

Modern Trends in Business Analytics and IT

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At the root of what's transforming today's business designs, industries, markets and organization is the fading of boundaries between the physical and virtual worlds. Digital business integrates these worlds through emerging and strategic technologies and entirely new business models are created.

MODERN DATA ANALYTICS TRENDS

- * Deep Neural Networks: Some of the most powerful deep learning algorithms are Deep Neural Networks (DNNs), which are neural networks constructed from many layers (hence the term "deep") of alternating linear and nonlinear processing units.
- * Journey Sciences: Journey Sciences is termed as the new frontier in big data analysis. A journey or a story is a series of related events of a customer or patient, or employee or a machine.
- * TensorFlow: TensorFlow is Google's open source machine learning and neural network library, and it underpins most if not all of Google's applied machine learning services.
- * Scikit-learn: Scikits are Python-based scientific toolboxes built around SciPy, the Python library for scientific computing.
- * Jupyter Notebooks: The Jupyter Notebook, originally called IPython Notebook, is an open-source web application that allows data scientists to create and share documents

MODERN IT TRENDS

- * Intelligent Things: Intelligent things use AI and machine learning to interact in a more intelligent way with people and surroundings.
- * Digital Twins: A digital twin is a digital representation of a real-world entity or system. In the context of IoT, digital twins are linked to real-world objects and offer information on the state of the counterparts,
- * Cloud to the Edge: Edge computing describes a computing topology in which information processing and content collection and delivery are placed closer to the sources of this information.
- * Immersive Experience/Augmented Reality: Augmented reality (AR), virtual reality (VR) and mixed reality are changing the way that people perceive and interact with the digital world.
- * Blockchain: Blockchain is a shared, distributed, decentralized and tokenized ledger that removes business friction by being independent of individual applications or participants.

RANK HOLDERS



Ms. BANUSHREE
1st RANK



Mr. JOBITH M BASHEER
2nd RANK

Student Achievement



Mr. JIRAN KURIAN
3rd Sem MCA

Silver Medal (Second Prize)

10m Rifle Peep Sight Men
Bangalore University Inter
Collegiate Shooting Competition 2018 - 2019

The Quest for AR and AI Creativity

Bringing Digital Transformation to Education

Welcome to 21st century learning! Gone are the days when you missed a class in your school, it was difficult to catch up with the current lessons. With the advent of high speed and low-cost internet, technology has brought classroom into your living room.

It is now, time for action! We live in an era in which nearly everything around us is 'tech'. Right from shopping to farming, from cooking to cognitive learning, from our personal financial planning to healthcare name any sector, technology has infiltrated every area of our daily lives.

Those sci-fi stories we used to watch in Hollywood movies are now not merely fantasies anymore. Today, we are talking about the talk of the town i.e. Artificial Intelligence. We will look at several instances where technology and education have been evolving together over the time.

While AI is bringing an inevitable and significant change in almost all fields, let's take a close look at how it's finding its way into the classroom, and beyond.

Here are some of the points we can ponder about:

* Is your teaching about to be disrupted?

Certainly! However, in a good way for several reasons. At the advent of AI technology, several researchers, educators and schools started developing customised learning materials and educational content for their specific students to provide personalised tutoring.

* A booster shot to both learning and teaching

There have been instances, when students either find subject extremely difficult to understand, or fail to understand it completely. Since the comprehension ability and learning needs of very student are different, there is a need for more intuitive curricula and teaching methods.

* Education for all

Easy accessibility and financial affordability are two of the biggest challenges of traditional education system. With ridiculously expensive tuition fees for higher education along with the fierce competitiveness of job market out there, technological disruption is the only ray of hope for many ambitious students. Technologies like AR and VR or online learning like Small Private Online Courses (SPOCs) or Massive Open Online Course (MOOCs) offer effective alternatives to traditional teaching.

* Standardisation of EdTech curriculum

Another important issue in learning is the lack of standardisation of teaching courses. In the race of being unique the current educational bodies have failed to define a standard curriculum. While it is easier to follow a structured and standardised curriculum, it also helps for a majority of students to become more organised and disciplined. Again, the use of tech in education is meaningless without a strong emphasis of learning and social and emotional well-being.

