**Course Syllabus**

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| **CNU International Summer Session** |

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| **Course Title**  | Internet of Things and Big Data/Artificial Intelligence (AI) Basics and Uses |
| **Course Type** | Lecture & Lab | **Credits****(hours)** | 1~2 (45 hrs) |
| **Department** |  | **Professor** | Venkatesan Muthukumar |
| **Classification****(year in school)** | Junior/Senior | **Course Code** | N/A |
| **Class room** | TBA | **E-mail** | vm@unlv.nevada.edu |
| **Prerequisite(s)**  | None (any CS or Engg Math and Sci course) |
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| **Course objectives** | The main goal of this course is to provide students with the broad knowledge needed to understand the current technology in Internet of Things (IoT) and hands-on skills needed to develop an array of applications in various technology markets like Wearables, Smart City, Smart grids, Industrial internet, Connected cars, etc. |
| **Course Summary** | The course instruction starts by introducing the students to fundamentals of processors, how human “thought process” is converted to logic and how logic is implemented in processors. Next, we look how processor revolution has transformed the embedded systems industry. We discuss the current trends in embedded systems, hardware and software tools that are used to develop embedded systems. Next, we discuss the wireless revolution in embedded systems and the emergence of IoT to connect systems. Students will be introduced to basics in wireless communication and protocols used in IoT. Students will also be introduced to storing data and performing data analytics (time series analysis and machine learning) both using online (cloud) and offline (local) tools. Next, students will understand how to manage and scale for big data applications. The course will include a 1.30 hr lecture and 2 hr hands on laboratory session every day. The course will also conclude with students developing a complete IoT project with the skill gained during this course. The main hardware (ESP32) and Sensors used in the course will be provided by the instructor.   |
| **Teaching Methods** | **Teaching Methods** |
| Lecture | Presentation/Discussion | Problem Based Learning | Project Based Learning | Flipped Learning | Experiment/ Practices | Others(Describe) |
| 50% |  |  | 25% |  | 25% |  |
| The course will include a 1.30 hr lecture and 2 hr hands on laboratory session every day. |
| **Grading** | Mid-Term | Final | Individual Tasks | Team Projects | Class participation | Attendance | Others(Describe) | **Total** |
| **10%** | **30%** | **50%** |  | **10%** |  |  | **100%** |
| ※ Pursuant Section 28 of the Guidelines on Class Management, grading methods can be adjusted for the physically impaired. ※ Under Section 29 of the University Regulations on Academic Affairs, a student automatically fails a course in case of failure to attend more than 3/4 classes. (More than four(4) times absence) |
| **Accommodations for Handicapped**  | - Visually impaired: provision of course related materials in audio, note taking helper, permission to record the lecture- Audibly impaired: provision of course related materials in visual, note taking helper, permission to have e-learning lectures in sign language or shorthand- Physically or mentally challenged: provision of course related materials, note taking helper, permission to record the lecture* Any other requests that are considered necessary: provision of assisted

 ingress and egress to the classrooms and other supports |
| **Textbooks & References** |
| Category | Title | Author | Publisher | Year of publication |
| Main textbook | **N/A** |  |  |  |
| Others | **N/A** |  |  |  |
| Reference |  |
| **Daily Course Schedule** |
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| **Day****(3hurs)** | **Lecture Topic** | **Hours per day** | **Method of Instruction** | **Class Materials & Assignments** |
| 1 | Introduction to the course.Whats is IoT? How did we get here?  | 3 | Lecture | Quiz |
| 2 | Introduction to Logic, Digital and Computer Design | 3 | LectureSoftware Simulations | Quiz |
| 3 | Introduction to Embedded Systems:  | 3 | LectureSoftware Simulations | Quiz |
| 4 | Programming Embedded Systems: Programming ESP32 using Arduino IDE  | 3 | Lecture,Programming | Programming Assignment  |
| 5 | Programming Embedded Systems: Programming ESP32 using Micro-Python | 3 | Lecture,Programming | Programming Assignment |
| 6 | Connected Systems: Wired to Wireless | 3 | Lecture,Programming | Programming Assignment |
| 7 | Sensor and Interfaces | 3 | LectureProgramming | Programming Assignment |
| 8 | Midterm Project | 3 | In class  | Programming Assignment |
| 9 | Cloud - Data Visualization and Analytics | 3 | LectureProgramming | Programming Assignment |
| 10 | Working with Apps and Devices: IFTTT & Evothings | 3 | LectureProgramming | Programming Assignment |
| 11 | Connected Devices with MQTT | 3 | LectureProgramming | Programming Assignment |
| 12 | Time Series for IoT Data | 3 | LectureProgramming | Programming Assignment |
| 13 | Machine Learning for IoT Data | 3 | LectureProgramming | Programming Assignment |
| 14 | TinyML – Embedded ML | 3 | Programming | Programming Assignment |
| 15 | Final Project | 3 | Programming | Programming Assignment |

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| **References** |
| Class Requirements: 1. Windows/Mac Laptop with Java Virtual Machine 8u32. 1G free space.
2. ESP32 and other components will be provided by the instructor.
3. CNU to provide wired access to a travel router to be connected to the internet.

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