Ph.D. Entrance Test - SYLLABUS - 2019

Computer Science

Part - 1 (Research Methodology) (50 %)

(1) Research Methodology: An Introduction
Meaning of Research, Objectives of Research, Motivation in Research, Types of Research, Research Approaches, Significance of Research, Research Methods versus Methodology, Research and Scientific Method, Importance of Knowing How Research is Done, Research Process, Criteria of Good Research

(2) Defining the Research Problem
What is a Research Problem?, Selecting the Problem, Necessity of Defining the Problem, Technique Involved in Defining a Problem

(3) Research Design

(4) Sampling Design

(5) Measurement and Scaling Techniques
Measurement in Research, Measurement Scales, Sources of Error in Measurement, Tests of Sound Measurement, Technique of Developing Measurement Tools Scaling, Meaning of Scaling, Scale Classification Bases, Important Scaling Techniques, Scale Construction Techniques

(6) Methods of Data Collection
Collection of Primary Data, Observation Method, Interview Method, Collection of Data through Questionnaires, Collection of Data through Schedules, Difference between Questionnaires and Schedules, Some Other Methods of Data Collection of Secondary Data

(7) Processing and Analysis of Data
Processing Operations, Some Problems in Processing, Elements/Types of Analysis, Statistics in Research, Measures of Central Tendency, Measures of Dispersion, Measures of Asymmetry (Skewness), Measures of Relationship, Simple Regression Analysis, Multiple Correlation and Regression, Partial Correlation Association in Case of Attributes, Other Measures

(8) Report Writing
Significance of Report Writing, Different Steps in Writing Report, Layout of the Research Report, Types of Reports, Oral Presentation, Mechanics of Writing a Research Report, Precautions for Writing Research Reports

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Subject: COMPUTER SCIENCE AND APPLICATIONS

Unit - 1: Discrete Structures and Optimization

Mathematical Logic: Propositional and Predicate Logic, Propositional Equivalences, Normal Forms, Predicates and Quantifiers, Nested Quantifiers, Rules of Inference.


Graph Theory: Simple Graph, Multigraph, Weighted Graph, Paths and Circuits, Shortest Paths in Weighted Graphs, Eulerian Paths and Circuits, Hamiltonian Paths and Circuits, Planner graph, Graph Coloring, Bipartite Graphs, Trees and Rooted Trees, Prefix Codes, Tree Traversals, Spanning Trees and Cut-Sets.

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


Unit - 2: Computer System Architecture

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.


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.


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


Unit - 3 : Programming Languages and Computer Graphics


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 C++: 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.

Computer Graphics: Video-Display Devices, Raster-Scan and Random-Scan Systems; Graphics Monitors, Input Devices, Points and Lines; Line Drawing Algorithms, Mid-Point Circle and Ellipse Algorithms; Scan Line Polygon Fill Algorithm, Boundary-Fill and Flood-Fill.

2-D Geometrical Transforms and Viewing: Translation, Scaling, Rotation, Reflection and Shear Transformations; Matrix Representations and Homogeneous Coordinates; Composite Transforms. Transformations Between Coordinate Systems, Viewing Pipeline, Viewing Coordinate Reference Frame, Window to View-Port Coordinate Transformation, Viewing Functions, Line and Polygon Clipping Algorithms.

3-D Object Representation, Geometric Transformations and Viewing: Polygon Surfaces, Quadric Surfaces, Spline Representation, Bezier and B-Spline Curves; Bezier and B-Spline Surfaces; Illumination Models, Polygon Rendering Methods, Viewing Pipeline and Coordinates; General Projection Transforms and Cipping.

Unit – 4: 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.


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

**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 – 5 : 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.


**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.


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


Unit – 6: Software Engineering


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

Unit – 7: 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.


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


Unit – 8: Theory of Computation and Compilers


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


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.


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


Unit – 9: 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.


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.


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 Adhoc Networks, Wireless Transmission and Wireless LANs; Wireless Geolocation Systems, GPRS and SMS.

Unit – 10 : 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.


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


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.