* AI and blackboards go hand-in-hand

Even though implementing AI has gained momentum over time, it does not in any way diminish the role of a teacher in the classroom. Teachers continue to play the significant role facilitating how to build communication skills, learn team building, teach complex social interaction, self-awareness, empathy and many more skills.

* Country's grand AI dreams

India's Silicon Valley, Bengaluru could be the best city to lead the AI revolution, as in its recent strategy paper on Artificial Intelligence, National Institution for Transforming India (NITI) Aayog called for special attention from policy makers to create a favourable AI ecosystem in India. NITI Aayog's partnership with Google will foster growth in AI, machine learning and mentoring startups.



Pragyan Parimita Barik
(Journalist and Technical
Writer)

Source: Blog it with Kudums

NUMBER NAGAR. EXPLORING THE WORLD AROUND WITH A "CURIOUS LEARNING LENS"

Vice Principal's Message

Fr. Augustine George, Vice Principal

Today the fourth Industrial revolution is transforming the global economy due to the tremendous growth in all industries including IT industries. Under the Industry 4.0 all the technologies are wrapped up in new packages through Analytics, Artificial Intelligence, Cognitive Technologies and Internet of Things (IoT) to give a new face to Physical and Digital Technologies. This revolution is embedding smart, connected technology not only within the organizations as well as in but also in our daily lives. One of the greatest promises of the Fourth Industrial Revolution is to improve the quality of life for the world's population and raise income levels. In this age of unprecedented global social and economic connectivity the revolution 4.0 is happening quickly, as a ripple effect now and it is its the responsibility of the higher educational institutions to also prepare the students wards for tomorrow to innovate and use facing the challenges in Smart and autonomous technologies. Indeed, one of the greatest promises of the Fourth Industrial Revolution is to improve the quality of life for the world's population and raise income levels. It is in the hands of every education institution of and develop leaders with the skills to manage organizations through these dramatic shifts. Our education and training systems are a step ahead to adapt to better prepare students for the flexibility and critical thinking skills that they will need in the future workplace.

The Department of Computer Science, Kristu Jayanti College aspire to enrich the learning experience of students by escalating to new way of teaching learnin methods that amalgamate both formal and informal education. New kinds of online resources such as social networking sites, blogs, wikis, and virtual communities, have allowed people with common interests to meet, share ideas, and collaborate in innovative ways. The A culture of sharing and participation, augmented by interactive learning and use of online resources with a culture of participation has laid a successful foundation for the student future. made this learning more interesting and attractive. Apart from the delivery of the curriculum through the novel teaching pedagogies, we engross them in social learning to augment and to sustain the technical skills of the students. 'Technobytes' the Biannual newsletter of the department brings to limelight the amazingastounding activities and meritorious achievements of students. It captures the glimpses of all academic, curricular and co-curricular activities, initiatives and achievements. I wish this endeavor a great success and I extremely appreciate untiring the remarkable efforts and creativity. of every creative mind behind it.



Dean's Message

Dr. Calistus Jude A.L. - Dean, Faculty of Sciences

To remain competitive in the 21st century, the global community is emphasizing creativity and innovativeness as main impetus in various sectors. Through creativity and innovation comes uniqueness. There is a great demand for individuals who can think creatively and be innovative. Innovativeness is fundamental to Computer Science and the field itself makes it simple to be inventive. Computer Science is a standout amongst the most dynamic fields, where new learning, new advancements, and new speculations constantly rise. In addition, creativity is a vital issue for the future of new innovation frameworks. At the Department of Computer Science, Kristu Jayanti College, there exists

three drivers for innovativeness: the students with inspiration and interest, the environment and the different courses and activities.

Technobytes expects to enlighten the different activities at the Department. From displaying talent on various arenas to voicing out suppositions on current patterns, this issue of Technobytes is an impression of the strong feeling of inventiveness among the scholarly crew of the Dept. of Computer Science. Congratulations to the team which has brought out this issue.



