K.S. INSTITUTE OF TECHNOLOGY

#14, Raghuvanahalli, Kanakapura main Road, Bengaluru – 560 109

Department of Computer Science & Engineering

Innovations by the Faculty in Teaching and Learning

Content beyond the syllabus

K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 560109
DEARTMENT OF COMPUTER SCIENCS & ENGINEERING
<u>CONTENT BEYOND THE SYLLABUS</u>

Academic Year	2022-23
Name of the Faculty	Mr. Naveen V
Course Name /Code	Mathematical Foundations of Computing, Probability & Statistics / 21MATCS41
Semester/Section	4th A
Activity Name	Application of Mathematics in the field of Machine Learning
Topic Covered	Convolution Arithmetic Equation
Date	14-08-2023 to 02/09/2023
No. of Participants	131
Objectives/Goals	To get the knowledge and awareness of mathematics in Computing through Machine learning Techniques
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions
Level 3: Apply, CO1-CO5

The Project was conducted from 14th August 2023 to 2nd September 2023. This activity was conducted to get the knowledge of mathematics in the field of Computing. Students learnt the organization, Dataset Collection, Algorithms and various machine learning techniques. Activity was Conducted and reported by the students.

Relevant PO's:	**PO:1,2,3, 5, 9, 10 and 12**
Significance of Results/Outcomes	Students were able to get knowledge of using Mathematics in Machine Learning
Reflective Critique	The main goal of this activity to create an awareness of various Algorithms and Techniques involved in Machine Learning.

Proofs (Photographs/Videos/Reports/Charts/Models)
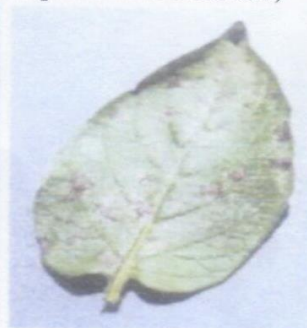
1. Healthy Leaf   2. Early Blight   3. Late Blight

Tomato : Late Blight

Links:
https://drive.google.com/drive/folders/1y_gxr8X8U8tzGcsN95Dj8iwMDUOgxl8T?usp=sharing

Signature of Course In charge

Signature of HOD CSE

VISVESVARAYA TECHNOLOGICAL UNIVERSITY
JNANASANGAMA, BELAGAVI-590 018

IV SEMESTER ACTIVITY REPORT 2022-23

ON

"Application of Mathematics in the field of Machine Learning."

Submitted in partial fulfillment of the requirements for the award of the degree of

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE AND ENGINEERING

Submitted by

ABHILASHA V – 1KS21CS003

GOPALA KRISHNA V-1KS21CS031

GURUPRASAD YS – 1KS21CS032

HEMANTH KUMAR V-1KS21CS038

Course: **Mathematical Foundations for Computing, Probability & Statistics**

Course Code: **21MATCS41**
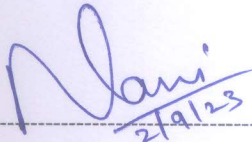
Course- In-Charge: **Mr. Naveen V**

Department of Computer Science & Engineering
K.S. INSTITUTE OF TECHNOLOGY
No.14, Raghuvanahalli, Kanakapura Road,
Bengaluru- 560109

K.S. INSTITUTE OF TECHNOLOGY
BENGALURU-560109
Department of Computer Science & Engineering

CERTIFICATE

This is to certify that the Activity entitled **"Application of Mathematics in the field of Machine Learning"** presented by **Abhilasha V, Gopala Krishna V, Guruprasad Y S & Hemanth Kumar V, USN: 1KS21CS003, 1KS21CS031, 1KS21CS032, & 1KS21CS038** of IV semester in partial fulfilment of the award of Bachelor of Engineering in CSE in Visvesvaraya Technological University, Belagavi during the academic year **2023**. The Activity has been approved as it satisfies the academic requirements in respect of Activity work prescribed for the Bachelor of Engineering degree.

Mr. Naveen V
Professor
Department of Mathematics
K.S.I.T., Bengaluru

Dr. Rekha B.Venkatapur
Head of Department,
CSE
K.S.I.T., Bengaluru

Dr. Dilip Kumar.K
Principal / Director,
K.S.I.T., Bengaluru

DECLARATION

I, **Abhilasha V, Gopala Krishna V, Guruprasad Y S, Hemanth Kumar V** bearing the **USN: 1KS21CS003, 1KS21CS031, 1KS21CS032, 1KS21CS038** studying in the 4th semester of Bachelor of Engineering in Computer Science and Engineering at K S Institute of Technology, Bengaluru, hereby declare that the Activity Report entitled **"Application of Mathematics in the field of Machine Learning"**, is a record of original work based on Course Activity. Under the Internal Guidance of **Mr. Naveen V,** Assistant Professor, Department of Basic Science K. S. Institute of Technology. The Activity Report has been submitted in partial fulfilment of the requirements for the award of the degree of Bachelor of Engineering in Computer Science and Engineering. The results embodied in this report have not been submitted to any other University or Institute for the award of any degree.

Place: Bengaluru

Date: 02|09|2023

NAME (USN)

ABHILASHA V(1KS21CS003)

GOPALA KRISHNA V (1KS21CS031)

GURUPRASAD YS (1KS21CS032)

HEMANTH KUMAR V (1KS21CS038)

SUMMARY

In the realm of agriculture, timely and accurate detection of plant diseases is essential. This research delves into a solution using deep learning, focusing on Convolutional Neural Networks (CNN) to identify visual abnormalities on plant leaves. The Plant Village dataset, encompassing 61,486 images across 39 categories, serves as the training bed. Recognizing the variability in real-world images, the study employs data augmentation, using techniques like image flipping, Gamma correction, and rotation, among others. This not only increases the dataset's volume but also enhances the model's robustness against different environmental factors.

The application is built in the Visual Studio IDE, merging frontend and backend elements coded in HTML, CSS, and Python. PyTorch, a renowned deep learning framework, powers the CNN model. Key libraries, including numpy, pandas, and matplotlib, provide essential functionalities for data processing and visualization.

The overarching goal is beyond mere image classification. It's about offering a practical tool for individuals in agriculture, aiding them in early disease detection, ensuring healthier crops, and boosting overall yield. This research stands as a testament to the potential of integrating technology and agriculture, ensuring food security through advanced diagnostics.

ACKNOWLEDGEMENT

I

ABSTRACT

Plant disease detection is paramount for ensuring agricultural productivity and food security. This study presents a deep learning approach for plant disease identification based on the visual patterns observed on plant leaves. Leveraging the capabilities of Convolutional Neural Networks (CNN) built using the PyTorch framework, leaf images are classified into 39 distinct categories. The Plant Village dataset, comprising 61,486 images, was employed for training the CNN model. To augment the dataset and improve model robustness, six image augmentation techniques were applied, namely: image flipping, Gamma correction, noise injection, PCA colour augmentation, rotation, and scaling. The application was developed using Visual Studio as the primary IDE, and the programming was facilitated using HTML, CSS, and Python. Key libraries and dependencies include numpy, pandas, matplotlib, and torch, among others. This approach seeks to provide a scalable and accurate tool for farmers and agriculturalists to quickly and efficiently diagnose plant diseases using image data.

Plant diseases can significantly reduce agricultural yield and affect food security. Early and accurate detection is crucial to mitigate their impact. This research undertakes the challenge of plant disease detection using a deep learning paradigm. Specifically, we harness the power of Convolutional Neural Networks (CNN) to discern and classify visual anomalies present on plant leaves.

The entire application has been crafted in the Visual Studio IDE, with the user interface and backend developed using a combination of HTML, CSS, and Python. PyTorch, a popular deep learning framework, forms the backbone of our CNN model. The suite of dependencies ensures efficient data handling, transformation, and visualization, encompassing libraries such as numpy, pandas, and matplotlib.

Our approach is not just about classifying images; it's about providing a tangible solution to farmers, agricultural experts, and botanists. By making disease detection more accessible and accurate, we aim to safeguard crops, increase yields, and, by extension, ensure food security. The deep learning model described herein offers a promising avenue for further research and application in the realm of agricultural technology.

LIST OF CONTENTS

Chapter 01:

INTRODUCTION TO MACHINE LEARNING

Machine learning is programming computers to optimize a performance criterion using example data or experience. We have a model defined up to some parameters, and learning is the execution of a computer program to optimize the parameters of the model using the training data or experience. The model may be predictive to make predictions in the future, or descriptive to gain knowledge from data.

The field of study known as machine learning is concerned with the question of how to construct computer programs that automatically improve with experience. In short Machine Learning is known as ML.

Machine learning can also be defined as a subfield of artificial intelligence that involves the development of algorithms and statistical models that enable computers to improve their performance in tasks through experience. These algorithms and models are designed to learn from data and make predictions or decisions without explicit instructions. There are several types of machine learning, including supervised learning, unsupervised learning, and reinforcement learning. Supervised learning involves training a model on labeled data, while unsupervised learning involves training a model on unlabeled data. Reinforcement learning involves training a model through trial and error. Machine learning is used in a wide variety of applications, including image and speech recognition, natural language processing, and recommender systems.

