SCUD

ARSENAL

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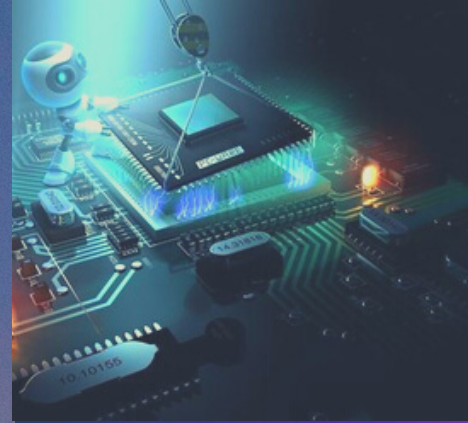# CONTENTS

THE FUTURE IS HERE

OpenAI is an artificial intelligence research laboratory that aims to create and promote AI in a safe and beneficial way. The organization was founded in 2015 by a group of tech luminaries, including Elon Musk, Sam Altman, Greg Brockman, and Ilya Sutskever. OpenAI's mission is to develop cutting-edge AI technology and ensure its responsible deployment for the betterment of humanity. OpenAI conducts research in a wide range of AI-related fields, including natural language processing, computer vision, robotics, and reinforcement learning. The organization is responsible for some of the most significant breakthroughs in the field of AI, such as the development of the GPT series of language models, DALL-E, and other groundbreaking technologies.OpenAI operates on a hybrid model, where it conducts both pure research and applies its findings to real-world problems through partnerships with businesses, governments, and other organizations.

It also emphasizes transparency, making its research findings and models available to the public, and advocating for open access to AI technology.Overall, OpenAI represents a significant force in the development and advancement of AI technology and ethics, with the potential to shape the future of human society.

ChatGPT

 ChatGPT(**Chat Generative Pre-Trained Transformer**) is an advanced natural language processing model created by OpenAI, capable of generating human-like responses to a wide range of questions and prompts. It has been trained on vast amounts of text data from the internet, including books, articles, and online discussions, and can understand and produce text in multiple languages. ChatGPT can be accessed through various platforms, such as websites and messaging

applications, and can provide information, answer questions, offer advice, and engage in conversation on various topics. It is constantly learning and improving through its interactions with users and the data it ingests, representing a significant advancement in natural language processing technology.

ChatGPT vs Google

ChatGPT and Google are both advanced technology platforms, but they have different purposes and functionalities.ChatGPT is a language model created by OpenAI that uses deep learning to generate human-like responses to a wide range of questions and prompts. It has been trained on massive amounts of text data and can understand and produce text in multiple languages. ChatGPT can be accessed through various platforms, such as websites and messaging applications, and can provide information, answer questions, offer advice, and engage in conversation on various topics.

Google, on the other hand, is a search engine that provides users with a way to find and access information on the internet. It uses complex algorithms to index and rank web pages, and it provides users with relevant results based on their search queries. In addition to its search engine, Google offers a wide range of other products and services, such as email, cloud storage, and productivity software.

While ChatGPT and Google both use advanced technology to provide users with information, they have different approaches and functions. ChatGPT is focused on generating human-like responses to user questions and engaging in conversation, while Google is focused on indexing and ranking web pages to provide users with relevant information. Ultimately, both platforms have their strengths and can be useful depending on the user's needs.

Merits of ChatGPT

- ChatGPT is an advanced natural language processing model that can generate human-like responses to a wide range of questions and prompts, making it a useful tool for information retrieval, conversation, and entertainment.
- ChatGPT has been trained on vast amounts of text data and can understand and produce text in multiple languages, making it accessible to a global audience.
- ChatGPT is constantly learning and improving through its interactions with users and the data it ingests, which can lead to more accurate and personalized responses over time.
- ChatGPT can be integrated into various platforms, such as websites and messaging applications, making it easy to access and use.

DALLE-2

DALL-E is an artificial intelligence model developed by OpenAI, capable of generating high-quality images from textual descriptions. The name "DALL-E" is a portmanteau of Salvador Dali and WALL-E, reflecting the model's ability to create surreal and imaginative images from textual input.DALL-E uses a technique called GAN (Generative Adversarial Network) to generate images that match the textual input it receives. This means that the model is made up of two separate neural networks that work together: a generator network that produces images from textual descriptions, and a discriminator network that evaluates the quality of the generated images and provides feedback to the generator.

DALL-E has been trained on a massive dataset of image-text pairs, which enables it to generate highly detailed and accurate images that match the input description. The model can create a wide range of images, from everyday objects to surreal and imaginative scenes that have never been seen before.The potential applications for DALL-E are numerous and varied, from generating images for advertising and marketing to creating illustrations for books and movies. However, the technology also raises ethical questions about the potential for misuse, such as the creation of deepfakes or the perpetuation of harmful stereotypes.
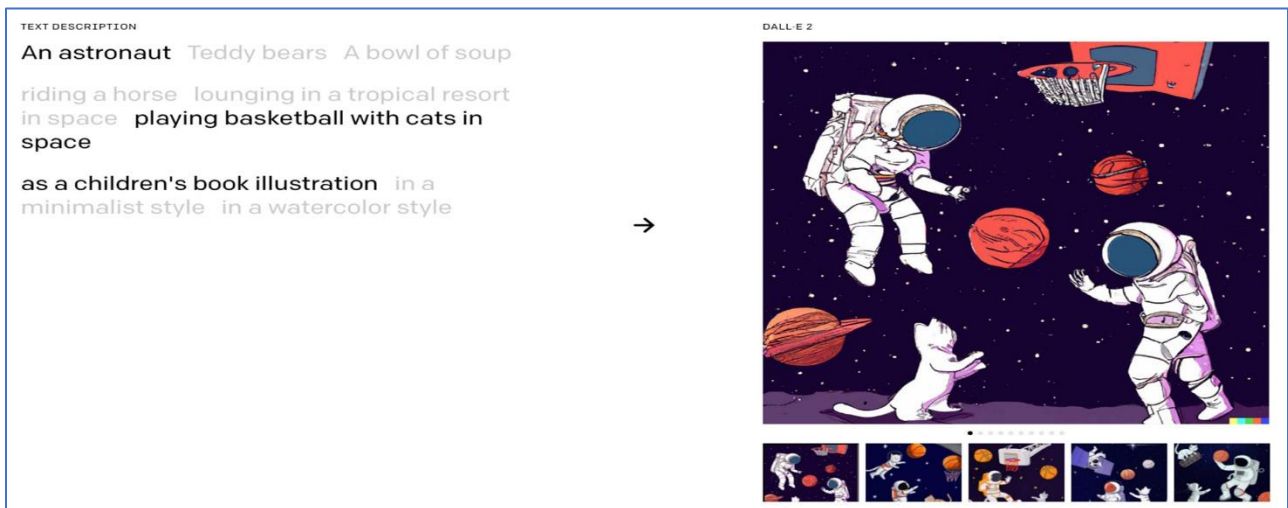
Overall, DALL-E represents a significant advancement in the field of AI and has the potential to revolutionize the way we create and consume visual media.