Department at a Glance

Dr. R. Kumar

Head, Dept. of Computer Science (PG)



The Department Computer Science-PG, offers two programmes Master of Computer Applications (MCA) and M.Sc. Computer Science. MCA programme started in the year 2004 with the objective of imparting technical education to aspiring youth to mold them into professionally competent workforce. It is a three year programme designed to impart conceptual and technical knowledge in the field of computer applications and to nurture analytical, logical, design and implementation skills for Industrial, Academic, Research and academia and industry. The autonomous curriculum is designed to hone strong software competencies, analytical and problem solving skills which are essential pre-requisites for a

successful software professionals. The course structure and contents are regularly updated as per the latest requirement. The learning environment is intense and stimulating. The regular academic programme is enhanced by Seminars, Workshops, Seminars, Attitudinal Workshop, Soft Skills Training, Tech-Talk Series, Student Seminar Series, Communication sessions, paper presentations and Aptitude Reinforcement modules. Experts from industry conduct the sessions on a continuing basis. The students have participated in inter-collegiate fest this semester and won overalls. The sixth edition of ICCTAC- International conference on Current trends in Advanced Computing conducted during 01st – 02nd February 2018. IEEE Bangalore section has sponsored the conferences and its proceedings were included in IEEE Xplore. IEEE

Student Branch of our college under Bangalore Section conducted workshops and tech-talks. National Level Workshop

on Blockchain Development using Ethereum was conducted on 11th & 12th July 2018. Students Research Symposium was conducted on 11.09.18 and the presented papers will be published in the International Journal of Computer Applications (IJCA). Our department is the member of Global IT Commune (GIC). Our department in association with- @2030 - Top TECHNOLOGY PREDICTIONS FOR NEXT DECADE – conference will be held on September 29, 2018. More than 200 IT professionals are expected to attend the conference. Faculty members of our department acted as resource person for the in-house workshops and also in the workshop conducted in other colleges. At present there are 127 students in the department

The Era of Quantum Computing in AI

Prof. Aruna Devi K



With great advancements in Mathematics, Materials Science, and Computer science the Quantum computing theory is transformed to reality. Today, real quantum computers can be accessed through the cloud and thousands of people have used them to learn, conduct research, and solve the real time technical issues. Quantum computers will provide breakthroughs in many disciplines, including materials and drug discovery, the optimization of complex systems, and artificial intelligence. To realize those breakthroughs, and to make quantum computers widely useable and accessible, we need to reimagine .

information processing and the machines that do it. Still there are problems that today's systems will never be able to solve. For challenges above a certain size and complexity, there is a lack of enough computational power on Earth to tackle them. To stand a chance at solving some of these complex problems, a new kind of computing is to be introduced that one's computational power also scales exponentially as the system size grows.

Quantum physics is hard because, like Einstein's theory of relativity, it requires internalizing ideas that are simple but counter-intuitive. What is strange about relativity is

the concept that time and space are interconnected, when common sense tells us they should act independently. If you begin to explain relativity to a person new to the idea by jumping straight to time and space, you will likely get a blank stare in return. A better way to start is as Einstein did, by explaining that relativity follows from a simple physical principle: the speed of light is the same for all uniformly moving observers. This one modest idea then becomes extremely profound and leads, by inexorable logic, to Einsteinian spacetime.

Continue...

The power of the quantum computer, meanwhile, lies in its much richer repertoire of states. A quantum computer also has bits - but instead of 0 and 1, its quantum bits, or qubits, can represent a 0, 1, or linear combination of both, which is a property known as superposition. A quantum computer takes advantage of a special kind of superposition that allows for exponentially many logical states at once, all the states from $|00\dots0\rangle$ to $|11\dots1\rangle$.

This is a powerful feat, and no classical computer can achieve it. A working quantum computer could factor numbers in a day that would take a classical computer millions of years. IBM started using it in computation, in order to perform some well-known algorithms like Grover's algorithm, Deutsch-Jozsa algorithm, Learning parity with noise, Phase estimation algorithm and Shor's Algorithm. The Quantum computing will disrupt the path to AI and deep learning. There is a lot of ongoing research in Quantum AI with giant techs and companies like Rigetti introducing full stack QC. It has almost garnered the place of a primary research area for NASA and IBM and Google set up Quantum Artificial Intelligence Labs.

According to QC Ware, the standard feedforward, convolutional, and recurrent neural networks have seen widespread application in the areas of ML over the last five years. However, a key obstacle is in seeing how quantum computers can either accelerate the training or inference stages of neural networks and/or be used to improve accuracy. The Quantum Convolutional Neural Nets (QCNN) and Quantum Reinforcement Neural Network (QRNN) algorithms are trained through gradient descent to carry out generalisation of classical machine learning problems. Besides fueling current ML techniques, QC is expected to pave the way for new ML models in future.