Chapter 02:

FEATURES OF ML

Features are of two types. They are following:

> **Continuous features**:

Continuous features are numerical values that can take on any value within a certain range. This type of data is often used to represent things such as time, weight, income, temperature, etc. Continuous features are often used in machine learning applications, since they can provide a more detailed representation of data than discrete or categorical features. For example, imagine that you are trying to predict the weight of an animal based on its height. If you only had discrete data for height (e.g., "short," "medium," and "tall"), then your predictions would be less accurate than if you had continuous data (e.g., the animal's actual height in inches or centimetres). Continuous features can also be more useful than discrete features when it comes to optimizing models.

> **Categorical or discrete features**:

Categorical features are an important part of machine learning. Categorical data is data that can be divided into categories, such as "male" and "female" or "red" and "blue." Categorical features can be used to help predict what category something belongs to, based on other features. Categorical data can be thought of as a set of categories, and each category can be represented by a number. For example, if we are predicting the type of animal based on a series of features, the animal's species would be a categorical feature. Categorical features are of two types – nominal and ordinal.
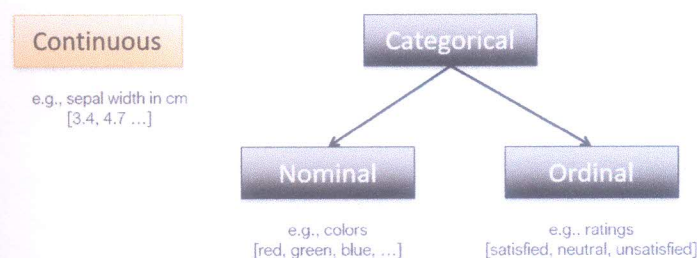
Some key features of machine learning are:

Machine learning has become one of the most important technological advancements in recent years and has significantly impacted a broad range of industries and applications. Its main features are:

➢ **Automation:** Machine learning algorithms automate the process of finding patterns in data, requiring less human involvement, and enabling more precise and effective analysis.

➢ **Predictive modeling:** Data is used by machine learning algorithms to create models that forecast future events. These models can be used to determine the risk of a loan default or the likelihood that a consumer would make a purchase, among other things.

➢ **Scalability:** Machine learning techniques are well suited for processing big data because they are made to handle massive amounts of data. As a result, businesses can make decisions based on information gleaned from such data.

➢ **Generalization:** Algorithms for machine learning can discover broad patterns in data that can be used to analyze fresh, unexplored data. Even though the data used to train the model may not be immediately applicable to the task at hand, they are useful for forecasting future events.

➢ **Adaptiveness:** As new data becomes available; machine learning algorithms are built to learn and adapt continuously. As a result, they can enhance their performance over time, becoming more precise and efficient as more data is made available to them.

Chapter 03:

PLANT DISEASES

Plant diseases have played a significant role in human history and agriculture, affecting food security, economies, and ecosystems. They are caused by various infectious agents, including fungi, bacteria, viruses, and nematodes. The consequences of plant diseases can be vast, ranging from minor cosmetic issues to major crop losses.

1. Causes of Plant Diseases

- **Fungi**: They are the most common pathogens causing plant diseases. Examples include powdery mildew, rusts, and blights. Fungi can affect many parts of the plant, including leaves, stems, fruits, and roots.
- **Bacteria**: These microorganisms can cause diseases such as bacterial wilt, fire blight, and citrus canker. They often enter plants through wounds or natural openings and multiply rapidly.
- **Viruses**: They can cause diseases like tobacco mosaic virus, cucumber mosaic virus, and many others. Viruses are often spread by insect vectors like aphids.
- **Nematodes**: These are microscopic worms that primarily affect plant roots, causing diseases like root-knot and cyst nematodes.
- **Other Agents**: Some diseases are caused by mycoplasmas, phytoplasmas, and viroids.

2. Symptoms of Plant Diseases

- **Leaf Spots and Blotches:** Small discolored areas on leaves.
- **Wilting**: Caused by a lack of water due to root diseases or vascular blockages.
- **Galls or Tumors**: Abnormal growths on roots, stems, or leaves.
- **Blight**: Rapid and complete browning and death of plant tissues.
- **Cankers**: Sunken areas of dead tissue on stems or branches.
- **Molds and Mildews**: Visible fungal growth on plant surfaces.
- **Chlorosis**: Yellowing of leaves due to decreased chlorophyll.

3. Impact of Plant Diseases

- **Economic Losses:** Diseases can reduce the yield and quality of crops, leading to financial losses for farmers.
- **Food Security**: Major disease outbreaks can threaten food supplies, especially in regions heavily dependent on a single crop.
- **Ecosystem Balance:** Diseases can alter native ecosystems by reducing or wiping out specific

plant species.

4. Management and control

- ➤ **Cultural Practices:** Crop rotation, sanitation, and proper spacing can reduce disease incidence.
- ➤ **Resistant Varieties**: Planting disease-resistant crop varieties can help reduce the impact of specific diseases.
- ➤ **Chemical Control:** Fungicides, bactericides, and nematicides can be used, but they must be applied judiciously to prevent resistance and environmental harm.
- ➤ **Biological Control:** Some beneficial microorganisms can protect plants from pathogens.
- ➤ **Integrated Pest Management (IPM):** Combining multiple strategies to manage diseases in an environmentally friendly manner.

5. Challenges and Future Perspectives

- ➤ **Climate Change**: Changing weather patterns can favor the spread and severity of certain plant diseases.
- ➤ **Globalization:** The movement of people and goods can introduce new diseases to regions.
- ➤ **Resistance:** Over-reliance on a single method of control can lead to pathogens developing resistance.
- ➤ **Research:** Continuous research is essential to understand emerging diseases and develop effective control measures.

Chapter 04:

PLANT DISEASE DETECTION

Certainly, the detection of plant diseases is a critical aspect of modern agriculture. Accurate and timely detection can help farmers take preventive or curative measures, ensuring food security and economic stability. Here's a brief overview of plant disease detection, encompassing traditional methods, technological advancements, and data-driven approaches:

1. Traditional Methods of Disease Detection

➢ **Visual Inspection**: Historically, and even today in many parts of the world, farmers rely on their experience to detect diseases by observing symptoms on the plant. This method, while valuable, is subjective and can sometimes lead to misdiagnosis.

➢ **Symptom Catalogs**: Over the years, agricultural experts have compiled symptom catalogs for various crops. These reference materials contain images and descriptions of various diseases and can assist farmers in identifying common symptoms.

2. Laboratory-based Methods

➢ **Microscopic Examination**: Tissue samples from infected plants can be examined under a microscope to identify the presence of pathogens.
➢ **Cultural Methods:** Pathogens can be isolated and cultured in laboratories, helping in precise identification.
➢ **Serological Tests**: These tests, like ELISA (Enzyme-Linked Immunosorbent Assay), detect the presence of specific proteins associated with pathogens.
➢ **Molecular Techniques**: Techniques like PCR (Polymerase Chain Reaction) can identify the genetic material of pathogens, allowing for very accurate disease detection.

3. Technological Advances in Disease Detection

➢ **Remote Sensing**: Drones equipped with cameras and sensors can cover large areas and detect disease symptoms or stress in crops. Specific wavelengths can even detect symptoms before they're visible to the naked eye.
➢ **Smartphone Apps**: With advancements in AI, there are apps available that can detect diseases from pictures taken with a smartphone camera. This democratizes disease detection, making it accessible to many farmers.

➢ **Spectral Analysis**: Devices that can read the spectral signature of plant leaves can detect changes associated with diseases.

4. Data-driven Approaches

➢ **Machine Learning**: AI models, trained on vast datasets of plant images, can recognize and diagnose a wide range of diseases with high accuracy.

➢ **Predictive Analysis**: By analyzing historical data, weather patterns, and other relevant factors, predictive models can forecast disease outbreaks, allowing for preventive measures.

5. Challenges and Future Perspectives

➢ **Data Quality**: For AI and machine learning models to work effectively, they require high-quality, labeled data, which is sometimes hard to come by.

➢ **Integration with Farm Management**: Disease detection tools need to be integrated seamlessly with other farm management systems to provide actionable insights.

➢ **Accessibility**: While there are advanced tools available, ensuring they're accessible and affordable for small-scale farmers globally is a challenge.

➢ **Continuous Learning**: As new diseases emerge or pathogens evolve, detection systems need continuous updates and training.

Chapter 05:

DATASET

1. Dataset Overview:

The dataset contains images of plant leaves from 39 different classes, along with background images. The total number of images in the dataset is 61,486.

2. Image Augmentation:

Image augmentation is a technique used to artificially expand the size of a training dataset. By applying various transformations on the original images, you can simulate the variety of conditions the model might encounter in the real world, thereby improving its performance and generalization.

The augmentation techniques used in this dataset include:

- ➤ **Image Flipping**: This involves mirroring the images. Flipping can be done horizontally or vertically. This simulates the variety of orientations in which a leaf might be viewed.
- ➤ **Gamma Correction:** This is a technique used to adjust the brightness and contrast of images. By adjusting the gamma value, the illumination of the image can be artificially increased or decreased.
- ➤ **Noise Injection**: Random noise is added to the image. This simulates the real-world scenario where the image might be captured under less-than-perfect conditions, like a camera with dust or sensor noise.
- ➤ **PCA Color Augmentation**: Principal Component Analysis (PCA) is used on the set of RGB pixel values throughout the training set. It introduces changes in the colors and can help the model to be invariant to color changes.
- ➤ **Rotation:** Images are rotated by a certain angle. This simulates the variety of orientations a leaf might be presented in real-world scenarios.
- ➤ **Scaling:** This involves resizing the image, either making it larger or smaller. It helps the model recognize leaves of different sizes and distances.

