

Bhagwan Parshuram Institute of Technology

Computer Science and Engineering Department

Newsletter - December 2020

“Building self-sufficiency with the right level of collaboration will be the mantra going forward. The lockdown has made us realize how we are capable of doing much more”
~ PM Narendra Modi

The spread of novel corona virus has disrupted the living style of people around the world. It has brought major changes in the way education is being imparted in India. School/Colleges are pushed to move towards virtual base in the form of online education and E-Learning. It has led to technology penetration in India via smartphones, tablets, laptops and computers. Computer science department of BPIT during the time of pandemic has made tremendous efforts to ensure the smooth learning of students through online classes and supported the academic fraternity, researchers, students by conducting international webinars and conference since it is an opportunity to unlearn, learn and relearn.

Department's Vision

To emerge as a center of excellence producing globally competent and morally sound professionals in the field of Computer Science & Engineering who will practice commitment to their profession and dedicate themselves to the service of mankind.

Department's Mission

- To develop state-of-the-art laboratories providing relevant practical inputs to students.
- To provide a strong knowledge base to students in the area of Computer Science & Engineering and to train them as per requirement of industries and research organizations.
- To facilitate institute industry interaction to the benefit of stake holders and to motivate teachers for continuous improvement of their academic standards.



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DEPARTMENT & ITS RESOURCES

With technology becoming increasingly integrated into every aspect of society the college provides education in the field of Computer Science. Computer Science & Engineering department has been dedicated to research and teaching. It provides a conducive environment where students are prepared to innovate, solve problems. The department coordinates career opportunities for its students with industry and government agencies. The department has diverse professional faculty members pertaining to different academic backgrounds to deliver and bring the best out of students.

RESOURCES

We have well-equipped labs in different domains for general programming and computational purpose. These are listed below:

1. Computer Fundamentals & Programming Lab
2. Network & Security Lab
3. Database & Data Mining Lab
4. Project Lab
5. Soft Computing Lab
6. High Performance & Ubiquitous Computing Lab
7. R & D Lab
8. Robotics & Embedded System Labs

To enhance the mastery of subject matter and ambiguity of research among the students Anusandhaan- Research Lab has been inaugurated in the department under the leadership of HOD, CSE Department Dr. Deepali Virmani. This research lab aims to develop tomorrow's information technology that supports innovative applications

Research is being conducted in the following domains:

- * Machine Learning
- * Deep Learning
- * Computer Vision
- * Mobile Development
- * Natural Language Processing
- * Cyber Security.

It is imperative to have knowledge-driven growth based on innovation. Keeping this in view the students can perform their research work under various areas of computer science and technology.



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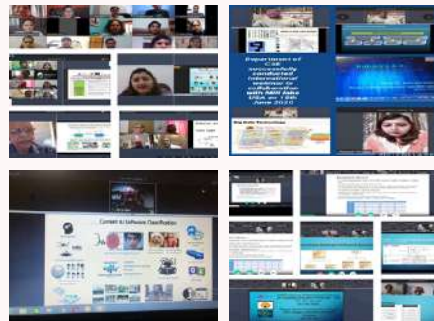
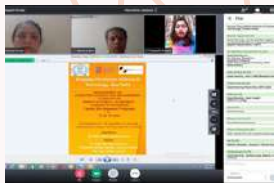
HIGHLIGHTS OF THE DEPARTMENT

For the overall development of the students as well as faculty, the department of computer science and engineering organizes various guest lectures, seminars. Industry interface enables students to analyze and understand the changing dynamics of the industry. These are as follows:



- AICTE Approved Third International conference on Computing Informatics and Networks (ICCIN-2020) was organized on 29-30, July 2020. The conference featured invited speakers from PAN India who explored significant and relevant topics for the conference. There were 6 technical sessions that brought academicians and researchers to exchange, share, and disseminate the knowledge and ideas under specific themes of the tracks. More than 50 research papers were presented during the E Conference. Towards the end, the best presentation award from each technical session was awarded in the valedictory session. All the papers were published in either the Springer conference series or ESCI and Scopus Indexed Journals.

- International webinar in collaboration with MIR labs USA on 'Industry 4.0: Roles of AI and Data Sciences' by Dr. Ajith Abraham on 15th June 2020 was organized for faculty members and students of CSE department.
- WEBINAR on Smart City: Big Data and Machine Learning'. in collaboration with STCCS Research Center by Prof. Jerry Gao (Professor, San Jose State University, California, USA on June 30, 2020, was organized.
- Webinar on Journal Search, citation, and biography by Dr. Neyara Redwan on July 6, 2020 for academicians, research scholars, and students.
- One Week FDP on Phyton & R in collaboration with IIT Bombay was conducted dated 16-22 June 2020 & 23-29th June 2020 respectively for faculty members and students.
- National Level Online Quiz on "Python" & "R" in association with *Spoken Tutorial, IIT Bombay was successfully conducted on June 22 & July 2, 2020, for the students.
- Expert Talk on Awareness Chunav Pathshala(S) was conducted for the students by Mr. Tapan Jha dated Jan 24, 2020
- SIG on Python, M.L& Cyber Security(IOSD) by the students of CSE department (2nd Year)
- Workshop on Introduction to unity for game development(w) was taken by Ms. Khusboo Gupta.
- Seminar on Virtual Reality by HP was conducted by Ambassador of Unity.
- Seminar on Blockchain was organized by Training Basket for the students.



STUDENTS CORNER !

Technology: Freedom in a lockdown

Imagine being locked up in a house with no one to talk to, no TV or Netflix, no groceries without endangering your safety. It would drive you crazy, wouldn't it? Well, that is how it could have been for a lot of us during the lockdown, if not for technology.

Covid-19 had and has cut us off from the entire world, our schools, workplaces, friends, and even our own family. It was the technical innovations that kept us connected, giving us a sense of sanity. It served several purposes.

This pandemic could have taken a lot more from a lot of us, if not for the technology we have at our disposal. It kept us together and kept us united but most importantly, it kept us sane in these times of insanity.

- Online/Distance Learning: Schools and colleges continued spreading knowledge without the spread of the virus.
- Work/Offices: People were able to work comfortably at home without risking their lives and going out in offices that once used to be flooded with people.
- Online Shopping: The need for groceries and necessities is a constant one, demands are high even during the pandemic. So having an option to order things right at your doorstep was a huge relief for man
- Entertainment: Boredom can be fatal, and it would have had it not been for the various entertainment modes available at our fingertips.
- Relationships: While a lot of people were away from their homes, they could still contact their loved ones via video calling apps like Skype, Zoom, FaceTime, etc.
- Social Media: Social Media worked against spreading fake information regarding Covid-19 and spread awareness about the virus. It also helped us stay connected to the outside world in times when many people needed companionship, even if miles apart.