IEEE International Conference on Current Trends in Advanced Computing ICCTAC 2018

The 6th edition of the International Conference on Current Trends in Advanced Computing was conducted on 1st & 2nd February 2018. The auspicious inaugural function held at 10.00 AM on 1st February morning had Dr. Debabrata Das, Chair IEEE Bangalore, Professor and HP chair, IIT-B, Bangalore and Mr. Steve Coman, Director-HR Grant Thornton shared services center as Guest of Honor.

The chief guest in his inaugural address spoke about the prominence of the Information rather being anxious about the breadth of Computer Science.



UK in global power housing systems. He also spoke about the maintenance of ethical standards while being innovative.

* The keynote session was based on the topic Power Saving in mobile Hot Spots- and Base Stations. Dr. Debabrata Das spoke on Component, Link and Network, with respect to research in three levels as he spoke on cellular connectivity and IOT.

* The workshop session on "Data Visualization using Tableau Software" was held by Mr. Raghu Kalyan, Big Data Lead/Architect - Data Services Boeing. It was an enriching practical experience in the domain of Advanced Computing on the current trends.

* Technical paper presentations by the research scholars was the thought provoking session for the audience and they had a knowledge feast during the two days on various Advanced Computing topics



such as Natural Language Processing, Ryu Controller and Medical Image Segmentation.

* The third technical session on "Stacked Deep Auto-encoder" had Dr. Saroj K Meher, Associate Professor, Indian Statistical Institute, Bangalore as the resource person. The session led us through the concepts on Artificial Intelligence Multiview and Mirror -Network.

* The concluding technical session of the conference was handled by Mr. Gautham, on "Embedded IoT". He highlighted on the architecture of Embedded IoT Systems.

MAJOR EVENTS

Vichaarmanthan

The 37th Edition of Vichaarmanthan - An Interaction with Global & Indian Visionaries organized on 26th July 2018 at Kristu Jayanti College, for the MBA, MCA, BCA and PGDM students had Shri. Rajeev Chawla IAS, Additional Chief Secretary, e-Governance, Govt. of Karnataka interacted with the students. Shri. Rajeev Chawla initiated his speech with the inspiring words – “You must be the change you wish to see in the world”. Sir commented that Karnataka has been in the forefront of Digital revolution with Bhoomi project involving computerization of Land records in

2005. He also mentioned that Karnataka continues to lead in implementation of Digital technologies by successful implementation of e-Governance applications for Commercial Taxes, Urban Citizen Service

Centers – Bangalore One & Karnataka One and Khajane for treasury automation.

With the great improvement in e-Governance services the government is able to process all the transactions like salary payment, tracking the BMTC bus, FIR status, Land ownership etc., quickly and effectively. The participants were advised to use the services provided by the Government like Digilocker and Mobile One. Sir strongly insisted that e-Governance greatly improved the reachability of all the government services to the public with least corruption rate.



NATIONAL WORKSHOP

Blockchain Development using Ethereum

Department of Computer Science (PG) organized a two day National Level Workshop on Blockchain Development using Ethereum on July 11 – 12, 2018. The inaugural function held at 9:30 AM on 11th July had Dr. Madhan Kumar Srinivasan, Associate Vice President, Accenture Solutions Ltd, Bangalore as the chief guest.

The objective of Blockchain development using Ethereum workshop is to provide a platform for the participants to engage in knowledge transfer, discussion and networking also about the Ethereum Ecosystem and its differences from its rich cousin Bitcoin. The panel discussion was to deliver the strategies and integration of the Blockchain technology by four enthusiastic and eminent personalities –

- Dr. Shankar Ramamoorthy - Harman Connected Services,
- Mr. T.V. Ramakrishnan - Chief Product Owner, Digital Core Banking SAP Labs,
- Mr. Jeeva Chelladurai - Entrepreneur and Technical Author
- Dr. Syed Mohammed Buhari, Professor, UAE.

The hands-on session on the second day was handled by Mr. Ganesh Samarthyam, Co-founder, CodeOps Technologies. The session aided the students to develop their own blocks from the scratch in order to understand the business of Initial Coin Offering (ICO), which included with understanding of Hashing (in Python) and creation of Contracts and Ether multiple accounts using Meta Mask application. The workshop resumed with understanding of Tokens and their Contract along with deploying them using the web application Remix IDE which resulted in creation and transfer among the multiple accounts around the world.



