GOKUL GLOBAL UNIVERSITY
FACULTY OF ENGINEERING
PHD PROGRAM
COURSE WORK SYLLABUS

COMPUTER ENGINEERING

Digital Logic:

Logic functions, Minimization, Design and synthesis of combinational and sequential circuits; Number representation and computer arithmetic (fixed and floating point).

Computer Organization and Architecture:

Machine instructions and addressing modes, ALU and data-path, CPU control design, Memory interface, I/O interface (Interrupt and DMA mode), Instruction pipelining, Cache and main memory, Secondary storage.

Programming and Data Structures: Programming in C; Functions, Recursion, Parameter passing, Scope, Binding; Abstract data types, Arrays, Stacks, Queues, Linked Lists, Trees, Binary search trees, Binary heaps.

Algorithms:

Analysis, Asymptotic notation, Notions of space and time complexity, Worst and average case analysis; Design: Greedy approach, Dynamic programming, Divide-and-conquer; Tree and graph traversals, connected components, Spanning trees, Shortest paths; Hashing, Sorting, Searching. Asymptotic analysis (best, worst, average cases) of time and space, upper and lower bounds, Basic concepts of complexity classes – P, NP, NP-hard, NP-complete.

Theory of Computation:

Regular languages and finite automata, Context free languages and Push-down automata, Recursively enumerable sets and Turing machines, Undesirability.

Compiler Design:

Lexical analysis, Parsing, Syntax directed translation, Runtime environments, Intermediate and target code generation, Basics of code optimization.

Operating System:

Processes, Threads, Inter-process communication, Concurrency, Synchronization, Deadlock, CPU scheduling, Memory management and virtual memory, File systems, I/O systems, Protection and security.

Databases:

ER-model, Relational model (relational algebra, tuple calculus), Database design (integrity constraints, normal forms), Query languages (SQL), File structures (sequential files, indexing, B and B+ trees), Transactions and concurrency control.

Information Systems and Software Engineering: information gathering, requirement and feasibility analysis, data flow diagrams, process specifications, input/output design, process life cycle, planning and managing the project, design, coding, testing, implementation, maintenance.

Computer Networks:

ISO/OSI stack, LAN technologies (Ethernet, Token ring), Flow and error control techniques, Routing algorithms, Congestion control, TCP/UDP and sockets, IP(v4), Application layer protocols (icmp, dns, smtp, pop, ftp, http); Basic concepts of hubs, switches, gateways, and routers. Network security – basic concepts of public key and private key cryptography, digital signature, firewalls.

Web technologies: HTML, XML, basic concepts of client-server computing.

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