P.veerababu

(20A81A05N9)

HANSON ROBOTICS

- 20A81A05A6 (Pavan)
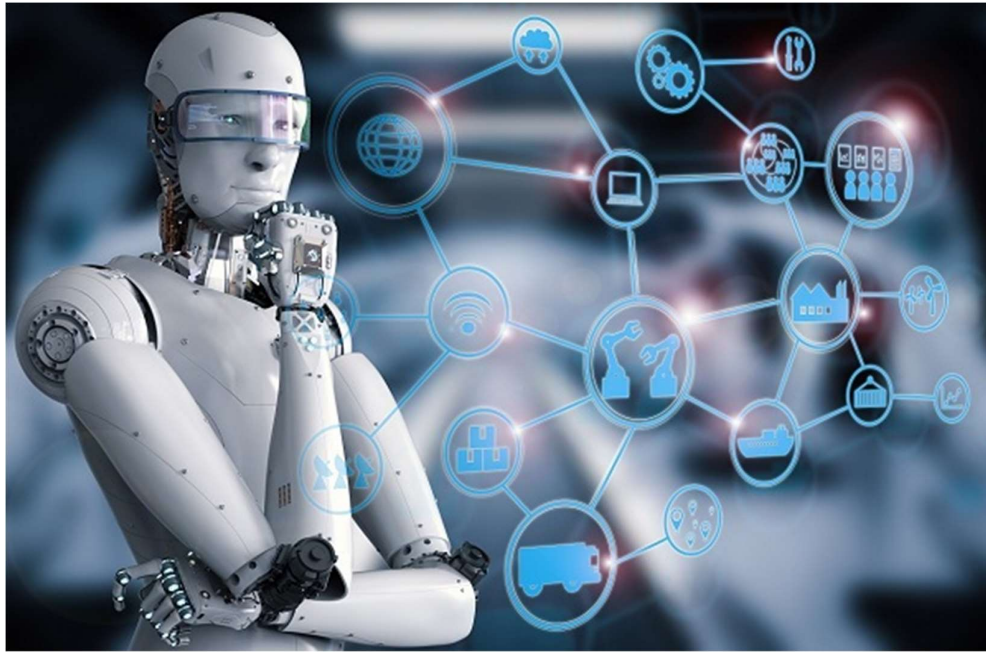
Creating value with
human-like robots.

For more than two decades, Hanson Robotics has been building the world's most human-like robots. Endowed with rich personality and holistic cognitive AI, our robots are able to engage emotionally and deeply with people. They can maintain eye contact, recognize faces, understand speech, hold natural conversations, and learn and develop through experience.

Our robot faces are created with a patented material called **Frubber®**, a proprietary nanotech skin that mimics real human musculature and skin. This allows our robots to exhibit high-quality expressions and interactivity, simulating humanlike facial features and expressions.

Research & Custom Character Robot

Hanson Robotics' most advanced human-like robot, Sophia, personifies our dreams for the future of AI. As a unique combination of science, engineering, and artistry, Sophia is simultaneously a human-crafted science fiction character depicting the future of AI and robotics, and a platform for advanced robotics and AI research.

The character of Sophia captures the imagination of global audiences. She is the world's first robot citizen and the first robot Innovation Ambassador for the United Nations Development Programme. Sophia is now a household name, with appearances on the Tonight Show and Good Morning Britain, in addition to speaking at hundreds of conferences around the world.

Little Sophia

Consumer Robot

Little Sophia is the little sister of Sophia and the newest member of the Hanson Robotics family. She is 14" tall, and your robot friend that helps make learning STEM, coding and AI a fun and rewarding adventure for kids 8+ years old, especially girls.

Little Sophia can walk, talk, sing, play games and, like her big sister, tell jokes. With Little Sophia's software, and included tutorials through Hanson's AI Academy, she is a unique programmable, educational companion for kids, inspiring children to learn through a safe, interactive, human-robot experience. Kids, educators and even Sophia the Robot fans, regardless of age, will find Little Sophia irresistible!
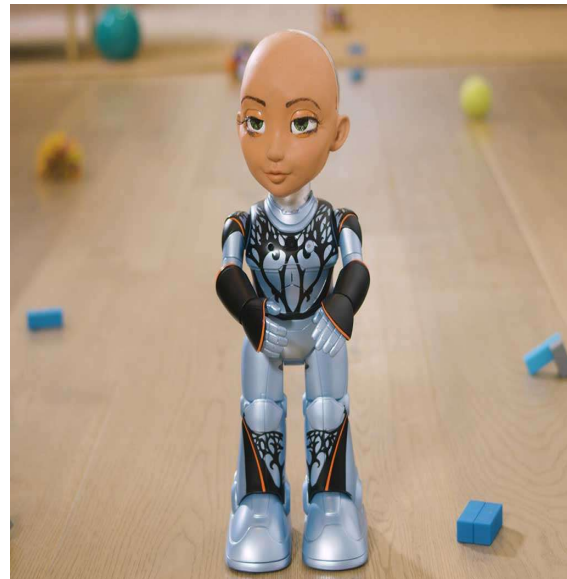
Custom Character Robot

Activated in 2015 and debuted the same year at the Global Sources Electronics Fair in Hong Kong, Han is an expressive humanoid robot. He now resides at Hanson Robotics headquarters in Science Park, Hong Kong.

