



# SAKSHIN

MONTHLY NEWSLETTER OF DEPARTMENT OF  
CSE/CSE(AI)

## VISION

- *Nurturing globally competent Computer Science and Engineering graduates capable of taking challenges in the Industry and Research & Development activities*

## MISSION

- *Imparting quality education to meet the needs of industry, and to achieve excellence in teaching and learning*
- *Inculcating value-based, socially committed professionalism for development of society*
- *Providing support to promote quality research*



Happy to inform that 3 of our alumni startups: Machbee Innovations Pvt Ltd, RIOD Logic Pvt Ltd and Tequard Labs Pvt Ltd mentored by **Prof. Ajay Basil Varghese** from CSE Dept. ASIET have exhibited their products at GITEX Global 2022, World's Largest Startup event held at Dubai World Trade Center, UAE.

We have showcased our expertise in Smart Future Appliances, Artificial Intelligence, Electric Charging Stations, Industrial IoT Devices, Precision Farming and Data Analytics.

## EDITORIAL BOARD

**CHIEF EDITOR & CREATIVE DESIGN :** ASST. PROF. ROSEMARY DELJO, ASST. PROF. ANILA S  
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 A.R NANDAGOPAL (S7 CSE A), MEENAKSHI (S7 CSE B)



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# Congratulations





**Adi Shankara**  
INSTITUTE OF ENGINEERING AND TECHNOLOGY

*IEEE SB ASIET has been awarded the*

**IEEE REGIONAL EXEMPLARY  
STUDENT BRANCH AWARD 2022**

*Continuing the tradition as one of the best among  
Region 10 (Asia-Pacific) for the third consecutive year.*

 **IEEE | SB / ASIET**

 **IEEE**



## Anti-Narcotic Cell – Inauguration

As per the instruction from the Govt. of Kerala, an Anti-Narcotics club have been formed in the college. The objective of this club is to create and spread awareness among the students on the ill effects of drug abuse. The inaugural function was led by Mr. Rahul Raj, Excise Inspector on 21 September 2022. Prof. Ajay Basil and Prof. Rosemary Deljo are the Computer Science department faculty coordinators.



## Student Representatives

1. Anjana. T. S ( S3 CSA )
2. Akhil .S. Anil ( S3 CSA)
3. Anusha (S5 CSA)
4. H . Lakshman ( S5 CSA)
5. U . Harikrishnan (S5 CSB)
6. Kshama Kammath (S5 CSB)
7. Appu . V. A ( S7 CSA)
8. Anusha P. S ( S7 CSA)
9. Rayal Babu ( S7 CSB)
10. Revathy Jers ( S7 CSB)
11. Maria Baiju ( S3 AI)
12. Tom Davis ( S3 AI)
13. Navin Dacassy ( S5 AI)
14. Rohit Kumar (S5 AI)
15. Parvathy B (S5 AI)



## STUDENT'S CORNER

- Rohith B from S5 CS - 2020-24 Batch attended 5 day internship on Android App Development held at Kalamessery 07-10-2022
- Sanjay Gireesan,Vismaya Mohan,Shreya parvathi from S5 CS - 2020-24 Batch attended the 2- Day workshop on Artificial Intelligence conducted by IIT Palakkad on16-09-22.
- Cyril C Kurian from S5 CS - 2020-24 Batch attended the 2-day Game development workshop at NIT Calicut from21-10-22.
- Dona Antony from S7 CS - 2019-23 batch attended Software Testing Tutorial course in online mode on 20-09-2022.
- Dona Antony from S7 CS - 2019-23 batch attended Software Testing Tutorial course in online mode on 06-09-2022.
- Ajay Antu from S7 CS - 2019-23 batch attended TCS i-ON remote internship on 20-09-2022

## FACULTY CORNER

- Prof.Anila S and Prof.Sumesh C Raman participated the training program on java fullstack conducted by TalentNext,wipro Certified Program.

# Induction program for 2022-2026 Batch

It was time to welcome yet another batch of budding engineers for computer science department. Total no of students intake of CS Department increased from 120 to 180 at 2022-23 academic year onwards. Induction program was held at 26th Oct to 29th Oct.