3. Classification Task:

The primary objective, given the dataset, is a classification task using a Convolutional Neural Network (CNN) model. CNNs are a type of deep learning model particularly well-suited for image recognition tasks.

39 Classes: The model needs to differentiate between 39 different classes. Each class corresponds to a different type of plant leaf or background.

4. Convolutional Neural Networks (CNN):

CNNs are a category of neural networks that have proven very effective in areas such as image recognition and classification. They contain layers that specifically deal with the hierarchical pattern in data, making them very efficient for image data. Key components of CNNs include:

> **Convolutional Layers**: These layers apply convolution operations to the input data, detecting features like edges, textures, and patterns

> **Pooling Layers**: They reduce the spatial dimensions of the data while retaining the most important information.

> **Fully Connected Layers**: These layers perform classification based on the features extracted by the previous layers.

Given the dataset's size and diversity, training a CNN on it would likely result in a model capable of accurately recognizing and classifying the different classes of plant leaves and backgrounds.

Dataset link: **https://data.mendeley.com/datasets/tywbtsjrjv/1**

1. Healthy Leaf   2. Early Blight   3. Late Blight
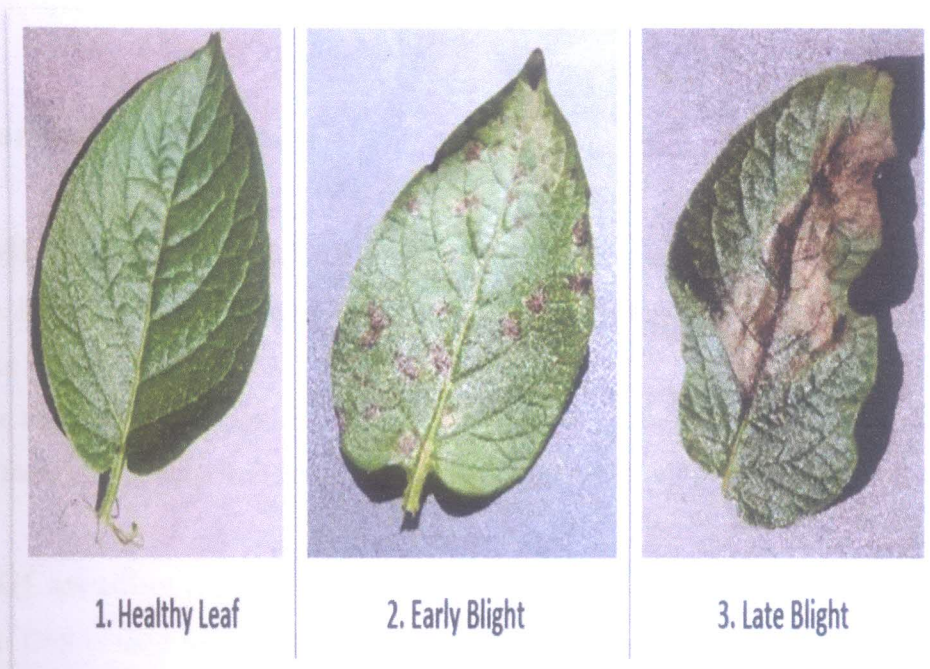
Chapter 06:

SOFTWARE USED

1. Visual Studio (often referred to as Visual Studio IDE)

Description: Visual Studio is an integrated development environment (IDE) from Microsoft. It supports multiple programming languages and offers tools for both developers and software testers. It's widely used for software development across various platforms including Windows, web, and mobile.

Usage in the context: Given that it's listed as the IDE, it's where the majority of the coding, debugging, and possibly even version control is done for the project.
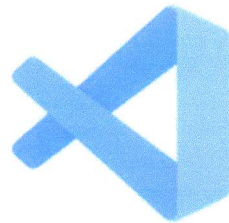
2. Programming Languages

➢ HTML (Hypertext Markup Language)

Description: HTML is the standard markup language for creating web pages. It's used for structuring content on the web.

Usage in the context: Likely used for developing the frontend or user interface of the application, especially if there's a web interface for users to upload images or view results.

➢ CSS (Cascading Style Sheets)

Description: CSS is used to describe the look and formatting of a document written in HTML. It defines styles for web pages, including the design, colors, and fonts.

Usage in the context: Used in tandem with HTML to style the web interface and make it visually appealing.

> ➢ **Python**

Description: Python is a versatile, high-level programming language that's widely used in web development, data analysis, artificial intelligence, scientific computing, and more.

Usage in the context: Python would be the primary language for backend development, data processing, and especially for building and training the deep learning model, given its rich ecosystem of libraries for machine learning like PyTorch.
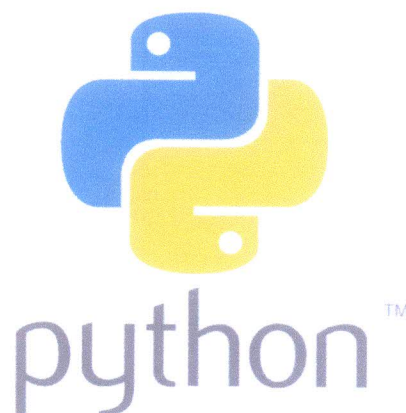
3. Dataset

Description: The mentioned dataset pertains to the identification of plant leaf diseases using a deep convolutional neural network.

Usage in the context: The dataset would contain images of various plant leaves, some healthy and some diseased. The deep learning model would be trained on this dataset. Once trained, the model should be capable of identifying and classifying leaf diseases based on new, unseen images.

9-layer Deep Convolutional Neural Network: This refers to the architecture of the neural network used for the project. A 9-layer CNN indicates a relatively deep model, which implies it has the capacity to learn complex features from the image data. The layers would include a combination of convolutional layers, pooling layers, and fully connected layers.

Chapter 07:

DEPENDENCIES

1. numpy

> **Purpose**: NumPy is a foundational package for numerical computations in Python.
> **Usage**: It provides support for large multi-dimensional arrays and matrices, along with a collection of mathematical functions to operate on these arrays.

2. pandas

> **Purpose**: Pandas is a library providing high-performance, easy-to-use data structures and data analysis tools.
> **Usage**: It is commonly used for data manipulation tasks such as reading in datasets, cleaning data, and aggregating data.

3. matplotlib.pyplot

> **Purpose**: Matplotlib is a 2D plotting library for Python. The `pyplot` module provides a MATLAB-like interface for making plots and charts.
> **Usage**: It's used for visualizing data, such as displaying images or plotting training loss over time.

4. torch

> **Purpose**: PyTorch is an open-source deep learning platform that provides a flexible and dynamic computational graph, which makes it particularly useful for research.
> **Usage**: It's used for building and training neural network models, tensor computations, and more.

5. torchvision

> **Purpose**: Torchvision is a library that's part of the PyTorch project. It contains datasets, model architectures, and common image transformations for computer vision.

Specific Modules:

> **datasets**: Provides standard datasets (like CIFAR-10, MNIST) and utilities for loading and augmenting image datasets.

> **transforms**: Offers common image transformations, such as normalization, rotation, and resizing, which are essential for data augmentation and preprocessing.
> **models**: Contains popular pre-trained deep learning models like ResNet, VGG, and AlexNet.

6. SubsetRandomSampler

> **Purpose**: This is a PyTorch utility for splitting data into subsets.
> **Usage**: It's often used in conjunction with DataLoader to create training and validation data loaders that draw samples from non-overlapping subsets of a dataset.

7. torch.nn.functional

> **Purpose**: This module contains various functions that operate on tensors and are used in building neural networks.
> **Usage**: It provides functions like activation functions (ReLU, sigmoid, tanh), loss functions, and other operations commonly used in neural networks.

8. datetime

> **Purpose**: The datetime module supplies classes for working with dates and times.
> **Usage**: In the context of machine learning, it might be used for logging purposes, such as timestamping when a model starts or finishes training.

Chapter 08:

CONVOLUTION ARITHMETIC EQUATION

$$\text{Output Size} = \frac{W - F + 2P}{S} + 1$$

Where:

W = Input Size:

This represents the spatial dimensions (width or height) of the input volume (or image) that you're applying the convolution to.

F = Filter Size:

This represents the spatial dimensions (width or height) of the filter (or kernel) that slides over the input volume during the convolution operation.

P = Padding Size:

Padding involves adding extra rows and columns (often of zeros) to the input volume. This is done to control the spatial dimensions of the output volume. For instance, padding can be used to ensure that the output volume has the same spatial dimensions as the input volume.

S = Stride:

The stride dictates the step size that the filter takes as it slides over the input volume. A stride of 1 means the filter moves one unit at a time, while a stride of 2 means it jumps two units per step.

```
Model

<b>Convolution Aithmetic Equation : </b>(W - F + 2P) / S + 1 <br>
W = Input Size<br>
F = Filter Size<br>
P = Padding Size<br>
S = Stride <br>
```

Significance:

The equation helps in determining the size of the output feature map after the convolution operation. This is crucial for several reasons:

Layer Design: When designing deeper networks, it's essential to know the size of the output from each layer to ensure that dimensions match up appropriately between layers.