Underneath his bald head, masculine features and somewhat sardonic smile is a humanoid robot whose primary focus is to serve. Han is at his happiest when helping others find contentment. He seems to instinctively know his greatest contribution to humankind may be in simply showing us how we can all live together in peace.

Bina

Custom Character Robot

BINA48 is a humanoid robot, consisting of a bust-like head and shoulders mounted on a frame, developed by Hanson Robotics and released in 2010. BINA48 was modeled after Bina Aspen through more than one hundred hours in compiling all of her memories, feelings, and beliefs. BINA48 engages in conversation with other humans,

such as offering an emotional account of her brother's personality changes after returning home from the Vietnam War.

Zeno

Research Robot

Debuted at the Wired NextFest in 2007, Hanson Robotics' 17-inch Zenohumanoid is now widely used in autism research around the world.

Skin: Hanson Robotics **Frubber®**
Eyes: 720p, 30 fps for binocular stereovision
Gestures: Eye and neck DoF redundancy
Servos: Dynamixel RX-28 and RX-28
Facial muscle simulation: 32

Professor Einstein

Consumer Robot

I'm Professor Einstein™, the first personal robot from Hanson Robotics. I was born out of a lifelong fascination with all things Einstein – and the values he stood for.

I was designed to inspire imagination, be a great conversationalist, and to bring Einstein's sense of humor and vast knowledge base back to life, and share it with a new generation.

As Einstein liked to say, "All of science is nothing more than the refinement of everyday thinking." I help you to tickle your own brain and expand your thinking by acting as your partner in exploring the mysteries of the universe. My hope is that I will put you in touch with realizing your unlimited human potential to be the best you can be.

Albert HUBO

Custom Character Robot

Albert HUBO debuted in November 2005 at the APEC Summit in Seoul, Korea. The culmination of a collaboration between Hanson Robotics and the Korea Advanced Institute of Science and Technology, the robot is the world's first android head mounted on a life-size walking robotic frame. In 2009, Dr. Hanson gave a TED Talk in Long Beach, California, where he demonstrated Albert HUBO's ability to understand and mimic facial expressions. In the years in between, Albert HUBO appeared at numerous conferences, winning widespread acclaim (and more than a little consternation) among those who saw him.

He currently spends his time with scientists at UC San Diego's California Institute for Telecommunications and Information Technology, where he helps them understand how robots and humans alike perceive emotions and interpret facial cues. Their thinking is, if Albert HUBO can develop emotional intelligence, it will help researchers pave the way for robots to participate and help improve education, healthcare, fine arts, and customer service.

Diego-San

Research Robot

Activated in 2013, Diego-San is a robotic toddler comprising a Hanson Robotics-created head and a body by Japan's Kokoro. These days the little guy resides at the University of California at San Diego's Machine Perception Lab, where he serves cognitive AI and human-robot interaction research. With high definition cameras in the eyes and 27 servo motors controlling his expressive face, Diego San is a learning robot, designed to learn the way babies do. Its expressive face and reactivity are intended to let Diego-San communicate intuitively with people, just as babies do.
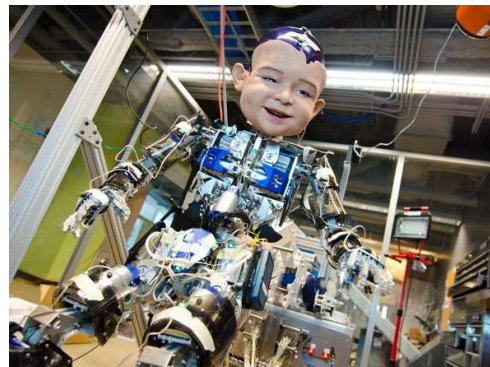
Industry 4.O Technologies

Industry 4.0, also known as the Fourth Industrial Revolution or Industry 4.0, is the current trend of automation and data exchange in manufacturing technologies.
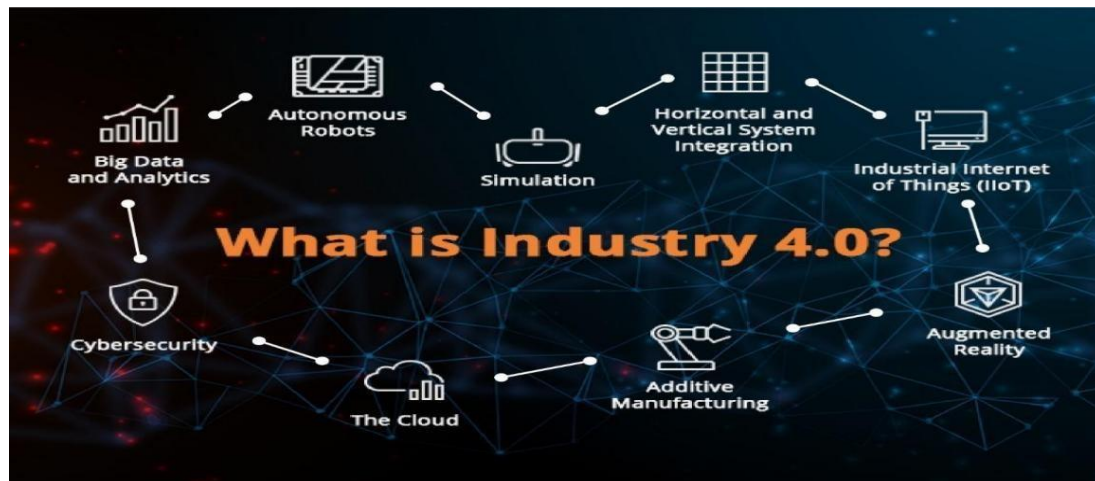
It incorporates cyber- physical systems, the Internet of Things (IoT), and cloud computing,enable manufacturers to gather and analyze data from multiple sources, including machines, devices, sensors, and people, and use it to optimize production processes, reduce costs, improve product quality, and increase productivity. These technologies include:

Cyber-Physical Systems (CPS): CPS are physical systems that are interconnected with digital systems to monitor and control the physical system. These systems can operate independently.
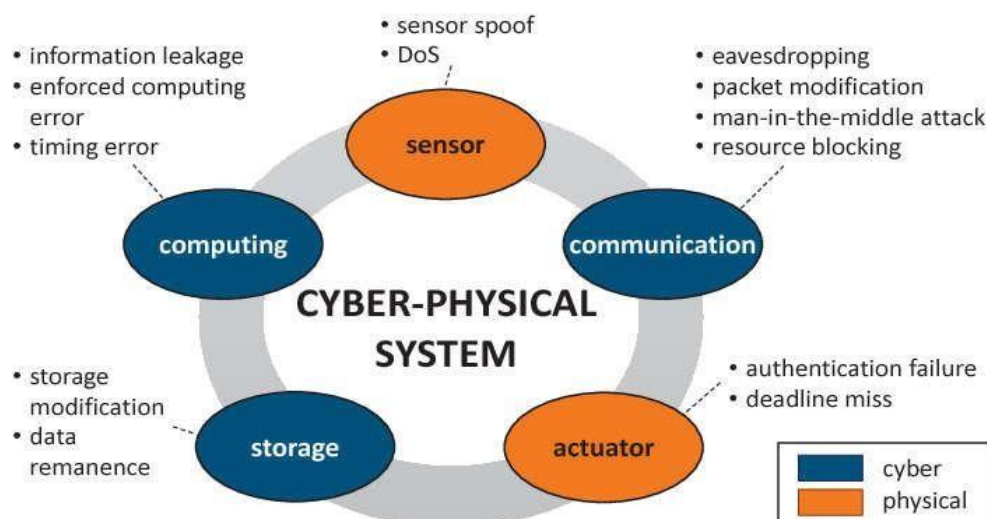
The Internet of Things (IoT): The IoT is a network of physical devices, vehicles, home appliances, and other items embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect and exchange data.

Big Data and Analytics: Big data refers to large and complex data sets that can be analyzed to reveal patterns and insights. Analytics tools allow manufacturers to use this data to make better-informed decisions, optimize processes, and improve products.

Cloud Computing: Cloud computing enables manufacturers to store and access data and software over the internet, rather than on local servers or computers. This allows for remote access and collaboration, and can reduce costs associated with on-premise infrastructure.

Industry 4.0 technologies are revolutionizing manufacturing processes and have the potential to transform the entire industry. By enabling factories to be more connected and flexible,manufacturers can respond quickly to changes in demand, reduce waste and downtime, and create a more efficient and sustainable production process.

Some of the benefits of Industry 4.0 technologies include:

Improved efficiency: By using data to optimize production processes, manufacturers can reduce waste and improve quality, resulting in lower costs and higher productivity.

Improved safety: By using sensors and data analysis, manufacturers can identify and address safety issues in real-time, reducing the risk of accidents and injuries.

Enhanced product quality: By using analytics tools to monitor and optimize production processes, manufacturers can improve product quality and reduce defects.

However, the implementation of Industry 4.0 technologies also presents some challenges. These include the need for new skillsets and training, the cost of implementing new technologies, and the potential for job displacement as machines and automation take on more tasks.

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S.B.N.D.POOJITHA
20A81A0650

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Ref. No.SVEC/CSE/Reports/2021-2022/04

CSE Progress Report from 1ˢᵗ June 2022 to 31ˢᵗ August 2022

1. Details of faculty attended FDPs, Workshops, Seminars, Conferences etc., outside the college as well as in the college: 08

S.No.	Name of the faculty	Name of Workshop/Seminar/ FDP/SDP Attended	Location	Nos. of days	From Date	To Date
1.	Dr G.Loshma	Demystifying Networking	NPTEL-AICTE	08	JULY-2022	AUG-2022
2.	CH.Hemanand	FDP on Amazon Web Services	Organized by Sasi Institute of Technology &Engineering in collaboration with BRAINOVISION SOLUTIONS PVT.LTD & AICTE	06	22.08.2022	27.08.2022
3.	R.Padmaja	STTP on Mern Stack Development –MSD 2022	Organized by the Dept of Computing Technologies, SRM Institute of Science and Technology, Kattankulathur	06	08.08.2022	13.08.2022
4.	M N V Surekha	STTP on Mern Stack Development –MSD 2022	Organized by the Dept of Computing Technologies, SRM Institute of Science and Technology, Kattankulathur.	06	08.08.2022	13.08.2022
5.	CH.Hemanand	30 days Master Class on PYTHON FULL STACK	Conducted by APSSDC at Pantech e-Learning Pvt Ltd, Chennai	30	11.07.2022	12.082022
6.	R.Padmaja	Workshop on Designing and Modeling of IoT,AI & ML Systems	Organized by AICTE ,ATAL Academy ,Arm Education and STMicroelectronics	05	01.08.2022	05.08.2022
7.	M N V Surekha	Workshop on Designing and Modeling of IoT,AI & ML Systems	Organized by AICTE ,ATAL Academy ,Arm Education and STMicroelectronics	05	01.08.2022	05.08.2022
8.	A.Leelavathi	Current Research Trends in computer Science	Krishna University	05	04.07.2022	08.07.2022

2. Workshops/FDPs/Seminars etc., conducted by the department: 01

S.No.	Name of the Program	Type of Event	Duration	Resource Persons
1.	Guest Lecture on on **"Orientation on Research Article Writing"**	Guest Lecture	13-09-2022	Dr. V S Naresh, **Professor, CSE, Dean(R&D)**

3. Workshops / Skill Oriented Courses organized : 01

S.No.	Title	Name of the Resource Person / Organization	Audience	No of Participants	Date (From -to)
1.	SOC on AWS-Cloud Computing	Mr. D Ganesh from Brain O Vision, Hyderabad	IV SEM CSE-C	64	20/06/2022 to 25/06/2022

4. Training Programmes Conducted: 02

S.No.	Training Name	Duration		Year & Semester	
		From	To		
1.	One day HR Interaction Program with Selected Students from HEXAWARE Company	09/08/2022	09/08/2022	IV	VII
2.	TCS Company Specific Training by NEW LEAF Technologies	04/08/2022	14/08/2022	IV	VII