International Lecture Series

“Stepping Stones for Quality Research”

The Department of Computer Science (PG) conducted International Lecture Series on 30th July, 2018 about “Stepping Stones for Quality Research” had Dr. Seyed Mohamed Buhari, Faculty of Computing & IT, King Abdulaziz University, Saudi Arabia was the resource person. The objective of the Lecture was to provide knowledge about the structure and process of research, and the way in which information was analyzed, which helped the participants to learn and articulate various this like how to identify the problem. It also helped in enhancing the knowledge base of using “Zotero” software to import related papers and add citation and bibliography easily to our research paper. First session was followed on the introduction to research. The steps for conducting a effective research were discussed and they are,

- Gartner hype cycle

- Identifying the problem or area of interest.
- Research groups
- H-index and citations.



- Exploring with Zotero.
- Discussion about the content of the paper.
- Collecting different paper using a survey paper on the interesting topic. After learning the process required to conduct research, participants started exploring about collecting different papers using survey paper of the interested topic. Later in the questionnaire session Sir explained about the plagiarism check and also the vocabulary on how to write a good research paper.

The best site to check vocabulary was the Element of the style-cheat sheet which improves the quality of writing a research paper. Concluding the seminar, the content deliberated on various aspects that are necessary to be analyzed before even finding a good topic and implement efficiently. The workshop helped the participants who are interested in writing research papers paved a way for researchers to learn, explore and adapt to various new techniques and also to achieve optimization in their proceedings and research activities.



Alumni Interaction

Tech Talk Series - “E - Workforce Management - Planning & Scheduling”

The Alumni interaction with the students bridges the gap between the Course Contents and Industry standards. The aim of this session is to have an interactive session with alumni about the Career opportunities for the MCA Students in Networking Domain of IT industry, preparation for placements and other blooming trends. Ms. Sithara Kumaresh is an alumni of our department [Batch 2009-12]. She was the ranker holder in UG and PG. The alumni interaction session was held on 07th July, 2018 as Ms. Sithara Kumaresh started the session by speaking about the tools that she is using in Accenture such as WFM IEX, e-WFM etc. She emphasized about the importance of workforce management and how it would effect in the growth of the company. She further explained about the importance of the e-WFM in an organization .She has given more in detail about the topics such as scheduling, Break spacing, Break Limit, Leave, OU at 100% and 92% (at 92% targets are achieved), Training, Seat planning and Deviation Plan.



Prof. Ayshwarya. B



Artificial intelligence has so far been for the most part the toy of enormous tech organizations like Amazon, Baidu, Google, and Microsoft, and also a few new companies. For some different organizations and parts of the economy, AI frameworks are excessively costly and excessively troublesome, making it impossible, making it impossible to actualize completely. What's the arrangement? Machine-learning mechanisms situated in the cloud are conveying AI to a far more extensive group of onlookers. Up until this point, Amazon rules cloud AI with its AWS auxiliary. Google is testing that with TensorFlow, an open-source AI library that can be utilized to assemble another machine-learning programming. As of late Google declared Cloud AutoML, a suite of pre-prepared frameworks that could make AI less complex to utilize. Microsoft, which has its own AI cloud stage, Azure, is collaborating with Amazon to offer Gluon, an open-source profound learning library. Gluon guessed make building neural nets—a key innovation in AI that roughly emulates how the human mind learns—as simple as building a smartphone application. It is dubious which of these organizations will turn into the pioneer in offering AI cloud administrations. In any case, it is an enormous business open door for the victors. These items will be basic if the AI unrest will spread all the more comprehensively through various parts of the economy. As of now, AI is utilized generally in the tech business, where it has made efficiencies and created new items and administrations. However, numerous different organizations and ventures have attempted to exploit the advances in man-made brain power. Segments, for example medication, assembling, and vitality could likewise be changed in the event that they could actualize the innovation all the more completely, with a gigantic lift to financial efficiency. Most organizations, however, still don't have enough individuals who know how to



utilize cloud AI. So Amazon and Google are additionally setting up consultancy administrations. Once the cloud puts the innovation inside the range of nearly everybody, the genuine AI transformation can start.