Resource Estimation: By understanding the dimensions of the output, you can estimate the computational resources and memory needed.

Control Overfitting: By adjusting parameters like stride and padding, you can control the number of parameters in your network, which can help in preventing overfitting.

Example:

Let's say we have:

An input image of size W=32 (32x32 pixels),

A filter of size F=3 (3x3 pixels),

A padding of P=1, and

A stride of S=1.

Plugging these values into the equation:

Output Size=32−3+2(1)1+1=32Output Size=132−3+2(1)+1=32

This means the output feature map after the convolution will also be 32x32 pixels in size.

Chapter 09:

Output

1.Homepage:

- •A user-friendly interface with navigation links to different sections.

- •A brief description of the project and its objectives.

- •An upload button to submit plant leaf images for disease detection.

2.Disease Detection Interface:

- •Users can upload or drag-and-drop leaf images.

- •Upon submission, the image is processed by the trained CNN model.

- •The model predicts and displays the potential disease category (from the 39 classes).

- •Confidence scores or probabilities for each prediction.

- •Option to upload another image or proceed to recommendations.

3.Recommendations and Further Information:

- •Based on the detected disease, users are presented with:

- •Brief information about the disease.

- •Potential treatments or preventive measures.

- •Links to further resources or articles about the disease.

Chapter 10:

Conclusion

Plant disease detection is a critical concern in the realm of agriculture, having significant implications for food security, economic stability, and ecosystem balance. The advent of technology has brought forth innovative solutions to tackle this challenge.

In the discussed project, a comprehensive approach to plant disease identification has been undertaken. By leveraging a dataset containing 61,486 images of 39 different classes of plant leaves and background images, the project aims to train a 9-layer Deep Convolutional Neural Network (CNN) for disease classification. The dataset has been enhanced using several augmentation techniques like image flipping, gamma correction, noise injection, PCA color augmentation, rotation, and scaling. These augmentations simulate real-world variations and complexities, making the model more robust and versatile.

The entire system is envisioned as a web-based application where users can upload images of plant leaves. Using the backend developed in Python and trained using the aforementioned dataset, the system processes these images and predicts potential diseases. This user-friendly interface, designed using HTML and CSS, facilitates easy interaction and quick results.

Using tools like Visual Studio as the IDE, and frameworks like PyTorch for deep learning, the project harnesses the power of modern technology for a cause of paramount importance. The Convolution Arithmetic Equation, crucial for CNNs, ensures that the architecture is designed with precision, considering factors like filter size, padding, and stride.

In essence, this plant disease detection system is a confluence of technology and biology. It exemplifies how deep learning, combined with a well-structured dataset, can provide solutions to real-world challenges, aiming to assist farmers, researchers, and agricultural enthusiasts in their endeavors.

Chapter 11:

REFERENCE

- https://www.plantvillage.org/
- https://pytorch.org/docs/stable/index.html
- https://towardsdatascience.com/data-augmentation-in-deep-learning-7aec3a1a3ef3
- 4.http://cs231n.stanford.edu/
- https://www.ibm.com/blogs/research/2018/08/ai-agriculture/
- https://www.python.org/

K.S. INSTITUTE OF TECHNOLOGY, BENGALURU - 560109
DEARTMENT OF COMPUTER SCIENCE & ENGINEERING
CONTENT BEYOND SYLLABUS

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Cloud Computing and its applications/ 18CS643)
Semester/Section	6th A
Activity Name	Case Study on Ubisoft's Cloud using AWS for multi player gaming support
Date	19-06-2023
No. of Participants	05
Objectives/Goals	Study the multi player gaming model on cloud by Ubisoft to simplify management and increase reliability and scalability using AWS
ICT Used	LCD
Appropriate Method/Instructional materials/Exam Questions **Level 3: Apply, CO3-CO5**	
Relevant PO's:	PO:1,2,3, 5, 9, 10
Significance of Results/Outcomes	Motivate students to learn from the existing cloud applications and innovate new ideas.
Reflective Critique	The main goal of this activity to understand cloud Deployment and various cloud services
Proofs (Reports Attached)	

Signature of Course In charge

Signature of HOD CSE
Head of the Department
Dept. of Computer Science & Engg
K.S. Institute of Technology
Bengaluru -560 109

<div align="center">

CASE STUDY ON

UBISOFT'S CLOUD USING AWS FOR MULTI PLAYER GAMING SUPPORT

</div>

Cloud computing is the on-demand delivery of IT resources over the Internet with pay-as-you-go pricing. Instead of buying, owning, and maintaining physical data centers and servers, you can access technology services, such as computing power, storage, and databases, on an as-needed basis from a cloud provider like Amazon Web Services (AWS).

Who is using cloud computing?

Organizations of every type, size, and industry are using the cloud for a wide variety of use cases, such as data backup, disaster recovery, email, virtual desktops, software development and testing, big data analytics, and customer-facing web applications. For example, healthcare companies are using the cloud to develop more personalized treatments for patients. Financial services companies are using the cloud to power real-time fraud detection and prevention. And video game makers are using the cloud to deliver online games to millions of players around the world.

- **Infrastructure as a Service (IaaS)** : IaaS contains the basic building blocks for cloud IT. It typically provides access to networking features, computers (virtual or on dedicated hardware), and data storage space. IaaS gives you the highest level of flexibility and management control over your IT resources. It is most similar to the existing IT resources with which many IT departments and developers are familiar.

- **Platform as a Service (PaaS)** : PaaS removes the need for you to manage underlying infrastructure (usually hardware and operating systems), and allows you to focus on the deployment and management of your applications. This helps you be more efficient as you don't need to worry about resource procurement, capacity planning, software maintenance, patching, or any of the other undifferentiated heavy lifting involved in running your application.

- **Software as a Service (SaaS)** : SaaS provides you with a complete product that is run and managed by the service provider. In most cases, people referring to SaaS are referring to end-user applications (such as web-based email). With a SaaS offering, you don't have to think about how the service is maintained or how the underlying

infrastructure is managed. You only need to think about how you will use that particular software.

Amazon Web Services (AWS) is the world's most comprehensive and broadly adopted cloud platform, offering over 175 fully featured services from data centers globally. Millions of customers—including the fastest-growing startups, largest enterprises, and leading government agencies—are using AWS to lower costs, become more agile, and innovate faster.

Global network of AWS Regions

AWS has the most extensive global cloud infrastructure. No other cloud provider offers as many Regions with multiple Availability Zones connected by low latency, high throughput, and highly redundant networking. AWS has 77 Availability Zones within 24 geographic regions around the world, and has announced plans for nine more Availability Zones and three more AWS Regions in Indonesia, Japan, and Spain. The AWS Region/Availability Zone model has been recognized by Gartner as the recommended approach for running enterprise applications that require high availability.

Ubisoft is a leading creator, publisher, and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including **Assassin's Creed, Just Dance, Tom Clancy's** video game series, **Rayman, Far Cry,** and **Watch Dogs.** Headquartered in Paris, France, Ubisoft's teams are committed to delivering original and memorable gaming experiences across all popular platforms, including multiplayer experiences enjoyed by millions of gamers around the world.

UBISOFT®

Finding Agility and Scalability in the AWS Cloud

Ubisoft decided to move its Storm platform—and several online multiplayer games—to the cloud to simplify management and increase reliability and scalability. After a short evaluation phase, Ubisoft chose the **Amazon Web Services** (AWS) Cloud. "The range of services provided by AWS is overwhelming, so the decision was easy for us," says Fortin. Additionally, other Ubisoft business areas had been using AWS for several years to speed development of new games and scale on demand. "We saw how effective AWS was in terms of scalability and agility, and that definitely influenced our decision to go with AWS."

Ubisoft moved its development, staging, and production environments to AWS for Storm, running on 40 **Amazon Elastic Compute Cloud (Amazon EC2)** instances. The company also uses **Auto Scaling** for automated provisioning of compute resources, and takes advantage of the orchestration features in **Amazon EC2 Container Service (Amazon ECS)** to manage the Storm relay service. "We had been scheduling Docker containers manually, but **Amazon ECS** takes care of that for us now," says Fortin. Ubisoft uses **Amazon ElastiCache** to set up and manage distributed in-memory data stores.

The Storm solution routes traffic between two consoles through AWS. Based on the number of players using the solution, Ubisoft can automatically scale the service up or down. Ubisoft debuted Storm for its **Watch Dogs 2** action-adventure game in late 2016, and plans to use the service for other upcoming releases.

Simplifying Management Using Containers

Ubisoft can now easily scale Storm using AWS. "Scalability is mandatory for us, because our gaming service is global and we don't spin up new stacks for each game to meet demand," says Fortin. "Using AWS, we can automatically scale to support large traffic spikes. Over the last Christmas holiday, we met traffic demands for Watch Dogs 2 by scaling up to 120 relay servers, routing 70 terabytes of data in 20 days."

