B.N.M. Institute of Technology

An Autonomous Institution under VTU

For Internal Communication

Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch - Choice Based Credit System (CBCS) Total Credits - 120 III Semester B.E. Curriculum

| Sl. | Type of | Course | | Teaching Hours per week | | | | | Subject | | E | xaminati | on |
|-----|---------|----------|---|-------------------------|----------------|-----------------|---------------|-------------|------------------|---------|-----|----------|-------|
| No | Course | Code | Course Title | Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | BSC | 21MAI131 | Fourier Transform, Numerical methods and Linear Algebra | Mathematics | 2 | 2 | - | - | 4 | 3 | 50 | 50 | 100 |
| 2 | PCC | 21AML132 | Computer Organization and Architecture | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 3 | PCC | 21AML133 | Operating System | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 4 | PCI | 21AML134 | Data Structures Using C | AI and ML | 2 | 2 | 2 | - | 6 | 4 | 50 | 50 | 100 |
| 5 | PCI | 21AML135 | Microcontroller and Embedded Systems | AI and ML | 3 | - | 2 | - | 5 | 4 | 50 | 50 | 100 |
| 6 | PBL | 21AML136 | Object Oriented Programming using Java | AI and ML | - | - | 2 | 2 | 4 | 2 | 50 | 50 | 100 |
| 7 | HSS | 21EVS137 | Environmental Studies | HSS | - | 2 | - | - | 2 | 1 | 100 | - | 100 |
| 8 | AEC | 21SFT138 | Soft Skill - 1 | HSS | - | - | 2 | - | 2 | 1 | 100 | - | 100 |
| 9 | PBL | 21AML139 | Innovative Project Lab | AI and ML | - | - | - | 2 | 2 | 1 | 100 | - | 100 |
| | | | - | Total | 13 | 6 | 8 | 4 | 31 | 22 | 600 | 300 | 900 |

BSC - Basic Science Course

PCL - Professional Core Laboratory

PBL - Project Based Learning

AEC - Ability Enhancement Course Activity

PCC- Professional Core Course PCE - Professional Core Elective

INT - Internship

UHV - Universal Human Values

PCI-Professional Core Integrated **POE- Professional Open Elective**

PRJ - Project Work

HSS - Humanity and Social Science

CIA: Continuous Internal Assessment

SEA: Semester End Assessment

AICTE Activity Points to be earned by students admitted to BE day college programme (For more details refer to Chapter 6, AICTE Activity Point Programme, Model Internship Guidelines): Over and above the academic grades, every Day College regular student admitted to the 4 years Degree programme and every student entering 4 years Degree programme through lateral entry, shall earn 100 and 75 Activity Points respectively for the award of degree through AICTE Activity Point Programme. Students transferred from other institutions and Universities to the fifth semester are required to earn 50 Activity Points from the year of entry to BNMIT. The Activity Points earned shall be reflected on the student's eighth semester Grade Card. The activities can be spread over the years, anytime during the semester weekends and holidays, as per the liking and convenience of the student from the year of entry to the programme. However, the minimum hours' requirement should be fulfilled. Activity Points (non-credit) do not affect SGPA/CGPA and shall not be considered for vertical progression. In case students fail to earn the prescribed activity Points, Eighth semester Grade Card shall be issued only after earning the required activity Points. Students shall be admitted for the award of the degree only after the release of the Eighth semester Grade Card.

Mathematics for Dinloma Students

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|------------------|------------------------|-------------|---|---|---|---|---------|-----|-----|-------|
| Course Code | Course Name | Teaching | L | T | P | J | Credits | CIA | SEA | Total |
| | | Department | | | | | | | | |
| 21MATDIP131 | Bridge Mathematics - I | Mathematics | 3 | 0 | 0 | 0 | 0 | 100 | - | 100 |