Predicting Predictive Analytics


Prof. Dhanamalar. M



Predictive analytics is a canopy term used to depict the way toward applying different computational procedures with the target of making a few forecasts about the future in light of past information. This incorporates an assortment of procedures including data mining, modeling, pattern recognition, and even graph analytics. The recent trends in Big Data have put more weight on predictive analytics to be more productive and vigorous. Curiously, this has prompted more database sellers fusing investigation into their list of capabilities, for instance, Oracle and IBM. This gives us all the more effortlessly open tools which empower us to perform analytics. This likewise implies we are probably going to wind up more precise in our estimations as we expand more information in making these estimations.

What is fascinating to see is that a procedure which was some time ago only held for Data Scientists is presently getting to be available to everybody. Furthermore, we are seeing open source APIs even consolidate these highlights. Apache Tinkerpop's Graph Computer is an ideal case of something which can possibly perform the prescient examination. We trust that, later on, we will keep on seeing a reception of these advances as request keeps on developing. We are especially intrigued to perceive how we will make these highlights more open and simple to work with.

AI could help to manage natural disasters



Residents are struggling with the aftermath of Hurricane Florence, a record-breaking storm that has hit the US east coast and led to at least 32 deaths, floods and damaged homes. Meanwhile, Typhoon Mangkhut has been ravaging southern China. More than three million people were evacuated. In the last few years, AI has become ever more powerful. It can diagnose diseases, book restaurants, fake presidential speeches, and even compose hit music and produce trailers for horror movies. So in this new era of "Big Data" and "Artificial Intelligence," do we have new tools to protect our society and manage the damage of such storms? AI demonstrated a superior ability to understand certain situations in 2016, when the programme AlphaGo beat Lee Sedol, 18-time world champion, at the game Go, the most sophisticated game in history. But is this superior capability seen elsewhere, too? Could, for example, AI understand, predict and manage natural disasters – such as floods – better than humans can? A computer game and a flood are obviously two very different things. But AI is catching up humans in understanding "things." For example, researchers recently demonstrated that AI could help diagnose breast tumours from the medical imaging. And more preliminary research is showing that AI could definitely help us monitor floods and could perhaps even deliver more accurate early warning messages in the near future.

SYED FAIZAN ISMAIL
1st Sem MCA

made our lives much more easier. Every good developer has an idea of how hard the life would have been without GIT and GitHub. "Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency." GitHub is a web-based hosting service for version control using git. It is mostly used for computer code. It offers all of the distributed version control and source code management (SCM) functionality of Git as well as adding its own features. It provides access control and several collaboration features such as bug tracking, feature requests, task management, and wikis for every project. GitHub is basically an online platform which provides many features. You can upload and manage your code here, if you have a team and you are working on a project, you can work together, you can make some open source contributions, or make your own open source projects/software, form your own tech community, or join an existing one, find other people's projects, follow the people you feel are sound in their domain and much more. "GitHub is a development platform inspired by the way you work. From open source to business, you can host and review code, manage projects, and build software alongside 28 million developers."

Augmented Reality in Education

The advancement of technology has been taking place from the beginning of human history and it has changed the way we live and communicate. The advancement in technologies has grown exceptionally in the 21st century. All the developed or developing technologies so far has made a lot of impact on the world. One of them is Augmented Reality.

The term Augmented Reality (AR) is used to describe a combination of technologies that enable real-time mixing of computer-generated content with live video display. Many people tend to confuse AR with VR(virtual Reality) but in reality they both are poles apart. AR is based on the technologies used in VR. Augmented Reality uses the existing real world environment and puts a virtual information on top of it to augment it i.e. enhance it whereas virtual reality includes a user working in a completely different environment, notably a virtual or imaginary one.

Many of the basic concepts of AR

have been used in movies and science fiction at least as far back as movies like The terminator (1984) and RoboCop (1987). Currently AR technology has evolved to the point where it can be applied to a much wider range of application domains, and education is an area where this technology could be especially valuable. There are many different ways in which a person can get educated. It can be through textbooks, teachers, computers or any other electronic devices. There are a lot of advantages of using AR in learning. It makes learning a lot more interactive. Students can easily understand and relate to the topics being delt as they experience it and see it for themselves.