The company can more easily manage its Storm relay service by using Amazon ECS. "Managing Storm is very simple now, because we use Amazon ECS for orchestration and deployment," says Fortin. "And combined with Auto Scaling groups, it essentially becomes a container-as-a-service model. As a managed service, Amazon ECS does everything for us—it always works and we don't need to spend time maintaining it." As an example, Fortin points to the automated scalability of Watch Dogs 2. "We operated 120 servers with a team of three

people here, because we didn't have to spend our time managing the backend," he says. "Instead of installing and overseeing a management and orchestration tool ourselves—which would have taken us weeks—we configured our service to support the traffic spike in a few days using Amazon ECS."

Deploying Global Updates in Minutes

Ubisoft is now more agile because it runs its solutions in the cloud. "By taking advantage of AWS, we have agility we would have never had in an on-premises IT environment," says Fortin. "As a result, we can try things much faster. For instance, we can spin up a new Redis database in a few seconds using Amazon ElastiCache, instead of installing and configuring the database on our own."

Taking advantage of this agility, Ubisoft can deploy new features and updates faster than before. "We do rolling deployments in three regions in less than 30 minutes, because we use Amazon ECS for all our updates," says Fortin. "By using AWS, we have the autonomy to try new things very quickly, so we don't spend weeks investigating something to see if it will work. That speed and agility ultimately makes us more competitive."

Ubisoft uses these AWS Services

- **Amazon EC2 :** Amazon Elastic Compute Cloud (Amazon EC2) is a web service that provides secure, resizable compute capacity in the cloud. It is designed to make web-scale cloud computing easier for developers.
- **Amazon ECS :** Amazon Elastic Container Service (Amazon ECS) is a highly scalable, high-performance container orchestration service that supports Docker containers and allows you to easily run and scale containerized applications on AWS.
- **Amazon ElastiCache :** Amazon ElastiCache offers fully managed Redis and Memcached. Seamlessly deploy, run, and scale popular open source compatible in-memory data stores.
- **Auto Scaling :** AWS Auto Scaling monitors your applications and automatically adjusts capacity to maintain steady, predictable performance at the lowest possible cost.

How Ubisoft benefited by AWS?

- Quickly scales to support demands of 80,000 players
- Deploys global game-service updates in less than 30 minutes
- Increases competitiveness through speed and agility

- Submitted by,

BHUVAN N GOWDA
BOMMINENI TEJASWINI
BRUNDA B
CHAITRA R
CHETHAN S

K.S. INSTITUTE OF TECHNOLOGY, BENGALURU - 560109
DEARTMENT OF COMPUTER SCIENCS & ENGINEERING
CONTENT BEYOND SYLLABUS

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Cloud Computing and its applications/ 18CS643)
Semester/Section	6th A
Activity Name	Case Study On Education & Training In Cloud Computing And Big Data by Manjrasoft
Date	19-06-2023
No. of Participants	05
Objectives/Goals	With this sweeping change, there is a demand for new skill sets in parallel and distributed computing. Universities play an important role in this regard in training the next generation of ICT professionals and equipping them with the necessary tools and knowledge to tackle the challenges. In addition to the research being done in this field, there are several courses on offer on Parallel, Grid and Distributed computing. Complementing these are network based parallel and distributed computing technologies such as Manjrasoft's Aneka, which offer low cost solution for teaching and learning in this field.
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions
Level 3: Apply, CO3-CO5

Relevant PO's:	PO:1,2,3, 5, 9, 10 and 12
Significance of Results/Outcomes	Help educate a new generation of students in the latest area of computing. Add Parallel, Distributed and Cloud Computing into your curriculum.
Reflective Critique	The main goal of this activity to • Parallel data mining • Parallel searching algorithms

	• Parallel sorting algorithms
	• Mass document searching
Proofs (Reports Attached)	

Signature of Course In charge

Signature of HOD CSE

Head of the Department
Dept. of Computer Science & Engg
K.S. institute of Technology
Bengaluru -560 109

CASE STUDY ON
EDUCATION & TRAINING IN CLOUD COMPUTING AND BIG DATA

OBJECTIVES:

Help educate a new generation of students in the latest area of computing. Add Parallel, Distributed and Cloud Computing into your curriculum. Various teaching tools, software and examples to get your program up and running quickly.

Cloud Computing is the delivery of computing services such as servers, storage, databases, networking, software, analytics, intelligence, and more, over the Cloud (Internet). Cloud Computing provides an alternative to the on-premises datacenter.

With an on-premises datacenter, we have to manage everything, such as purchasing and installing hardware, virtualization, installing the operating system, and any other required applications, setting up the network, configuring the firewall, and setting up storage for data. After doing all the set-up, we become responsible for maintaining it through its entire lifecycle, not only that the upfront cost is also to be fulfilled by us.

The advent and adoption of the Internet in the 90s changed the way the ICT industry functions, permanently. Lowering costs in computation and communication is driving the focus from personal to DataCenter centric computing. Although, parallel and distributed computing has been around for several years, in its new forms as, Multicore, Grid and Cloud Computing, has brought about a sweeping change in the industry. These trends are pushing industry focus from developing applications for PCs to Data Centers and Clouds that enable millions of users make use of software simultaneously. ICT services are billed to be delivered as "computing utilities" over shared delivery networks akin to the water, electricity, gas and telephony services.

With this sweeping change, there is a demand for new skill sets in parallel and distributed computing. Universities play an important role in this regard in training the next generation of ICT professionals and equipping them with the necessary tools and knowledge to tackle the challenges. In addition to the research being done in this field, there are several courses on offer on Parallel, Grid and Distributed computing. Complementing these are network

based parallel and distributed computing technologies such as Manjrasoft's Aneka, which offer low cost solution for teaching and learning in this field.

Manjrasoft, which was born out of The University of Melbourne's Cloud Computing and Distributed Systems (CLOUDS) Laboratory, has been doing significant work in this area and has implemented relevant courses to prepare the students for the real world. Manjrasoft's flagship product Aneka, enables one to build virtual supercomputer or an enterprise Cloud out of LAN-connected desktop computers under Windows /.NET environment and provide remote access to this capability as Cloud services. After successful validation of the technology in the market, Aneka is being offered to educational institutions to help students gain knowledge on the practical implementation of the technology.

Manjrasoft offers a seminar and training program aimed at introducing and covering topics ranging from fundamental concepts to using state of the art Aneka technology and how to adopt them to teaching parallel and distributed computing. Manjrasoft would like to work with educational institutions to develop courseware in emerging areas of parallel and distributed computing (multicore programming, Cloud and Big-Data computing) and enable them to train next-generation ICT professionals.

In educational environment, Manjrasoft's Aneka technology is used to:

Setup a Lab by building an enterprise Grid or "on premise" Cloud using existing LAN-connected desktop computers

Teach concepts of parallel and distributed programming using models such as Task, Thread, and MapReduce

Conduct Lab classes and mount student projects in parallel and distributed computing

Teach concurrent programming using the Thread model on multi-core desktop computers or servers

Teach and demonstrate Cloud computing concepts by deploying on public Clouds such as Amazon EC2 by renting the computing infrastructure

Outcomes of activity

Students are encouraged to write applications on:

- Parallel data mining

- Parallel searching algorithms

- Parallel sorting algorithms

- Mass document searching

Submitted by,

| MANDARA K S |
| ANIRUDDHA K |
| MANJUNATH R |
| E. ABHINAYA |
| S POORNACHANDRA |

K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 560109
DEARTMENT OF COMPUTER SCIENCS & ENGINEERING
CONTENT BEYOND THE SYLLBUS

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Management and Entrepreneurship for IT industry/ 18CS51
Semester/Section	5th A
Activity Name	LOGO QUIZ
Topic Covered	Module 1-5 (Management and Entrepreneurship for IT industry/ 18CS51)
Date	17-11-2022
No. of Participants	66
Objectives/Goals	To get the knowledge and awareness of company logos
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

Level 3: Apply, CO1-CO5

The logo quiz was conducted on 17th November 2022. The quiz was conducted for The purpose for conducting this quiz was to get the knowledge of company logos. Students learnt the organization and Management Skills.

Quiz was organized by

- KUSHAL K (1KS20CS047)

- ANIRUDHA K K (1KS20CS005)

- DHANVIN C BHARGAV (1KS20CS022)

- HONOKSHARATNA B (1KS20CS039)

Relevant PO's:	PO:1,2,3, 5, 9, 10 and 12
Significance of Results/Outcomes	Students were able to get knowledge of different company logos
Reflective Critique	The main goal of this activity to create a awareness of various company logos

Proofs (Photographs/Videos/Reports/Charts/Models)

> MindTree

> Dreamworks

- Larson and Turbo
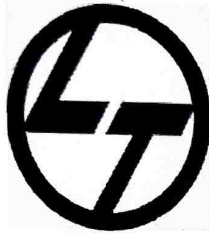
> AMAZON WEB SERVICES

Links to ppt
https://drive.google.com/drive/folders/1aDa6ISomDQ92IznNzhsoOWHU2CorWcH-
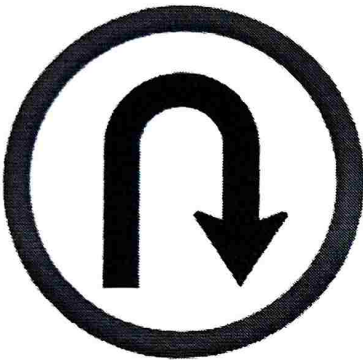
Signature of Course In charge

Signature of HOD CSE

K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 560109
DEARTMENT OF COMPUTER SCIENCS & ENGINEERING
CONTENT BEYOND THE SYLLBUS

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Management and Entrepreneurship for IT industry/ 18CS51
Semester/Section	5th B
Activity Name	TAGLINE QUIZ
Topic Covered	Module 1-5 (Management and Entrepreneurship for IT industry/ 18CS51)
Date	19-11-2022
No. of Participants	66
Objectives/Goals	To get the knowledge and awareness of company Taglines
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

Level 3: Apply, CO1-CO5

The Tagline quiz was conducted on 4th November 2022. The quiz was conducted for The purpose for conducting this quiz was to get the knowledge of company Taglines. Quiz was organized by

1) K R Sahana (1KS20CS118)

2) Trupthi G B (1KS20CS104)

3) Neha Reddy S (1KS20CS062)

Objective of event was to help the students learn event organization and presentation skills.

