School: School of Engineering and Technology	introduction to the basic I have an understanding of
Program: B. Tech Branch: CSE with Specialization in AI & ML 1 Course Code CSA301 2 Course Title SOFT COMPUTING 3 Credits 3 4 Contact Hours (L-T-P) 0 5 Course Status Core Objective The primary objective of this course is to provide an inprinciples, techniques, and applications of soft computing. • Upon successful completion of the course, students will be the basic areas of Soft Computing including Artificial Logic and Genetic Algorithms.	introduction to the basic I have an understanding of
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Objective principles, techniques, and applications of soft computing. • Upon successful completion of the course, students will I the basic areas of Soft Computing including Artificial Logic and Genetic Algorithms.	l have an understanding of
 Provide the mathematical background for carrying out the with neural network learning. Aim of this course is to develop some familiarity with c and research methods in Soft Computing by working project. To give students knowledge of soft computing theories of fundamentals of non-traditional technologies and a hard real-world problems, namely of fundamentals of artificial neural networks, fuzzand genetic algorithms. 	current research problems g on a research or design es fundamentals, i.e. approaches to solving
The Completion of this Course will Enable the Students to be CO1: Define the basic concepts of soft computing. CO2: Explain applications & operations of Fuzzy Logic in reactions. CO3: Apply different FIS models to solve optimization problems. CO4: Analyse and examine Evolutionary and swarm algorith Multi-Objective optimization problems. CO5: Choose of different optimization algorithms to solve problems. CO6: Discuss applications of Soft Computing and solve Problems. CO6: Discuss applications of Soft Computing and solve Problems. This course will cover fundamental concepts used in Soft computing Logic (FL) will be covered first, followed by Arti (ANNs) and optimization techniques using Genetic Algorithm Soft Computing techniques to solve a number of real life problems hands on practices. Soft computing covers non-traditional technologies or application and the main attributes of soft computing theories.	real life problems. olems. othms in solving real world re real-life multi objective oblems in Varieties of omputing. The concepts of rtificial Neural Networks hm (GA). Applications of roblems will be covered to

8					CO Mapping								
	Unit 1	Introduction to	Soft Computin	g									
	A	Concept of com	puting systems.	What is Soft Computing?	CO1								
	В	"Soft" Computin	ng versus "Hard"	computing	CO1								
	С	Characteristics	of Soft compu	CO1 CO6									
		computing techr	CO1, CO6										
	Unit 2	FUZZY LOGIO	FUZZY LOGIC										
	A	Introduction to I	Fuzzy logic, Fuz	zy sets and membership functions	CO2								
	В	Operations on implications and		zzy relations, rules, propositions,	CO2								
	С	Defuzzification real life societal	CO2										
	Unit 3	Fuzzy inference											
	A	Fuzzy Inference Systems, Different Fuzzy Models: Mamdani Fuzzy Models, Sugeno Fuzzy Models											
	В	Tsukamoto Fuzz Modeling.	zy Models, Input	Space Partitioning and Fuzzy	CO3								
	С	Neuro Fuzzy Systems, Archit Method that	CO3										
	Unit 4	Swarm and Ev	olutionary Algo	rithms									
	A	Concept of "G	CO4										
	В	Basic GA fran	Basic GA framework and different GA architectures, GA operators: Encoding, Crossover, Selection, Mutation, Solving single-objective optimization problems										
	С		zation: Introduc	tion to Ant Colony Optimization,	CO4								
	Unit 5	Multi-objective	Optimization l	Problem Solving									
	A	Concept of mu issues of solving	-	imization problems (MOOPs) and	CO5,CO6								
	В	Multi-Objective approaches to so		Algorithm (MOEA) Non-Pareto	CO5,CO6								
	С	Pareto-based ap MOEAs	proaches to solv	e MOOPs , Some applications with	CO5,CO6								
	Mode of examination	Theory and P	ractical										
	Weightage	CA	MTE	ETE									
	Distribution	30%	20%	50%									
	Text book/s*												
	Other References	1. Jang J and So											

2. An Introduction to Genetic Algorithms, Melanie Mitchell,
MIT Press, 2000.
3. Genetic Algorithms In Search, Optimization And Machine
Learning, David E.
Goldberg, Pearson Education, 2002.
4. Practical Genetic Algorithms, Randy L. Haupt and sue Ellen
Haupt, John Willey & Sons, 2002

CO and PO Mapping

S. No.	Course Outcome	Program Outcomes (PO) & Program Specific Outcomes (PSO)
1.	CO1: Define the basic concepts of soft computing.	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3
2.	CO2: Explain applications & operations of Fuzzy Logic in real life problems.	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3
3.	CO3: Apply different FIS models to solve optimization problems.	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3
4.	CO4: Analyse and examine Evolutionary and swarm algorithms in solving real world Multi-Objective optimization problems	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3
5.	CO5: Choose of different optimization algorithms to solve real-life multi objective problems.	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3
6.	CO6: Discuss applications of Soft Computing and solve Problems in Varieties of Application Domains.	PO1,PO2,PO3,PO4, PO5,PO6,PO7,PO8, PO9,PO10, PSO1,PSO2,PSO3

PO and PSO mapping with level of strength for Course Name SOFT COMPUTING (Course Code CSA-202)

Subject	PO's / PSO's	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 10	P O 11	P O 12	PS O 1	PS O 2	PS O 3
SOFT	CO1	3	3	1	1	1	1	1	1	2	1	1	3	1	3	1
COMPUTIN	CO2	3	3	3	3	2	3	2	2	2	2	3	3	3	3	3
G CSA301	CO3	3	3	3	3	3	3	1	2	2	2	3	3	3	3	3
	CO4	3	3	3	3	3	3	3	2	2	2	3	3	3	3	3
	CO5	3	3	3	3	3	3	3	2	3	2	3	3	3	3	3
	CO6	3	3	3	3	3	1	3	2	3	2	3	3	3	3	3

Average of non-zeros entry in following table (should be auto calculated).

Course	Course Name	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PSO	PSO	PSO
Code		1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
CSA 301	SOFT COMPUTING	3.0	3.0	3.0	3.0	3.0	3.00	2.8	2.0	2.0	3.0	2.6 7	3.0	2.83	2.83	2.67

Strength of Correlation

- 1. Addressed to Slight (Low=1) extent 2. Addressed to Moderate (Medium=2) extent
- 3. Addressed to Substantial (High=3) extent