NEHA ELIZABETH PRINCE
1st Sem MCA

GIT and GitHub

GIT is the most widely used VCS and is considered to be the best friend of any developer today. Whether it maybe version control, project management, team collaboration or open source development/contribution, GIT and GitHub has



Jiran Kurian
3rd Sem MCA

Student Research Symposium

National Level Student Research Symposium was organized by Department of Computer Science (PG). Mr. Jeeva Chelladurai (Founder, Comorin Consulting Services, Bengaluru) was the chief guest of the program. The first technical session was presented by Mr. Mustameer Khan (Product Manager, SAP, Bengaluru) with technology on warehouse automation done by Amazon, he also briefed about 'Go Game' which was an automated analysing game. The application analysed the game moves of international champion for 6 months during the game application defeated the champion by its own analysed automated moves. The second technical session was presented by Mr. Jeeva Chelladurai. He explained about docker technology. He also had shown practically how to run snippets to create a docker. Paper presentation by research scholar and students was held and the session was chaired by Dr. Kumar R and Dr. Ambika. P.

Seminar / Workshops / 3i

SI No	Date	Title of the event	Name of the Resource
1	30.06.2018	3i on "Leadership in a Technology Oriented World"	Mr. Subrahmanian S V HR, OD & Leadership Consultant.
2	21.07.2018	Tech Talk Series I on "Digital Analytics"	Mr. Cammillius Jayadev Project Manager, Nabler, Bangalore
3	04.08.2018	Tech Talk Series II - "Mobile App Retargeting"	Ms. Ashvina Kumari. N, Executive Account Manager, Digital Operations, Revx Technology Ltd

VINIMAY- Leadership Series

Vinimay is an interactive program organized by Department of Computer Science(PG), Kristu Jayanti College on 22nd July 2018 in SKE auditorium. The chief guest for this occasion is Dr. Madan Kumar Srinivasan, Associate Vice President of Big Data & Cloud Analytics, at Accenture Innovation Center for Analytics. The program started with an inaugural address introducing the Chief Guest. Then Dr. Madan took over the session. He started with the presentation titled "The Fire Within" which was a very interesting journey that he took over till the end of the session. The highlight of this program is Dr. Madan was more in an enthusiastic interaction and was very open to share about his life's ups and downs that he faced and how he overcame the situations. One such to be mentioned is about his English communication problem, his marriage/love life, his graduation periods, and his way towards the industry. Moving on he mentioned a lot of achievements that he got from the places that he had failed initially. Also all other achievements and targets that he ultimately was

aiming for. To end, he concluded by a very important note "Fire and Fear" were he thought us how to face them both effectively. To conclude in this program we got to know a lot more of Dr. Madan and all his interactive fun talks and inspiring notes would never drain of our memory.



Experiential Learning

SI No	Date	Nature of the event	Venue	Name of the Student
01	11.05.2018 to 07.06.2018	Internship and Project on "Media Tracking System"	JUSCO, Jamshedpur	Rahul Dey - V Sem MCA
02	14.05.2018 to 15.06.2018	Internship	LTI, Chennai	Vidya K - V Sem MCA
03	06.07.2018	IBM Call for Code – Coding Challenge	NASSCOM 10K Startup Warehouse, Domlur, Bengaluru	1. Abel Sam – III Sem MCA 2. Tanmay Shinde – III Sem MCA 3. Vidhya Shree – III Sem MCA 4. Soumya Alex – III Sem MCA
04	14.07.2018	Workshop on "Deep Dive Into BLOCKCHAIN CONSENSUS Algorithm"	Hash Code Technologies, Bangalore	1. Sahil Khan – V Sem MCA 2. Nilesh Singh – V Sem MCA
05	21.07.2018	Workshop on "Machine Learning – A Fresh Approach using Julia"	Lucida Technologies, Bangalore	1. Abhishek G – III Sem MCA 2. Suraj Kumar K - III Sem MCA 3. Vishnu Padmanabhan III Sem MCA
06	28.07.2018	Hands on Session on "Games back-end from back-end using nodejs"	Dell EMC, Bangalore	1. Achuth P – III Sem MCA 2. Benedict Biju – III Sem MCA 3. Rashmi C – III Sem MCA 4. Sandhya S – III Sem MCA 5. Shilpa Anand – III Sem MCA 6. Shriishwaryaa – III Sem MCA 7. Sumathi M – III Sem MCA 8. Winston Shaji Jacob – III Sem MCA

Future of AI:2 ways it will impact our everyday life

1. Automated Transportation

We're already seeing the beginnings of self-driving cars, though the vehicles are currently required to have a driver present at the wheel for safety. Despite these exciting developments, the technology isn't perfect yet, and it will take a while for public acceptance to bring automated cars into widespread use. Google began testing a self-driving car in 2012. Other transportation methods are closer to full automation, such as buses and trains.