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Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch- Choice Based Credit System (CBCS) Total Credits – 120 IV Semester B.E. Curriculum

| Sl. | Type | Course | | Teaching | | Hours | per week | | Subject | |] | Examina | tion |
|-----|--------------|------------------------|--|-------------|-------------|--------------|---------------|-------------|------------------|---------|-----|---------|-------|
| No. | of Course | Code | Course Title | Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | BSC | 21MAI141 | Statistic, Probability and Graph Theory | Mathematics | 2 | 2 | - | - | 4 | 3 | 50 | 50 | 100 |
| 2 | PCI | 21AML142 | Machine Learning | AI and ML | 3 | - | 2 | - | 5 | 4 | 50 | 50 | 100 |
| 3 | PCI | 21AML143 | Database Management System | AI and ML | 1 | 2 | 1 | 1 | 5 | 3 | 50 | 50 | 100 |
| 4 | PCI | 21AML144 | Design and Analysis of Algorithms | AI and ML | 2 | 2 | 2 | - | 6 | 4 | 50 | 50 | 100 |
| 5 | PBL | 21AML145 | Python Programming and Applications | AI and ML | - | - | 2 | 2 | 4 | 2 | 50 | 50 | 100 |
| 6 | AEC | 21CIP146 | Constitution of India and Professional Ethics | HSS | - | 2 | - | - | 2 | 1 | 100 | ı | 100 |
| 7 | HSS | 21KAN147/ 21KAN1472 | Kannada | HSS | - | 2 | - | • | 2 | 1 | 100 | 1 | 100 |
| 8 | AEC | 21SFT148 | Soft Skill-II | HSS | - | 2 | - | - | 2 | 1 | 100 | - | 100 |
| 9 | INT | 21AML149 | Internship – I/ IPL | AI and ML | - | - | 2 | 2 | 4 | 2 | 100 | - | 100 |
| | | | | Total | 8 | 12 | 9 | 5 | 34 | 21 | 650 | 250 | 900 |

Internship-I: All the students registered to III year of BE shall have to undergo mandatory internal internship of 3 weeks during II semester or III semester vacation. Semester End Assessment will be conducted in IV semester and the prescribed credit will be included. Internship shall be considered as a head of passing and shall be considered for the award of degree.

Activity

AICTE Activity Points to be earned by students admitted to BE day college programme (For more details refer to Chapter 6, AICTE Activity Point Programme, Model Internship Guidelines): Over and above the academic grades, every Day College regular student admitted to the 4 years Degree programme and every student entering 4 years Degree programme through lateral entry, shall earn 100 and 75 Activity Points respectively for the award of degree through AICTE Activity Point Programme. Students transferred from other institutions and Universities to the fifth semester are required to earn 50 Activity Points from the year of entry to BNMIT. The Activity Points earned shall be reflected on the student's eighth semester Grade Card. The activities can be spread over the years, anytime during the semester weekends and holidays, as per the liking and convenience of the student from the year of entry to the programme. However, the minimum hours' requirement should be fulfilled. Activity Points (non-credit) do not affect SGPA/CGPA and shall not be considered for vertical progression. In case students fail to earn the prescribed activity Points, Eighth semester Grade Card shall be issued only after earning the required activity Points. Students shall be admitted for the award of the degree only after the release of the Eighth semester Grade Card.

Mathematics for Diploma Students

| | Through State of the | | | | | | | | | |
|-------------|-------------------------|-------------|---|---|---|---|---------|-----|-----|-------|
| Course Code | Course Name | Teaching | L | T | P | J | Credits | CIA | SEA | Total |
| | | Department | | | | | | | | |
| 21MATDIP141 | Bridge Mathematics - II | Mathematics | 3 | 0 | 0 | 0 | 0 | 100 | - | 100 |

For Internal Communication

Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch- Choice Based Credit System (CBCS) Total Credits – 120

V Semester B.E. Curriculum

| Sl. | Type | Course | | Teaching | | Hours pe | er week | | Subject | | E | xaminati | on |
|-----|--------------|-----------|--|------------|-------------|-----------------|---------------|-------------|------------------|---------|-----|----------|-------|
| No | of Course | Code | Course Title | Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | PCC | 21AML151 | Software Project Management and Finance | AI and ML | 2 | 2 | - | 1 | 4 | 3 | 50 | 50 | 100 |
| 2 | PCC | 21AML152 | Automata Theory and Computations | AI and ML | 2 | 1 | 1 | 1 | 4 | 3 | 50 | 50 | 100 |
| 3 | PCI | 21AML153 | Computer Networks & Security | AI and ML | 3 | ı | 2 | • | 5 | 4 | 50 | 50 | 100 |
| 4 | PCI | 21AML154 | Artificial Intelligence | AI and ML | 3 | - | 1 | 1 | 5 | 4 | 50 | 50 | 100 |
| 5 | PBL | 21AML155 | Virtual Reality and Augmented Reality | AI and ML | - | 1 | 2 | 2 | 4 | 2 | 50 | 50 | 100 |
| 6 | POE | 21AML156x | Open Elective - I | AI and ML | 3 | • | • | • | 3 | 3 | 50 | 50 | 100 |
| 7 | AEC | 21AML157 | Employability Skills - I | T & P | - | 2 | - | • | 2 | 1 | 100 | - | 100 |
| 8 | INT | 21AML158 | Internship-II/ IPL | AI and ML | - | - | 2 | 2 | 2 | 2 | 100 | - | 100 |
| | | | | Total | 13 | 5 | 8 | 5 | 29 | 22 | 500 | 300 | 800 |

