy Rules and Fuzzy Inference; Fuzzy Control System and Fuzzy Rule-Based Systems.

Genetic Algorithms (GA): Encoding Strategies, Genetic Operators, Fitness Functions, and GA Cycle; Problem Solving using GA.

Artificial Neural Networks (ANN): Supervised, Unsupervised, and Reinforcement Learning; Single Perceptron, Multi-Layer Perceptron, Self-Organizing Maps, Hopfield Network.