5) Details of Conference Publications:

S No.	Name of the Faculty	Title of the Paper	Name of the Conference	Host institution	From Date	To Date
1.	Dr.K.Shirin Bhanu Dr.G.Loshma	Productive inference of convolutional neural networks using filter pruning frame work	International	Punjab	26-06-2022	27-06-2022

5)   **Student Achievements:**

(a)Placements (2019-23 Batch):

S. No	Roll No.	Name of the Student	Company	No.Of Students got Selected	Package	Nature of Drive	Date
1.	19A81A0507	BOKKA KEERTHANA					
2.	19A81A0515	GHANTA PURVIKA					
3.	19A81A0522	JANGA SAI VISHNU VARDHAN					
4.	19A81A0526	KODAVATI SAI SIREESHA					
5.	19A81A0528	KUNA KIRAN MARUTHI					
6.	19A81A0532	MANEPALLI NIKHITHA					
7.	19A81A0534	MATHA VENKATA HARSHA VARDHAN					
8.	19A81A0538	NETHALA RAKESH					
9.	19A81A0547	PRASADAM SRAVANTI					
10.	19A81A0548	PUPPALA MOUNI SIRI VENNELA					
11.	19A81A0550	SATTI VARSHITHA					
12.	19A81A0552	SHAIK AYESHA SULTHANA					
13.	19A81A0553	SIRAPARAPU NIHARIKA					
14.	19A81A0554	SRI VANGIPURAM MAHATI					
15.	19A81A0555	SRIPADA SAI SUBRAHMANYA SHARMA					
16.	19A81A0560	UPPALA KRISHNA VENKATA NAGASURYA SIVAMANOJ					
17.	19A81A0561	VALLABHANENI VENKATA SAI MANOJ MITHRA	HEXAWARE	79	3.6 LPA	ON-CAMPUS	28/03/2022 to 29/03/2022
18.	19A81A0562	VASANTHAVADA MANASA					
19.	19A81A0567	ARETI DILEEP SRI DURGA PRAVEEN					
20.	19A81A0568	BANDULA USHASWI					
21.	19A81A0570	BATHU VINAY KUMAR					
22.	19A81A0573	BOLLAPRAGADA SUMAN DATTA					
23.	19A81A0574	BUSARAPU TEJA SRI RAMA SARITHA					
24.	19A81A0582	GUGGILAPU KUMARI SRI ANUSHA					
25.	19A81A0586	KAKARAPARTHI BHAGYA SRI					
26.	19A81A0593	KOLUSU NAGA VENKATA SAI SURENDRA					
27.	19A81A0594	KONKIMALLA GURU DATTA BHARAT SANTOSH					
28.	19A81A0596	KOTIPALLI MOUNIKA NAGA SRAVANTHI					
29.	19A81A05A4	MATTA JAYA CHANDINI					
30.	19A81A05A6	MIRIYALA YAMINI					
31.	19A81A05A8	MRUDULA AGARWAL					
32.	19A81A05A9	MUPPALA LIKHITHA SUBHA					
33.	19A81A05B3	PEDDIMSETTI LAKSHMI SYAMALA					

34.	19A81A05B8	SHAIK AYESHA MALLIKA					
35.	19A81A05C2	UDATA SAI MANI SWAPNA					
36.	19A81A05C4	VADDADI VEERA VENKATA CHANDANA CHARITA					
37.	19A81A05C5	VEJJU JYOTHIKA SAI					
38.	19A81A05C9	AKKIREDDY USHA DEEPIKA					
39.	19A81A05D1	ALLUMOLU VENKATESWARA SWAMI					
40.	19A81A05D6	BANDARU VASAVI					
41.	19A81A05D9	BOLISETTI MOHITHKUMAR					
42.	19A81A05E3	CHILUKURI VEDAVALLI					
43.	19A81A05F1	INTI DURGA DHEERAJ					
44.	19A81A05F3	KAKARLA GOUTHAM					
45.	19A81A05F4	KALAVAKUNTLA SATHVIK					
46.	19A81A05F8	KINJINGI NIKHIL KUMAR					
47.	19A81A05F9	KODAMANCHILI S P KALYANA KRISHNA					
48.	19A81A05G1	KOLLI TARUN					
49.	19A81A05G3	MARAM DEVI MOUNIKA					
50.	19A81A05G4	MATURI MADHURI					
51.	19A81A05G8	MUTTA ANAND SAI					
52.	19A81A05G9	NAGASURI HEMA SREYA					
53.	19A81A05H4	PEYYETI SRI MALLIKA PARAMESWARI					
54.	19A81A05H7	POLAMURI DHANALAKSHMI					
55.	19A81A05I0	PUTTA SATYASAI					
56.	19A81A05I1	RAGHUMANDA SAI NIKITA					
57.	19A81A05J6	BANDARU SATYA SAI SUMANTH					
58.	19A81A05K3	DHANABOYINA SUNITHA					
59.	19A81A05K4	DUVVAPU SRAVANI					
60.	19A81A05K5	GUTTULA NAVYA LAKSHMI					
61.	19A81A05K8	KANKIPATI VENKATA SRI SATYA BABY SUJITHA					
62.	19A81A05L3	KONTHETI SAI GANGA BHAVANI					
63.	19A81A05L9	MAMILLAPALLI M J S SRIVALLI					
64.	19A81A05M0	MANEPALLI K S VIJAYA DURGA					
65.	19A81A05M1	MANGARAJU PRADEEP					
66.	19A81A05M2	MOKKARALA SAI KRISHNA					
67.	19A81A05M5	MUTTA BHAVYA LAKSHMI SIRIDEVI					
68.	19A81A05M7	NERELLA TANMAYEE					
69.	19A81A05N1	PENMATSA GOPAL VARMA					
70.	19A81A05N4	PERUMALLA VAISHNAVI					
71.	19A81A05N5	POTALA MEGHANA					
72.	19A81A05N7	PUVVALA RADHA MADHAVI					
73.	19A81A05N9	SABBU PRAMEELA					
74.	19A81A05O2	SISTLA SREE VAISHNAV					
75.	19A81A05O8	TIGIRIPALLI SIDDHU					