OPEN ELECTIVES:

| Course Code | 21AML1561 | 21AML1562 | 21AML1563 | 21AML1564 |
|--------------|--------------------|--------------------|------------------------------------|--------------------|
| Course Title | Introduction to ML | Introduction to AI | Data Driven Decision Making | Sensors & Robotics |

Internship-II: All the students registered to III year of BE shall have to undergo mandatory internship of 3 to 4 weeks during IV semester vacation. Semester End Assessment will be conducted in V semester and the prescribed credit will be included. Internship shall be considered as a head of passing and shall be considered for the award of degree.

For Internal Communication

Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch- Choice Based Credit System (CBCS) Total Credits – 120

VI Semester B.E. Curriculum

| Sl. | Type of | Course | | Teaching | | Hours 1 | per week | | Subject | | E : | xaminat | ion |
|-----|---------|-----------|--------------------------------------|------------|----------------|-----------------|---------------|-------------|------------------|---------|------------|---------|-------|
| No. | course | Code | Course Title | Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | PCI | 21AML161 | Big Data Analytics | AI and ML | 2 | 1 | 1 | - | 4 | 3 | 50 | 50 | 100 |
| 2 | PCI | 21AML162 | Natural Language Processing | AI and ML | 2 | - | 2 | - | 4 | 3 | 50 | 50 | 100 |
| 3 | PCI | 21AML163 | Image Processing and Computer Vision | AI and ML | 3 | | 1 | 1 | 5 | 4 | 50 | 50 | 100 |
| 4 | PBL | 21AML164 | Cloud Computing & Applications | AI and ML | • | - | 2 | 2 | 4 | 2 | 50 | 50 | 100 |
| 5 | PCE | 21AML165x | Professional Elective – I | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 6 | PCE | 21AML166x | Professional Elective – II (MOOC) | AI and ML | 3 | | - | - | 3 | 3 | 50 | 50 | 100 |
| 7 | POE | 21AML167x | Open Elective - II | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 8 | AEC | 21AML168 | Employability Skills - II | T & P | • | - | 2 | - | 2 | 1 | 100 | | 100 |
| | | <u>-</u> | | Total | 16 | 1 | 8 | 3 | 28 | 22 | 450 | 350 | 800 |

OPEN ELECTIVES:

| OT BIT BBB OT | 1 20 | | | |
|---------------------|---|-----------------------------|------------------------|-------------------------------------|
| Course Code | 21AML1671 | 21AML1672 | 21AML1673 | 21AML1674 |
| Course Title | Big Data Analytics and Data Visualization | Natural Language Processing | Computer Vision | Virtual Reality & Augmented Reality |

Activity

For Internal Communication

Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch- Choice Based Credit System (CBCS) Total Credits – 120

VII Semester B.E. Curriculum

| Sl. | Type of | Course | | Teaching | | Hours p | er week | | Subject | | E | xaminat | ion |
|-----|---------|-----------|--|------------|----------------|-----------------|---------------|-------------|------------------|---------|-----|---------|-------|
| No | course | Code | Course Title | Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | PCI | 21AML171 | Neural Networks and Deep Learning | AI and ML | 2 | - | 2 | - | 4 | 3 | 50 | 50 | 100 |
| 2 | PCE | 21AML172x | Professional Elective – III | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 3 | PCE | 21AML173x | Professional Elective – IV (MOOC) | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 4 | AEC | 21AML174 | Research Methodology and Intellectual Property Rights | AI and ML | - | 2 | - | - | 2 | 1 | 100 | | 100 |
| 5 | AEC | 21AML175 | Entrepreneurial skill development | HSS | - | 2 | - | - | 2 | 1 | 100 | | 100 |
| 6 | PRJ | 21AML176 | Project Work Phase – I | AI and ML | - | - | - | 10 | 10 | 5 | 100 | | 100 |
| | | | | Total | 8 | 4 | 2 | 10 | 24 | 16 | 450 | 150 | 600 |

