GANPAT UNIVERSITY												
FACULTY OF ENGINEERING & TECHNOLOGY												
Progra	amme	J	Bachelor	of Technol			Branch/Spec.	Computer Engineering/ Information Technology/ Computer Engineering(Artificial Intelligence)				
Semes			VIII			Version	1.0.0.0					
			demic Ye				ective for the Batch admitted in July					
Course			2CEIT8P	E2 Cou	rse Nam	Soft Computing Examination Scheme (Marks)						
Teaching Scheme (Per week) Lecture (DT) Practical (Lab.)						Total	Examination S	Total				
(Per week)		Lectu	TU	Practical	TW	Total		CE	SEE	Total		
Credit		2	-	1		3	Theory	40	60	100		
Hours		2	_	2	_	4	Practical	30	20	50		
Pre-rec				<u> </u>		<u> </u>	Tractical	30	20			
	_		amming									
Course			8									
On successful completion of the course, the students will be able to:												
CO1	Comprehend the fuzzy logic and the concept of fuzzy set theory in soft computing.											
CO2	Examine Neuro-Fuzzy and Genetic Algorithm expert system.											
CO3	Algo	Implement soft computing techniques like Fuzzy, Multi Objective optimization and Genetic Algorithm.										
CO4			ft Compu	ting Techn	iques wi	ith Neur	al Networks.					
Theor	y Sylla	ıbus								T		
Unit 1						Conte	nt			Hrs. 07		
	Introduction to Soft Computing: Soft Computing, Key characteristics and applications of soft computing, Soft vs. Hard computing, Fuzzy logic, Fuzzy set, Crisp vs. Fuzzy Set, Fuzzy Set Properties, Operations on Fuzzy set: Union, Intersection, Complement, Sum and Difference, Equality and Power, Cartesian Product, Fuzzy If-Then Rules – Fuzzy Reasoning, Fuzzy membership functions, Gaussian membership function, Sigmoid membership function, Triangular membership function, Trapezoidal membership function, Fuzzy proposition, Fuzzy interferences, Fuzzy relations- Max-Min Approach, Fuzzification – Defuzzification, Fuzzy Logic Controller,											
2	Neuro-Fuzzy modelling. Multi-Objective Optimization and Genetic Algorithms: Multi Objective Optimization, Multi-Objective Evolutionary Algorithm, Pareto based Approach, Non- Pareto based approaches, Genetic Algorithm (GA), GA working architecture, Genetic representations, GA Encoding and Selection Techniques, Survival of the Fittest, Fitness Computations, GA Crossover Techniques, GA Mutation, Reproduction, Rank method, Rank space method, GA Case Studies: Optimisation of traveling salesman problem using Genetic Algorithm, Genetic algorithm-based Internet Search Techniques											
3	Evolutionary and Swarm Intelligence Algorithms: Evolutionary Algorithm, Ant system, Ant Colony Optimization, Max-Min Ant System, Ant Miner, Snake-Ant Algorithm, Particle Swarm Optimization, Artificial Bee Colony, Cuckoo Search Algorithm, Working architecture, Co-evolution, Plasticity and life-time learning, Lamarckian learning, "No free lunch" theorem, Hybrid fuzzy controller, Fuzzy Logic Controlled Genetic Algorithms.											
4	Advanced Machine Learning Techniques: Genetic Algorithms–Neural Networks, Neural Networks Fuzzy Logic, Extreme Learning Machine, Training SLFN using ELM, Extreme Learning Machine, Variants of ELM, Applications of ELM, Extended ELM											
Practic												
		ssignme	ents and to	utorials are	based o	n the ab	ove syllabus.					
Text E	Books											

1	Soft Computing, Fundamentals, Techniques and Applications by Saroj Kaushik and Sunita Tiwari,							
	McGraw-Hill Education							
2	Principles of soft computing by Sivanandam, S. N., and Deepa, S. N., John Wiley & Sons							
Refere	Reference Books							
1	Genetic Algorithms and Machine Learning for Programmers by Buontemp F., Pragmatic Bookshelf							
2	Learning Genetic Algorithms with Python by Gridin I., BPB Publications							
ICT/N	ICT/MOOCs Reference							
1	https://archive.nptel.ac.in/courses/106/105/106105173/							
2	https://onlinecourses.nptel.ac.in/noc25_ma54/							

Mapping of CO with PO and PSO:															
	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	P O 1 0	P O 1 1	P O 1 2	P S O 1	P S O 2	P S O 3
CO1	3	2	2	1	1	0	0	0	0	2	0	1	3	2	1
CO2	3	3	3	2	2	0	0	0	0	2	0	2	3	3	2
CO3	3	3	3	2	2	1	0	0	0	2	0	2	3	3	3
CO4	3	3	3	3	2	0	0	0	0	2	0	2	3	3	3