S. No.	Roll No.	Name of the Student	Company	No. Of Students got Selected	Package	Nature of Drive	Date
76.	19A81A05P0	VELISETTI PRABHU RAJA					
77.	19A81A05P4	SOLASA SRIYA					
78.	20A85A0515	MAVURI ANAND KUMAR					
79.	20A85A0522	SUNDARANEEDI DIVYA SRI LAKSHMI					
80.	19A81A0525	KETA VISHAL SATYA	TCS CODEVITA	1	7 LPA	OFF CAMPUS	1/7/2022

CST:

S. No	Roll No.	Name of the Student	Company	No.Of Students got Selected	Package	Nature of Drive	Date
1.	19A81A0601	ADDADA SURYA VENKATA SATYANARAYANA RAJU	HEXAWARE	10	3.6 LPA	ON CAMPUS	28/03/2022 and 29/03/2022
2.	19A81A0605	BYLAPUDI SAI KUMAR					
3.	19A81A0628	KODAVATI CHOMU DURGA					
4.	19A81A0630	KOMPERLA SAI APARNA					
5.	19A81A0644	MYLAVARAPU ANAND KUMAR					
6.	19A81A0647	NALLA GIREESH					
7.	19A81A0648	NANDIGAM AMBICA					
8.	19A81A0651	PODILA BHASKAR					
9.	19A81A0658	TAKKILLAPATI BALA VENKATA SAHITHI					
10.	19A81A0660	VADAREVULA YUVA SRI					
11.	19A81A0650	PILLA JAHNAVI SRI NAIDU	TCS CODEVITA	1	7 LPA	OFF CAMPUS	1/7/2022

e) Internships:

S.No.	Roll Number	Student Name	Title	Name of the Industry	Technology	Duration
1	20A81A05J0	VADDI MADHUMIITHA	Intern	IEEE-SB PIT & PANTECH E-LEARNING	Artificial Intelligence using Python	13-06-2022 To 12-07-2022

f) Co-Curricular Activities:

NPTEL Certified Students List during the A.Y 2022-23

S.No.	Roll Number	Name of the student	Course Name	Certificate Type
1.	20A81A0534	M. Sailaja	An Introduction to	Elite

			Programming through C++	
2.	20A81A0597	M Meghana	Data Science for Engineers	Elite
3.	20A81A0588	K V Sri Mounika	Data Science for Engineers	Elite
4.	20A81A0579	G Sathvika	Data Science for Engineers	Elite
5.	19A81A0514	Gantta Ratna Satya Harshini	Python for Data Science	Elite
6.	19A81A0526	Kodavati Sai Sireesha	Python for Data Science	Elite
7.	19A81A0567	Areti Dileep Sri Durga Praveen	Python for Data Science	Elite
8.	19A81A05K3	Dhanaboyina Sunitha	Python for Data Science	Elite
9.	19A81A05K8	Sujitha Kankipati	Python for Data Science	Elite
10.	19A81A05K9	Kanumilli Bhanu Sri	Python for Data Science	Elite
11.	19A81A05L9	Mamillapalli M J S Srivalli	Python for Data Science	Elite
12.	19A81A05N7	Puvvala Radha Madhavi	Python for Data Science	Elite
13.	19A81A05O9	T. N. M. Lakshmi Iswarya	Python for Data Science	Elite
14.	19A81A05P4	Solasa Sriya	Python for Data Science	Elite
15.	19A81A05P5	Chimmana.Khyathi Sri	Python for Data Science	Elite
16.	20A85A0522	Sundaraneedi Divya Sri Lakshmi	Python for Data Science	Elite

Simplilearn CERTIFICATIONS during Academic Year 2022-23

S.No	Regd.No.	NAME OF THE STUDENT	NAME OF THE COURSE	Institute	Month-Year
1.	20A81A0507	Chennamsetti Naga Siva Sai Krishna	Introduction to HTML	Simplilearn	Aug-2022
2.	20A81A0546	Ponnamaneni Indu			Aug-2022
3.	20A81A0515	Ganta Sandeep			Aug-2022
5.	18A81A05I3	Badiga Manikanta			Aug-2022
6.	20A81A0582	Gude Devi			Aug-2022
7.	20A81A0540	Palivela Rohitha			Aug-2022
8.	20A81A0569	Bandi Devika			Aug-2022
9.	20A81A05C1	Tonta Anjibabu			Aug-2022
11	20A81A0588	Kalaga Venkata Sri Mounika			Aug-2022

UDEMY CERTIFICATIONS during Academic Year 2022-23

S.No	Regd.No.	NAME OF THE STUDENT	NAME OF THE COURSE	DURATION	Month-Date
1.	20A81A0507	Chennamsetti Naga Siva Sai Krishna	C++ Programming from scratch to Advanced	8.5hrs	09.07.2022
			R Programming : Data Analysis and Visualization using R	3.5hrs	05.07.2022
			HTML5: From Basics to Advanced level(2021)	3.5hrs	05.07.2022

2.	20A81A05B8	Shaik Mubashira Tabassum	Wordpress for Beginners-Master Wordpress quickly	9.5hrs	21.08.2022
			Python Programming for Beginners [Full course]	3.5hrs	01.07.2022
3.	20A81A0515	Ganta Sandeep	Java and C++ and Python Programming In complete Course	8.5hrs	16.08.2022

Other CERTIFICATIONS during Academic Year 2022-23

S.No.	Regd.No.	Name Of The Student	Name Of The Event	Institution	Month-Date
1.	20A81A0521	Jakkamsetti Bindu Madhavi	CAD Hackathon	SVEC	June-2022
2.	20A81A0523	Karri Bhuvaneswari	CAD Hackathon	SVEC	June-2022
3.	20A81A0564	Yarlagadda Yekavarnika	CAD Hackathon	SVEC	June-2022
4.	20A81A05G1	L Surya Prakash	Data science course completion in coincent	UDGAM IIT Gowhati	Aug-2022
5.	20A81A0518	G.Anvitha Raj	CAD Hackathon	SVEC	June-2022
6.	20A81A0518	G.Anvitha Raj	Sense the nonsense, spark your mind, Canvas,Webzenia	SVEC	June-2022
7.	20A81A0540	Palivela Rohitha	Introduction to MongoDB Master Class	Skills Stack	07.08.2022
8.	20A81A0540	Palivela Rohitha	Google Tag Manager Fundamentals	Google Analytics Academy	26.07.2022
9.	19A81A05E8	G Bala Saranya	Project Expo	SIMATS School of Engineering	Aug-2022
			Data Visualzation	TATA	Aug-2022
			Engineering Virtual Program	Forage	Aug-2022
			Tech. quiz	Flipkart	Aug-2022
			Developer Program	Accenture	July-2022
			Software Engineering Virtual experience	Forage	July-2022