2. Cyborg Technology

One of the main limitations of being human is simply our own bodies—and brains. In the future, we will be able to augment ourselves with computers and enhance many of our own natural abilities. AI will become useful for people with amputated limbs, as the brain will be able to communicate with a robotic limb to give the patient more control.



Sumati M.
3rd SEM MCA

Your Brain is Password

Scientists have developed a security system that identifies a person by reading their brainwaves in response to a series of pictures - an advance that could better protect devices from hackers. Many smartphones include facial recognition, fingerprint scans and other biometric systems. However, the trouble with these easy-to-use tools is that once compromised they can not be reset. "You can't grow a new fingerprint or iris if that information is divulged," said Wenyao Xu, an assistant professor at the University at Buffalo (UB) in the US. However, this is not foolproof either – it is possible to forge such biometrics. Fingers can after all be chopped off and placed by impostors to gain fraudulent access. It has also been shown that prints lifted from glass using cellophane tape can be used with gelatine to create fake prints. So there is a real need to come up with more advanced biometrics that are difficult or impossible to forge. And a promising alternative is the brain. Emerging biometric technology based on the electrical activity of the brain have indeed shown potential to be fraud resistant. Over the years, a number of research studies have found that "brainprints" (readings of how the brain reacts to certain words or tasks) are unique to individuals as each person's brain is wired to think differently. In fact, the brain can be used to identify someone from a pool of 102 users with more than 98% accuracy at the moment, which is very close to that of fingerprints (99.8% accuracy). More recently, this has been confirmed by functional magnetic resonance imaging (fMRI), which measures brain activity by tracking changes in blood flow. A study using fMRI data from the Human Connectome Project was able to recognise individuals with up to 99% accuracy when performing certain mental tasks such as relaxing, listening to a story, computing maths, looking at emotional faces or imagining moving parts of their body.



Sijoy S Samuel
1st Sem MCA

“Lets Play Braingles”

Pre-requisites:

Requires internet to solve the given clues, requires thinking out of box.

Ceaser is looking for an interesting field to start his career, He finds a hidden box in the cupboard.....

1) Find what's the message in Ceaser's Box?

A phrase is being encoded in some way, figure out the logic and find the clue out!!!

M-13-H-8-370 (hint: Remove the unwanted Number hidden from the actual clue)

2) Find the clue from the logo of the following:

(hint: Each logo indicates an associated meaning that helps you to find the designated Answer)

3) Find what is GTH using the previous clues.



4) The following should be decrypted...

C J Y A B Y E A R (hint: A pattern must be found to arrange the actual clue)

Now suspect the story that is inlined from the clues which Ceaser wants to

Answers:
1) M-13-H-8-370
MH370 is a Malaysian flight No.
To remove unwanted Number in between-- M is the 13th letter in the series and H is the 8th letter in the series A-Z, So both indicates the same which we don't require 13 and 8, so by removing 13 and 8. We get MH370...
2) Logos that indicate Big data, Information Security, Mobile Networking and Bio-technology which indicates that we are looking for something in technology.
3) GTH is the Global Technology Hub that indicates a Malaysian Industry.
4) C J Y A B Y E A R to find the exact answer, group 2 letters by the following:
C J A B Y E A R
M A A B A A
M A A B A A
Cyber Jaga is a Malaysian company associated with GTH (Global Technology Hub) which uses Information Technology, Big Data, Mobile Networking, Bio-technology as its key Technology sectors.



GALLERY

Department Activities



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UPCOMING EVENTS

Global IT Commune Conference
(29/09/2018)

Shells-2K19- An Inter-Collegiate IT Fest
(27/02/2019)

IEEE International Conference (ICCTAC 2K19)
(24/01/2019)

**Faculty Development Programme
on Natural Language Processing**
(25/4/2019 – 26/4/2019)

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