Relevant PO's:	PO:1,2,3, 5, 9, 10 and 12
Significance of Results/Outcomes	Students were able to get knowledge of different company Taglines
Reflective Critique	The main goal of this activity to create a awareness of various company Taglines

Proofs (Photographs/Videos/Reports/Charts/Models)

PHOTOS

PHOTOS:
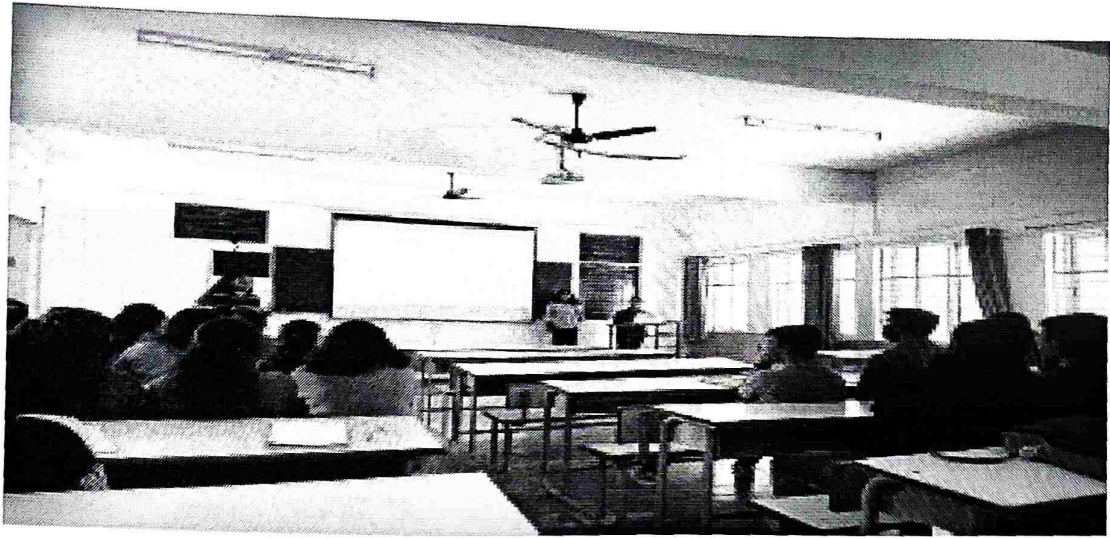
Coca-Cola:

OPEN HAPPINESS

SUSTAINABLE ENERGY

K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 560109
DEARTMENT OF COMPUTER SCIENCS & ENGINEERING
CONTENT BEYOND THE SYLLBUS

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Management and Entrepreneurship for IT industry/ 18CS51
Semester/Section	5th B
Activity Name	PICTIONARY QUIZ
Topic Covered	Management and Entrepreneurship for IT industry/ 18CS51)
Date	17-11-2022
No. of Participants	64
Objectives/Goals	To Create awareness about various company with gamification
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions
Level 3: Apply, CO1-CO5

The logo quiz was conducted on 4th November 2022. The quiz was conducted for
The purpose for conducting this quiz was to get the knowledge of company logos.
Quiz was organized by

1. Sai Shnkari
2. Rakshita
3. Vandita N

Objective of event was to help the students learn organization, analytical and team building skills.

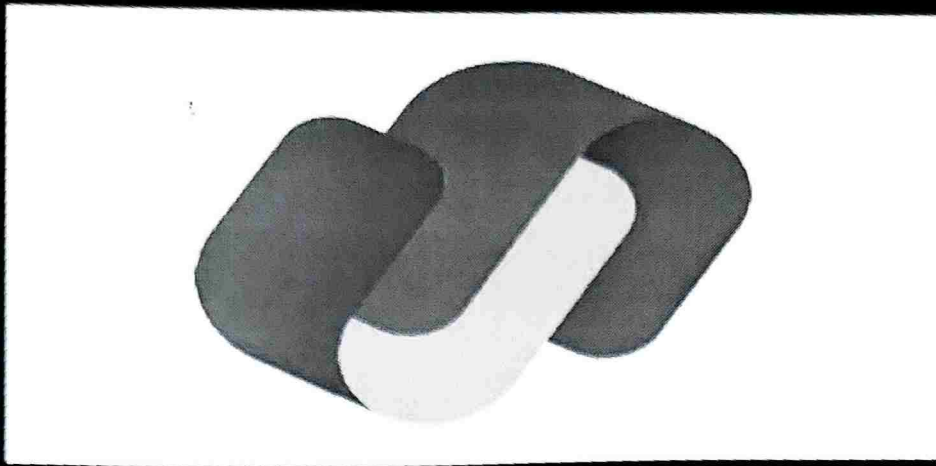|	
Relevant PO's:	PO:1,2,3, 5, 9, 10 and 12
Significance of Results/Outcomes	Students were able to get knowledge of different company logos
Reflective Critique	The main goal of this activity to create a awareness of various company logos

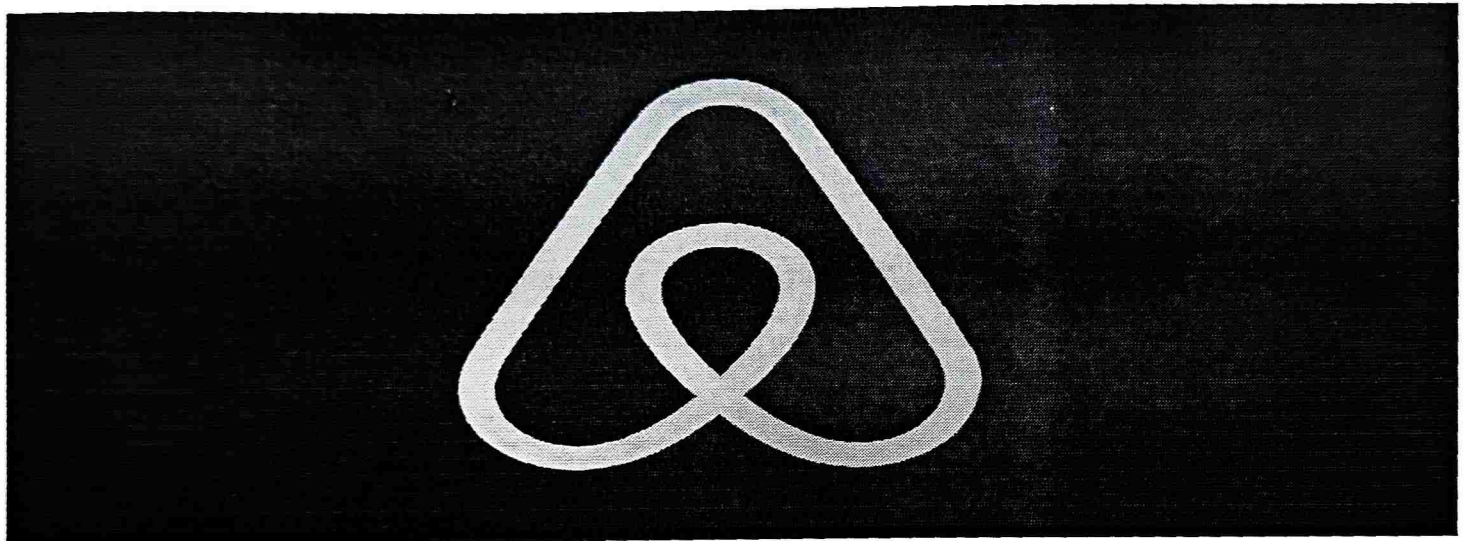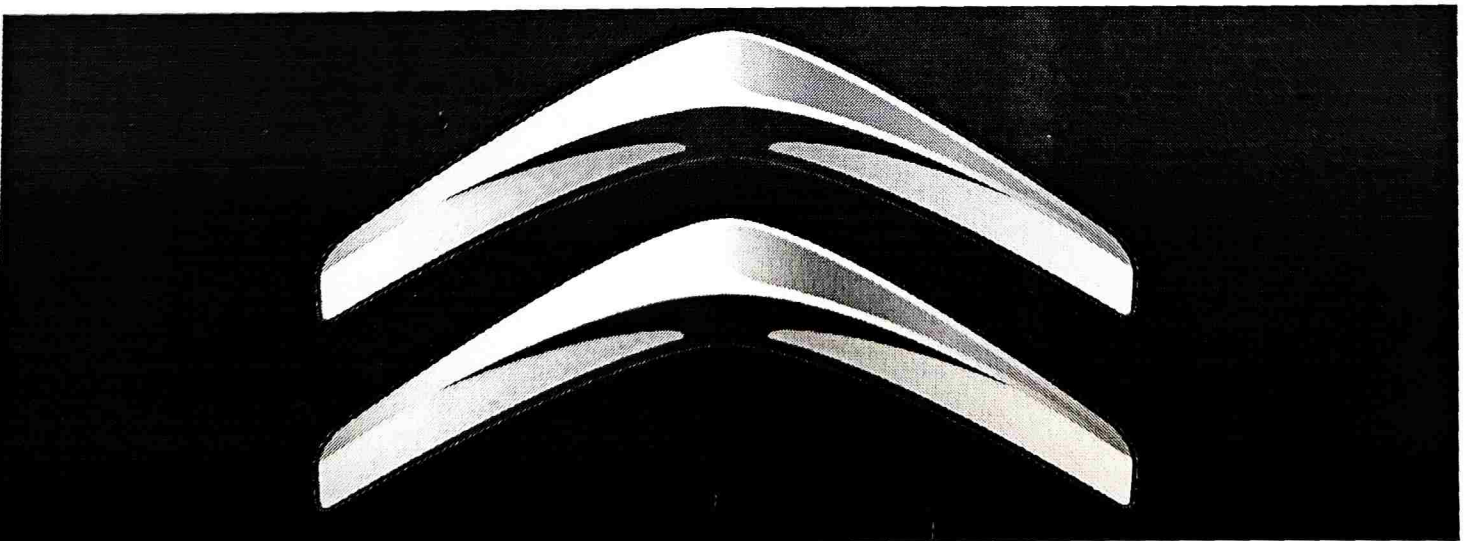**Proofs (Photographs/Videos/Reports/Charts/Models)**