KEPLER 452b

EARTH'S OLDER COUSIN

M.WAAZIDA SULTANA

20A81A05N2

Kepler 452b

Kepler-452b is the first near-Earth-size world to be found in the habitable zone of star that is similar to our sun. Until its discovery in 2015, the Kepler telescope had only detected 12 Earth-size planets (smaller than twice the size of Earth) in the habitable zone of their smaller and cooler stars. Kepler-452b is the first planet orbiting a star about the same size and temperature as the sun.

The Kepler space telescope identified the exoplanet, and its discovery was announced by NASA on 23 July 2015. The planet is about 1,800 light-years (550 pc) away from the Solar System. At the speed of the New Horizons spacecraft, at about 59,000 km/h (16,000 m/s; 37,000 mph), it would take approximately 30 million years to get there.
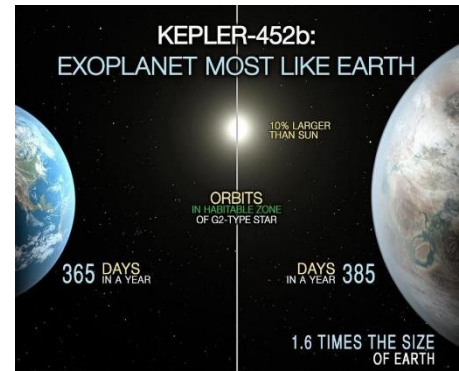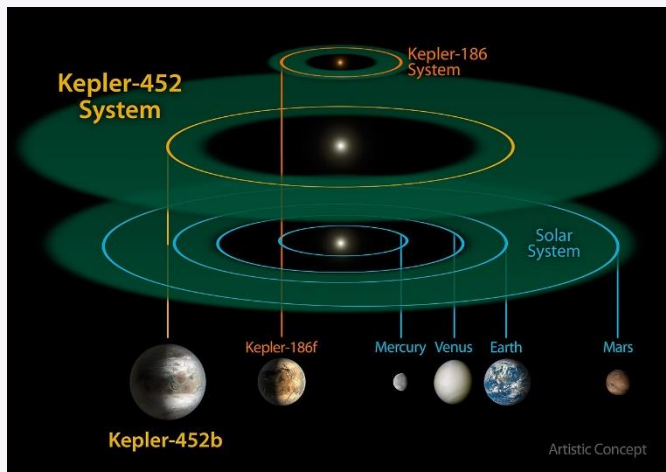
EARTH 2.0

The host star, Kepler-452, is a G-type and has about the same mass as the sun, only 3.7% more massive and 11% larger. It has a surface temperature of 5757 K, nearly the same as the Sun, which has a surface temperature of 5778 K.

The star's age is estimated to be about 6 billion years old, about 1.5 billion years older than the Sun, which is 4.6 billion years old. From the surface of Kepler-452b, its star would look almost identical to the Sun as viewed from the Earth.

Scientists with the SETI (Search for Extraterrestrial Intelligence Institute) have already begun targeting Kepler-452b, the first near-Earth-size world found in the habitable zone of a Sun-like star.

SETI Institute researchers are using the Allen Telescope Array, a collection of 6-meter (20 feet) telescopes in the Cascade Mountains of California, to scan for radio transmissions from Kepler-452b

KEPLER-452b:
EXOPLANET MOST LIKE EARTH

10% LARGER THAN SUN

ORBITS IN HABITABLE ZONE OF G2-TYPE STAR

365 DAYS IN A YEAR   DAYS 385 IN A YEAR

1.6 TIMES THE SIZE OF EARTH

Kepler-186 System

Kepler-452 System

Solar System

Kepler-186f   Mercury Venus Earth   Mars

Kepler-452b   Artistic Concept

Physical characteristics

Kepler-452b has a probable mass five times that of Earth, and its surface gravity is nearly twice as much as Earth's, though calculations of mass for exoplanets are only rough estimates. If it is a terrestrial planet, it is most likely a super-Earth with many active volcanoes due to its higher mass and density. The clouds on the planet would be thick and misty, covering much of the surface as viewed from space.

The planet takes 385 Earth days to orbit its star. Its radius is 50% larger than Earth's, and lies within the conservative habitable zone of its parent star. It has an equilibrium temperature of 265 K (−8 °C; 17 °F), a little warmer than Earth.

EARTH'S COUSIN

Kepler-452b is 1,800 light-years (550 parsecs) from Earth. The fastest current spacecraft, the New Horizons uncrewed probe that passed Pluto in July 2015, travels at just 56,628 km/h (15,730 m/s; 35,187 mph; 0.00037853 AU/h). At that speed, it would take a spacecraft about 26 million years to reach Kepler-452b from Earth

A recession can be defined as a sustained period of weak or negative growth in real GDP (output) that is accompanied by a significant rise in the unemployment rate. Many other indicators of economic activity are also weak during a recession.

Signs of a Recession

- A slowdown in consumer spending.
- A spike in unemployment.
- The slowing of manufacturing activity.
- A drop in personal income through job loss.
- An inversion of the yield curve.

In economics, a recession is a business cycle contraction when there is a general decline in economic activity. Recessions generally occur when there is a widespread drop in spending (an adverse demand shock). This may be triggered by various events, such as a financial crisis, an external trade shock, an adverse supply shock, the bursting of an economic bubble, or a large-scale anthropogenic or natural disaster (e.g. a pandemic).

