

SIDDHARTH INSTITUTE OF NGINEERING AND TECHNOLOGY

(Autonomous)

Puttur, Tirupati Dist











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PUTTUR, TIRUPATI (Dist)



News Letter 2023-24 (Jan to March)



Dr.K.Ashok Raju
Chairman of Siddharth Group of
Institutions



Dr.K.Chandrasekhar Reddy
Principal of Siddharth Institute of
Engineering & Technology

Cloud Computing's Effect on Video Games Streaming

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Abstract— The disruptive power of cloud computing is altering the gaming industry. Real -time gaming is now feasible because to advancements in streaming algorithms, further blurring the lines between the digital and physical worlds. Understanding the potential of Cloud computing to change the gaming industry is the emphasis which investigates the complicated relationship between numerous technologies. By using cutting-edge streaming protocols and techniques like Adaptive Bitrate S treaming (ABS), buffering, caching, and compression, users may have uninterrupted, high -quality gaming experiences.

The study's findings herald a new era of interactive entertainment and shed light on the transformative possibilities of these technologies. Asynchronous BitRate (ABR) encoding, buffering, caching algorithms, video compression standards, and streaming protocols are just few of the numerous digital components that work together to provide uninterrupted data transmission. The rapid progress of ABR algorithms has made it possible to dynamically alter video quality to maximize the user experience across a broad variety of network scenarios. Buffering and caching algorithms



A FRAMEWORK FOR TWEET CLASSIFICATION AND ANALYSIS ON SOCIAL MEDIA PLATFORM USING FEDERATED LEARNING



Social media plays a pivotal role in the daily activities of individuals, serving as a medium for the dissemination of events, activities, and information through various forms of posts, including tweets, status updates, and pictures. The source of information is determined by analyzing the impact of a user's association with a particular tweet. In this research paper, we present a framework based on the principles of Federated Learning (FL) to classify and analyze tweets across different social media platforms.

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The framework incorporates feature mapping and feature indexing techniques to determine the threshold computation value for categorizing tweets as either "positive" or "negative." Importantly, our framework is platform-agnostic and has been rigorously validated using a diverse dataset comprising dynamic trends and social media posts from platforms like X (formerly known as Tweeter), Koo, and Instagram. Our findings demonstrate that the framework achieved.

Deep Learning Workshop





CSET ASSOCIATION ACTIVITIES on "Memory Game"



Winners				
SINo	Name of the Student	Roll Number	Year & Branch	
1	C.Roopa Shalini	21F61A05B7	III CSE 2	
2	S.P.Chandana	21F61A0516	III CSE 1	
3	K.Harshitha	21F61A0939	III CSM 1	

On behalf of the Student Association Committee (CSET), we have successfully conducted the event titled "Memory Game" for the III year CSE and its allied branch students on 06/01/24 at 01:25PM in CSE Seminar Hall.

Totally 50 students has participated and two students have been selected as a winner and runner based on the results. The event was coordinated by CSET Committee members. The faculties Mrs.Mekala Rani

Industrial Visit to IIITDM Kancheepuram, Chennai

Visit at IIITDM TLC

· MOOC course development using state-of-art TLC studio· Accelerating the EdTech development· DIY manufacturing equipments



We have initiated the process of seeking the permission to attend the Industrial Visit of IIITDM TLC Kancheepuram at Chennai on 10-01-2024. The request letter for Industrial Visit permission is sent to the PBL Makerspace, IIITDM TLC Kancheepuram through mail. Once we receive the reply from the PBL Makerspace, we started circulating the information to II year CSE students. As, the Director is concerned about the count, we restricted it to maximum of 60 students.

Circular has been prepared and displayed in CSE Dept. notice board for 1 week. We received response from 110+ students. But we had a constraint in selecting them. So, we selected 60 students from the list and proceeded further.

Conducted CSET EVENT" MEME MAKING " and "DRAWING COMPETITION"



Hosted Vibrant Drawing Competition to Unleash Student Creativity, hosted an exciting drawing competition aimed at encouraging artistic expression and fostering creativity among students. Held in the college's art hall, the event saw enthusiastic participation from students across various disciplines, showcasing their diverse talents and imaginative ideas.

Industrial Visit to Intian Institute of Science (IISc), Bengaluru

ur 2nd year CSM students registered for the Open Day 2024 event at IISc, Bengaluru. The students were very eager to visit the Super Computer block.

On 24-02-2024 around 4.00 AM bus started from College Campus and we reached Bengaluru around 9.00 AM, after completing our breakfast we went inside the IISc campus around 10.00 AM. We visited almost all the departments had a session there with the expert team till 01.00 PM. Our 2nd year CSM students embarked on an enriching industrial visit to the prestigious Indian Institute of Science (IISc) located in Bengaluru. This visit was organized as a part of our academic curriculum to provide students with hands-on exposure to cutting-edge research and development in the field of science and engineering.





CSET ASSOCIATION ACTIVITIES on event titled "Drawing Contest"



On behalf of the Student Association Committee (CSET), we have successfully conducted the event titled "Drawing Contest" for the II year CSE and its allied branch students on 24/02/24 at 02:15PM in Computer Centre Lab. Totally 50 students has participated and two students has been declared as a winner based on their presentation.





Winner & Runners for Drawing Competition				
SINo	Name of the Student	Roll Number	Year & Branch	
1	F.Hussian Abbas	22F61A1168	II CAD 2	
2	M.D.Prasanna Lakshmi	22F61A11B9	II CAD 2	
3	K.Bhagavathi	22F61A0509	II CSE 1	
4	V.Sri Chandana	22F61A05D9	II CSE 3	
5	G.R.Charmika	22F61A0522	II CSE 1	