PHOTOS:

KINGFISHER

YOUTUBE

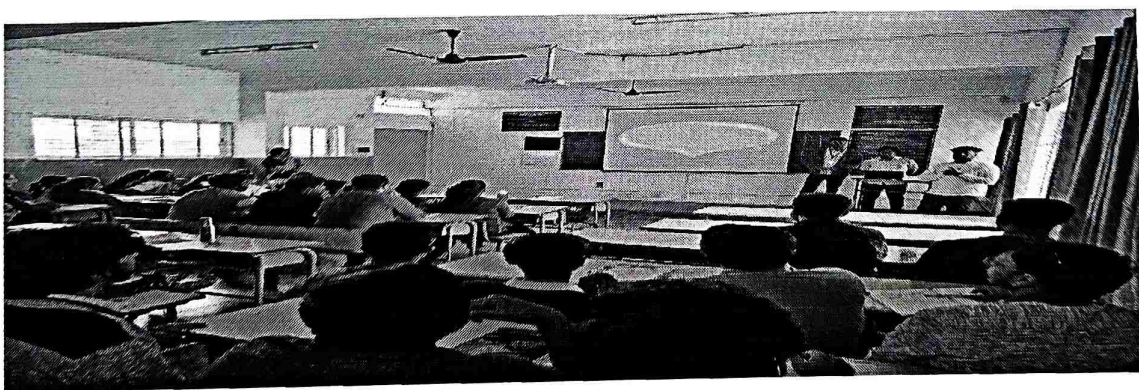**Links to ppt**
https://drive.google.com/drive/folders/1aDa6ISomDQ92IznNzhsoOWHU2CorWcH-

Signature of Course In charge

Signature of HOD CSE

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Management and Entrepreneurship for IT industry/ 18CS51
Semester/Section	5th A
Activity Name	LOGO QUIZ
Topic Covered	Module 1-5 (Management and Entrepreneurship for IT industry/ 18CS51)
Date	17-11-2022
No. of Participants	66
Objectives/Goals	To get the knowledge and awareness of company logos
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

Level 3: Apply, CO1-CO5

The logo quiz was conducted on 17th November 2022. The quiz was conducted for The purpose for conducting this quiz was to get the knowledge of company logos.Students learnt the organization and Management Skills.

Quiz was organized by

1.Ajay Girish(1KS20CS120)

2.Vikas Kashyap (1KS20CS111)

3.Pavan P(1KS020CS072)

Relevant PO's:	PO:1,2,3, 5, 9, 10 and 12
Significance of Results/Outcomes	Students were able to get knowledge of different company logos
Reflective Critique	The main goal of this activity to create a awareness of various company logos

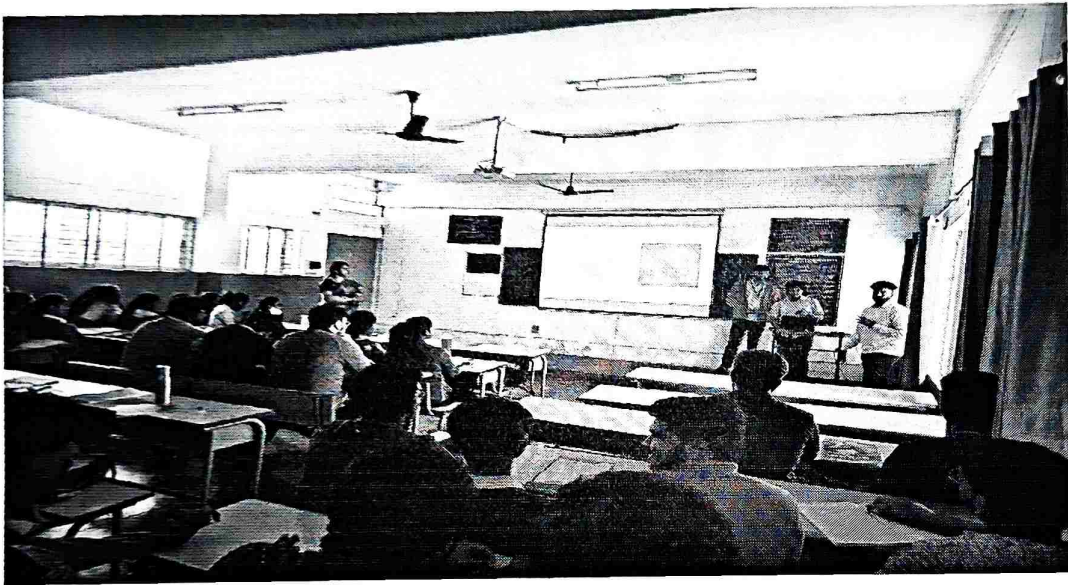**Proofs (Photographs/Videos/Reports/Charts/Models)**

PHOTOS:

Gpay:

AirBnB:

Citroen:

CADILLAC:

PHOTOS:

Links to ppt
https://drive.google.com/drive/folders/1aDa6ISomDQ92IznNzhsoOWHU2CorWcH-
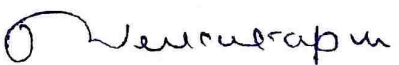
Signature of Course In charge

Signature of HOD CSE

Academic Year	2022-23
Name of the Faculty	Supreetha Ganesh
Course Name /Code	Management and Entrepreneurship for IT industry/ 18CS51
Semester/Section	5th A AND B
Activity Name	SEMINAR
Topic Covered	Module 1-5 (Management and Entrepreneurship for IT industry/ 18CS51)
Date	26-10-2022
No. of Participants	120
Objectives/Goals	To understand the importance of project management and various tools used in IT industry for project management
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

Level 3: Apply, CO3
The main goal of this activity to help students get awareness about project management tools in the market .
 The event was organized by
1) Parvathy S Pillai (1KS20CS068)
2) Vibhav Kaushik V (1KS20CS110)

Objective of event was to help the students learn presentation, management and Technical Skills.

Relevant PO's:	PO:1,2,3, 5
Significance of Results/Outcomes	Students were able to get knowledge of different project management skills and softwares used for project management
Reflective Critique	The main goal of this activity to help students get awareness about project management tools in the market

Proofs (Report atatched)

Links to ppt
https://drive.google.com/drive/folders/1aDa6ISomDQ92IznNzhsoOWHU2CorWcH

Signature of Course In charge

Signature of HOD CSE
Head of the Department
Dept. of Computer Science & Engg
K.S. Institute of Technology
Bengaluru -560 109

K.S. INSTITUTE OF TECHNOLOGY

#14, Raghuvanahalli, Kanakapura main Road, Bengaluru – 560 109

Department of Computer Science & Engineering

Innovations by the Faculty in Teaching and Learning

Pedagogy activities

BATCH: BATCH B1

FACULTY: DR. REKHA B VENKATAPUR, Professor & Head

B. E, M. Tech, Ph. D

SUBJECT & CODE: Unix Programming / 18CS56

DATE: 05-01-2022

GUIDED BY: SATISH V

- -

GROUP 1

Prajwal G

Tejas N

Suhas S

Thirumal R

Tejas P

This group explained grep definition, options, and examples. grep scans the input for a pattern and displays the lines containing the pattern, line numbers, or file names where the pattern occurs.