Project Work Phase - 1: Based on the abilities of the students and recommendations of the mentor, a single discipline or a multidisciplinary project can be assigned to an individual student or to a group having not more than 4 students. In extraordinary cases, like the funded projects requiring students from different disciplines, the project student strength can be 5 or 6.

Activity

For Internal Communication

Department of Artificial Intelligence and Machine Learning Scheme of Teaching for 2021-25 batch- Choice Based Credit System (CBCS) Total Credits – 120

VIII Semester B.E. Curriculum

| GI. | TD 6 | | | T 11 | Hours per week Su | | | | | Examination | | | |
|------------|----------------|-------------|--|------------------------|-------------------|--------------|---------------|-------------|------------------|-------------|-----|-----|-------|
| Sl. No. | Type of course | Course Code | Course Title | Teaching Department | Lecture (L) | Tutorial (T) | Practical (P) | Project (J) | Contact Hours | Credits | CIA | SEA | Total |
| 1 | PCE | 21AML181x | Professional Elective – V (MOOC) | AI and ML | 3 | - | - | - | 3 | 3 | 50 | 50 | 100 |
| 2 | INT | 21AML182 | Internship-III | AI and ML | - | - | 8 | - | 8 | 4 | 50 | 50 | 100 |
| 3 | PRJ | 21AML183 | Project Work Phase-II | AI and ML | - | - | - | 20 | 20 | 10 | 50 | 50 | 100 |
| | Total | | | | 3 | - | 8 | 20 | 31 | 17 | 150 | 150 | 300 |

Project Work Phase - II: Based on the abilities of the students and recommendations of the mentor, a single discipline or a multidisciplinary project can be assigned to an individual student or to a group having not more than 4 students. In extraordinary cases, like the funded projects requiring students from different disciplines, the project student strength can be 5 or 6.

Internship - III: All the students admitted to III year of BE shall have to undergo mandatory internship of 6 months during the vacation of VI semester and during VII semester. End Assessment will be conducted in VIII semester and the prescribed credit shall be included. Internship shall be considered as a head of passing and shall be considered for the award of degree.

Activity

B.N.M. Institute of Technology An Autonomous Institution under VTU

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| | PROFESSIONAL ELECTIVE COURSES | | | | | | | | | | | |
|------------|---------------------------------|--|--|--|---|---|--|--|--|--|--|--|
| | | 6 th Se | mester | 7 th S | emester | 8 th Semester | | | | | | |
| Sl. No. | Clusters | Elective – I | Elective – II (MOOC) | Elective – III | Elective – IV (MOOC) | Elective – V (MOOC) | | | | | | |
| 1 | Intelligent Systems | Recommender Systems | Internet of Things & Applications | Generative Adversarial Networks (GANs) | Large Language Models (LLMs) & Prompt Engineering | Cognitive Science | | | | | | |
| 2 | Robotics | Embedded Systems | Robotic Process Automation | Real Time Operating System | Robotics & Control: Theory & Practice | Computer Integrated Manufacturing System | | | | | | |
| 3 | Gaming | Computer Graphics & Applications | Game Theory and Programming | 3D Graphics and Animation | Multimedia Tools & Applications | Game Design and Development | | | | | | |
| 4 | Cryptography & Network Security | Cryptography | Cyber Security & Privacy | Blockchain Technology | Ethical Hacking | Malware Analysis | | | | | | |
| 5 | Data Science | Data Warehousing & Data Mining | Data Science | R Programming | Predictive Analytics | Graph Neural Network | | | | | | |
| 6 | General | Mobile Application Development | Devops on AWS specialization | Operations Research | Machine Learning Operations for Productions (MLOPs) | High Performance Computing | | | | | | |
| 7 | Management | Strategic Management | Accounting & Finance for Engineers | Knowledge Management | Digital Marketing | Business Analytics | | | | | | |