NIRMA UNIVERSITY

Institute:	Institute of Technology		
Name of Programme:	BTech (CSE)		
Course Code:	3CS109ME24		
Course Title:	Soft Computing		
Course Type:	Disciplinary Minor-Elective		
Year of Introduction:	2024-25		

L	T	Practical Component				
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Course Learning Outcomes (CLO):

At the end of the course, the students will be able to—

1. identify the application of fuzzy logic (BL3)

- 2. assess optimization problems using Multi-Objective Evolutionary algorithms (BL5) (MOEAs)
- 3. solve problems in a variety of application domains using soft computing (BL6) techniques
- 4. propose various solutions for optimization problems using genetic algorithms. (BL6)

Unit	Contents	Teaching Hours (Total 45)
Unit-I	Introduction to Soft Computing: Concept of computing systems, soft competing versus Hard computing, Characteristics of Soft computing, Some applications of soft computing techniques	05
Unit-II	Fuzzy logic: Introduction to Fuzzy logic, Fuzzy sets and membership functions, Operations on Fuzzy sets, Fuzzy relations, rules, propositions, implications and inferences, Defuzzification techniques.,	10
Unit-III	Fuzzy logic controller design, Some applications of Fuzzy logic. Genetic Algorithms: Concept of "Genetics" and "Evolution" and its application to probabilistic search techniques, Basic GA framework and different GA architectures, GA operators: Encoding, Crossover, Selection, Mutation, etc. Solving single-objective optimization	12
Unit-IV	problems using GAs. Multi-objective Optimization Problem Solving: Concept of multi-objective optimization problems (MOOPs) and issues of solving them, Multi-Objective Evolutionary Algorithm (MOEA), Non-Pareto approaches to solve MOOPs, Pareto-based approaches to solve	13
Unit-V	MOOPs, Some applications with MOEAs. Artificial Neural Networks: Biological neurons and their working, Simulation of biological neurons to problem-solving, Different ANNs architectures, Training techniques for ANNs, Applications of ANNs to solve some real-life problems.	05

Self-Study:

The self-study contents will be declared at the commencement of the semester. Around 10% of the questions will be asked from self-study contents

Suggested Readings/ References:

- 1. Timothy J. Ross, Fuzzy Logic with Engineering Applications, Wiley.
- 2. S N Sivanadam and S N Deepa, Principles of Soft Computing, Wiley
- 3. Siman Haykin, Neural Networks, Prentice Hall of India.
- 4. S. Rajasekaran, G.A. Vijayalakshmi Pai, Neural Networks, fuzzy logic, and genetic algorithms Genetic Algorithm, Prentice Hill India.
- 5. F. Martin, Mc Neill, and Ellen Thro, Fuzzy Logic: A Practical Approach, AP Professional.
- 6. Timothy J. Ross, Fuzzy Logic with Engineering Applications, Wiley
- 7. Nikola K. Kasabov, Foundations of Neural Networks, Fuzzy Systems, and Knowledge Engineering, MIT Press
- 8. Ahmed M. Ibrahim, Fuzzy Logic for Embedded Systems Applications, Elsevier
- 9. Melanie Mitchell, An Introduction to Genetic Algorithms, MIT Press
- David E. Goldberg, Genetic Algorithms in Search, Optimization and Machine Learning, Pearson Education
- 11. Randy L. Haupt and sue Ellen Haupt, Practical Genetic Algorithms, John Willey & Sons
- 12. S. Rajasekaran, and G. A. Vijayalakshmi Pai, Neural Networks, Fuzzy Logis and Genetic Algorithms: Synthesis, and Applications, Prentice Hall of India
- 13. D. K. Pratihar, Soft Computing, Narosa

Suggested List of Experiments:

Title	Hours
Introduction to Python and its environment to set up Soft Computing	02
Practical.	
Introduction to fuzzy logic packaging	02
Implement any one application to demonstrate the use of fuzzy logic	04
Introduction to Genetic Algorithm Packaging	02
Implement one application to demonstrate the use of a Genetic Algorithm	04
Demonstrate various selection strategies of genetic algorithm	02
Introduction to Neural Network packages	02
Implement one application to demonstrate the use of Neural Networking	04
Test Performance of various architecture on any application	04
Demonstrate the effect of various parameters on Neural Network	04
	Introduction to Python and its environment to set up Soft Computing Practical. Introduction to fuzzy logic packaging Implement any one application to demonstrate the use of fuzzy logic Introduction to Genetic Algorithm Packaging Implement one application to demonstrate the use of a Genetic Algorithm Demonstrate various selection strategies of genetic algorithm Introduction to Neural Network packages Implement one application to demonstrate the use of Neural Networking Test Performance of various architecture on any application