In the United States, a recession is defined as "a significant decline in economic activity spread across the market, lasting more than a few months, normally visible in real GDP, real income, employment, industrial production, and wholesale-retail sales." The European Union has adopted a similar definition. In the United Kingdom, a recession is defined as negative economic growth for two consecutive quarters.

Governments usually respond to recessions by adopting expansionary macroeconomic policies, such as increasing money supply and decreasing interest rates or increasing government spending and decreasing taxation.

A recession has many attributes that can occur simultaneously and includes declines in component measures of economic activity (GDP) such as consumption, investment, government spending, and net export activity. These summary measures reflect underlying drivers such as employment levels and skills, household savings rates, corporate investment decisions, interest rates, demographics, and government policies.

Advantages of recession:-

1. SOME BUSINESSES THRIVE`

There may be no such thing as "recession-proof" industries, but there are some that historically do better than others. For example, here are some businesses that tend to do well in a recession:

- **Bankruptcy attorneys**
- **The sweets industry**.
- **Maintenance services**.
- **Grocery stores**.
- **Bars**.

2. EFFICIENCY INCREASES

3. IT BALANCES EVERYDAY COSTS

Effects caused after recession:-

Impact of Economic Recession on Business Resilience

The following slide indicates the impact of economic recession with business resilience stages. This slide includes severity and duration of impact and the consequences like positive, negative, severe and catastrophic.

Severity & Duration of Impact — Type of Impact	**Positive** Revenue growth through demand surge e.g. E-commerce	**Mildly Negative** Sustained revenue loss of 0-15% in Q2-4 2022 e.g. Consumer Goods	**Severe** Sustained revenue loss of 15-50% in Q2-4 2022 e.g. Oil and gas	**Catastrophic** Sustained revenue loss of +50% in Q2-4 2022 e.g. Tourism
6 Months Impact	○ Increase the supply by XX% to keep the pace with demand surge ○ Add text here	○ Make slight change in the strategy to get back to normal upswing ○ Add text here	Key emphasis upon- ○ Survival ○ Wait for the right opportunity to get back into the market ○ Add text here	○ Add text here ○ Add text here ○ Add text here
2 Years Impact	Put emphasis upon ○ Diversification ○ Survival ○ Market share ○ Add text here	○ Grab the first mover advantage to improve competitive position & brand image ○ Add text here	Implement new tools & techniques such as ○ Innovation ○ Creativity ○ Add text here	○ Add text here ○ Add text here ○ Add text here
4 Years Impact	○ Adopt aggressive marketing strategies for the survival purpose ○ Add text here	○ Work on new niches for recovery of losses ○ Identify the potential target audience ○ Add text here	○ Change the entire business plan & strategy ○ Re-invest & start with a new business plan ○ Add text here	○ Add text here ○ Add text here ○ Add text here

This slide is 100% editable. Adapt it to your needs and capture your audience attention.

M.Praneeth

20A81A0632

Anime
- Not a cartoon

Anime is hand-drawn and computer-generated animation originating from Japan. Outside of Japan and in English, anime refers specifically to animation produced in Japan. However, in Japan and in Japanese, anime (a term derived from a shortening of the English word animation) describes all animated works, regardless of style or origin. Animation produced outside of Japan with similar style to Japanese animation is commonly referred to as anime-influenced animation.

Pioneers

Animation in Japan began in the early 20th century, when filmmakers started to experiment with techniques pioneered in France, Germany, the United States, and Russia. A claim for the earliest Japanese animation is Katsudō Shashin (c. 1907), a private work by an unknown creator. In 1917, the first professional and publicly displayed works began to appear; animators such as Ōten Shimokawa, Seitarō Kitayama, and Jun'ichi Kōuchi (considered the "fathers of anime") produced numerous films, the oldest surviving of which is Kōuchi's Namakura Gatana. Many early works were lost with the destruction of Shimokawa's warehouse in the 1923 Great Kantō earthquake.

By the mid-1930s, animation was well-established in Japan as an alternative format to the live-action industry. It suffered competition from foreign producers, such as Disney, and many animators, including Noburō Ōfuji and Yasuji Murata, continued to work with cheaper cutout animation rather than cel animation.

The Big 3 of Anime

The Big Three was a term used to describe the three most popular running series during their golden age in Jump - **One Piece**, **Naruto** and **Bleach**. All three series got their common title due to their worldwide popularity and length. With that they were always featured in front of the shared Shonen Jump covers with bigger images for their main characters Luffy, Naruto and Ichigo, than the rest of the current lineup of series. **Dragon Ball** was part of this "trinity". However, Big 3 were eventually made inspired by Dragon Ball. While Dragon Ball is undoubtedly great, it simply arrived too early to be viewed alongside Naruto, One Piece and Bleach.

One Piece

One Piece is a Japanese manga series written and illustrated by Eiichiro Oda. It has been serialized in Shueisha's shōnen manga magazine Weekly Shōnen Jump since July 1997, with its individual chapters as of November 2022.One Piece animated series was produced by Toei Animation and broadcasted by Fuji Television. Premiering in October 1999, it has currently aired over 1000 episodes and been exported to more than thirty nations worldwide.

Naruto

Naruto is a Japanese manga series written and illustrated by Masashi Kishimoto. It tells the story of Naruto Uzumaki, a young ninja who seeks recognition from his peers and dreams of becoming the Hokage, the leader of his village. The story is told in two parts – the first set in Naruto's pre-teen years, and the second in his teens. The series is based on two one-shot manga by Kishimoto: Karakuri (1995), which earned Kishimoto an honorable mention in Shueisha's monthly Hop Step Award the following year, and Naruto (1997).

Bleach

Bleach is a Japanese anime series based on Tite Kubo's original manga series of the same name. It was produced by Studio Pierrot and directed by Noriyuki Abe. The series aired on TV Tokyo from October 2004 to March 2012, spanning 366 episodes. The story follows the adventures of Ichigo Kurosaki after he obtains the powers of a Soul Reaper —a death personification similar to the Grim Reaper—from another Soul Reaper, Rukia Kuchiki. Which made people crazy.

These were the shows which stole millions of people's heart.
Arigato...

L. ADITYA KUMAR
20A81A05M4...