**DEPARTMENT OF  
COMPUTER SCIENCE & ENGINEERING**

**Congratulations!**

**TO THE PLACED STUDENTS (2019-23) AT**








 Aakash A Nair S7 CSE A MuSigma, IBS	 Dona Antony S7 CSE A MuSigma, 6D	 Akhila R Nair S7 CSE A MuSigma, 6D	 Devika Krishnakumar S7 CSE A MuSigma, 6D	 Aiswarya K Shaji S7 CSE A MuSigma	 Haritha M S7 CSE A MuSigma, 6D
 Aishwarya Baiju S7 CSE A MuSigma, 6D	 Ankith S Bhaktha S7 CSE A EXPERION, QBURST MuSigma, 6D	 Adith Menon S7 CSE A EXPERION	 Ajay Antu S7 CSE A EXPERION, QBURST 6D	 Abhijith Jaideep S7 CSE A EXPERION, IBS	 Abhishek Hareesan S7 CSE A EXPERION, IBS
 Ashiq Cherian S7 CSE A EXPERION, IBS, 6D	 Ashna Saj S7 CSE A EXPERION, IBS	 Gokul Krishnan C M S7 CSE A EXPERION	 Aadhithyanarayanan S7 CSE A IBS, 6D	 Ashwin Sundar S7 CSE A QBURST	 Dhiya Thomas S7 CSE A IBS
 Ajas Khan S7 CSE A IBS	 Alwin George S7 CSE A IBS, 6D	 Anusha P S S7 CSE A IBS	 Bhagya Lakshmi M S S7 CSE A IBS	 Abhay Sankar K S7 CSE A 6D	 Arjun Ramesh S7 CSE A IBS, 6D
 Seetha Lakshmi T S S7 CSE B 6D	 Musafir K Y S7 CSE B EXPERION, QBURST	 N Niranjan S7 CSE B EXPERION	 Vishnu Prasad S7 CSE B IBS	 Sreeram B Kammath S7 CSE B EXPERION, TCS	 Jeswin James S7 CSE B EXPERION, IBS
 Sidharth K Ajith S7 CSE B MuSigma, TCS	 Lekshmi Sharma S7 CSE B MuSigma, IBS	 Revathy Jess S7 CSE B MuSigma, IBS	 Rahul A Nair S7 CSE B MuSigma, 6D	 Shruti Aswal S7 CSE B MuSigma, 6D EXPERION	 Shama Thomas S7 CSE B MuSigma
 Royal Babu S7 CSE B QBURST	 Joseph Jose S7 CSE B QBURST	 Joseph George S7 CSE B EXPERION	 Sruthilaya Jyothidas S7 CSE B IBS		

# The Tech-News

## Ensuring AI works with the right dose of curiosity

It's a dilemma as old as time. Friday night has rolled around, and you're trying to pick a restaurant for dinner. Should you visit your most beloved watering hole or try a new establishment, in the hopes of discovering something superior? Potentially, but that curiosity comes with a risk: If you explore the new option, the food could be worse. On the flip side, if you stick with what you know works well, you won't grow out of your narrow pathway.

Curiosity drives artificial intelligence to explore the world, now in boundless use cases — autonomous navigation, robotic decision-making, optimizing health outcomes, and more. Machines, in some cases, use “reinforcement learning” to accomplish a goal, where an AI agent iteratively learns from being rewarded for good behavior and punished for bad. Just like the dilemma faced by humans in selecting a restaurant, these agents also struggle with balancing the time spent discovering better actions (exploration) and the time spent taking actions that led to high rewards in the past (exploitation). Too much curiosity can distract the agent from making good decisions, while too little means the agent will never discover good decisions.

In the pursuit of making AI agents with just the right dose of curiosity, researchers from MIT's Improbable AI Laboratory and Computer Science and Artificial Intelligence Laboratory (CSAIL) created an algorithm that overcomes the problem of AI being too “curious” and getting distracted by a given task. Their algorithm automatically increases curiosity when it's needed, and suppresses it if the agent gets enough supervision from the environment to know what to do.

When tested on over 60 video games, the algorithm was able to succeed at both hard and easy exploration tasks, where previous algorithms have only been able to tackle only a hard or easy domain alone. With this method, AI agents use fewer data for learning decision-making rules that maximize incentives.