- -

GROUP 2

Nikhil Chowdary

Pavan L

Pavan B Indresh

Uday Kumar G

This group explained the differences between grep and egrep commands and explained it using commands.

- -
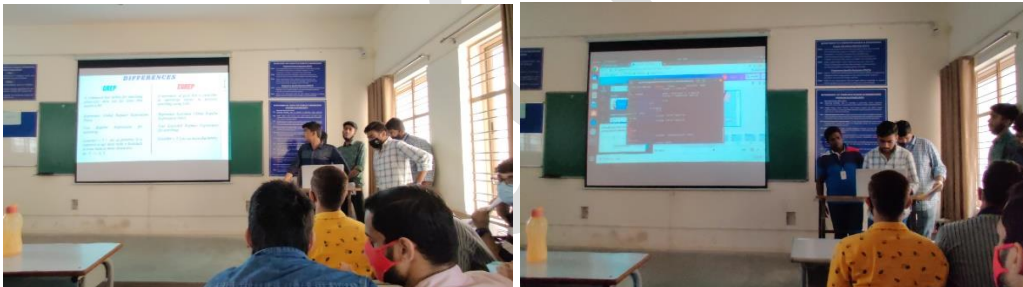
GROUP 3

Prajwal Kulkarni

Sankalp Kesti

Yashwanth SR

Raj Kumar

Vishal Gupta

This group explained directory, FIFO, Symbolic link, Device File APIs by executing relevant programs.

GROUP 4

Akshay R

T Maurya

Srujan K

Nitin S

This group explained about exit, _exit, atexit system calls with a diagram and relevant programs. exit, _exit functions terminate the process and provide the supplied status code to the host environment. atexit is used to register exit handlers.

- -
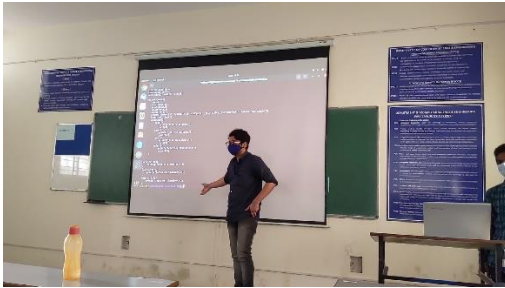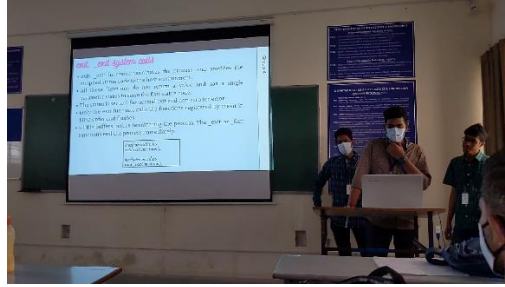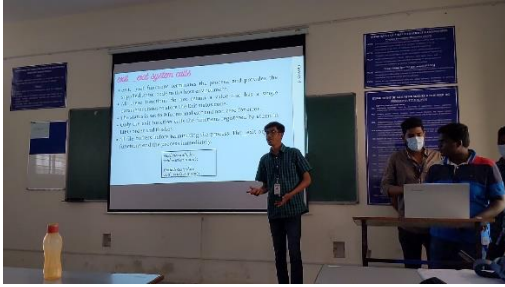
GROUP 5

Shreesha S

Varun Kambali

Sanjeev Mysore

This group explained Fork(), vfork(), Wait() function with an example and relevant programs. Fork() is a system call that is used to create a new process. The new process created by fork() system call is called child process and process that invoked fork() system call is called parent process. vfork() is also a system call that is used to create a new process. The new process created by the vfork() system call is called child process and the process that invoked vfork() system call is called parent process. A call to wait() blocks the calling process until one of its child processes exits or a signal is received.
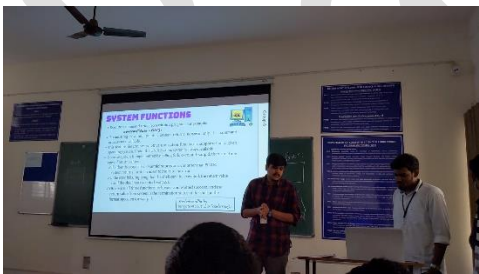
- -
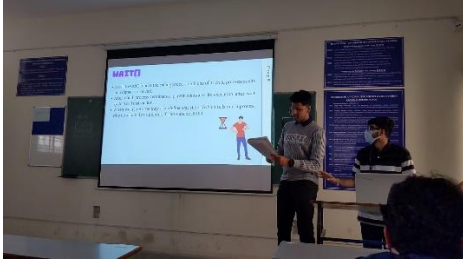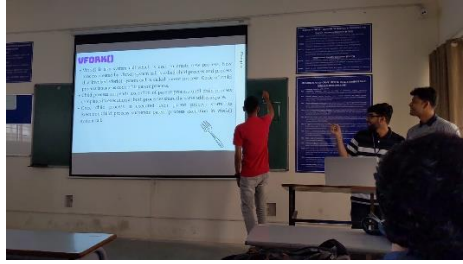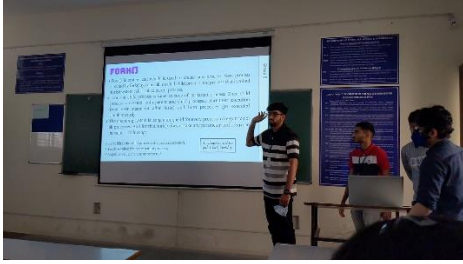
GROUP 6

Prajwal N

Rakesh MJ

Puvan Kumar V

This group explained the System function with the C program which uses system() to compile and execute a C program.

PPT Done by **RV Yashvanth** and **Naveen KM**

PPT Link: https://bit.ly/3f8monZ

Report Done by **Rakesh MJ**, **RV Yashvanth**, **Prajwal N**, **Pavan Kumar V**

Drive Link: https://bit.ly/3zMevOD

UNIX PROGRAMMING PEDAGOGY

Conducted on : 04-01-2022

Team lead: **Keerthan Gowda S**

Under the guidance of :
Dr.Rekha B Venkatapur

Submitted by: Team-A3

Contents

Assigned Questions

A:Identify the different ways in which a process can terminate.
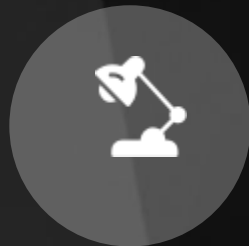
B:With a neat block schematic, illustrate how a process is launched and terminates clearly indicating the role of C- startup routine and the exit handlers.

C:Investigate _exit, exit and atexit functions with their prototypes. With a neat diagram, identify the memory layout of c program. In which segments are the automatic variables and dynamically created objects are stored.

D&E: Examine setjmp and longjmp functions , Examine getrlimit and setrlimit functions.

F:Examine the following system calls: i)fork ii)vfork iii)exit iv)wait.

GROUPS

GROUPS

Group 01 → Gagandeep, Indrajith, Dheemanth , Abhishek B, Ajay K & Gulshan.

Group 02 → Shashank Rao, Keerthi Kumar V, Pranav Chandran P, Krishna , Chandan & Noor Aman.

Group 03 → N Ashok,Keerthan gowda s Suchith, Devi Prasad & D inesh.

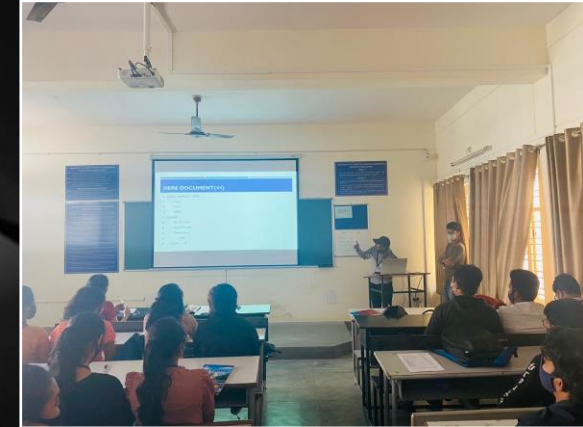**Group 04** → Abhishek Yadav, Mukesh , Aman & Akash.

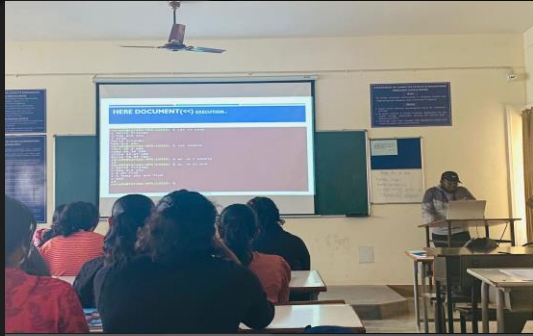**Group 05** → Amith, C Shreyas, Akif Delvi , Likith & Kumar.

Group Leads

Group 01

Indrajith

Group 02

Shashank Rao

Group Leads

Teamwork makes the dream work.

Group 03

N.Ashok

Group 04

Abhishek

Group 05

Akif Delvi

Video Link

TEAM-3_VIDEO_LINK

Anime video creator :
Keerthan Gowda S

Report Writers

Keerthi Kumar V

Pranav Chandran P