

Semester: VII								
AGENTIC ARTIFICIAL INTELLIGENE								
Category: Professional Core Course								
(Theory)								
Course Code	:	AI373TA	CIE	:	100	Marks		
Credits: L:T:P	:	3:1:0	SEE	:	100	Marks		
Total Hours	:	45L + 28 T	SEE Duration	:	3 Hours			
		Unit-I				09 Hrs		

Introduction to Agents

Defining the Agents, understanding the Components of an Agent, Examining the rise of the Agent Era, peeling back the AI interface, Navigating the Agent landscape.

Principles of Agentic System

Understanding self-governance, agency, and autonomy: Self-governance, Agency, Autonomy, Example of agency and autonomy in agents.

Unit – II 09 Hrs

Principles of Agentic System

Reviewing intelligent agents and their characteristics, Exploring the architecture of agentic systems: Deliberative architectures, Reactive architectures, Hybrid architectures, Understanding multi-agent systems: Definition and characteristics of MASs, Interaction mechanisms in MASs.

Essential Components of Intelligent Agents

Knowledge representation in intelligent agents: Semantic networks, Frames, Logic-based representations, Reasoning in intelligent agents: Deductive reasoning, Inductive reasoning, Abductive reasoning, Learning mechanisms for adaptive agents.

Unit –III 09 Hrs

Essential Components of Intelligent Agents

Decision-making and planning in agentic systems, Utility function, Planning algorithms, enhancing agent capabilities with generative AI: Start building agentic AI.

Reflection and Introspection in Agents

The importance of reflection in agents, Enhanced decision-making, Adaptation, Ethical consideration, Human-computer interaction, Introspection in intelligent agents, implementing reflective capabilities: Traditional reasoning, Meta-reasoning, Self-explanation, Self-modeling, use cases and examples: Customer service chatbots, Personal marketing agents, Financial trading systems, Forecast agents, Price strategies in e-commerce.

Unit –IV 09 Hrs

Enabling Tool Use and Planning in Agents

Understanding the concept of tool use in agents: Tool and function calling, Defining tools for agents, Types of tools, The significance of tools in agentic systems, Planning algorithms for agents: Less practical planning algorithms, Moderately practical planning algorithm – FF, Most practical planning algorithms, Integrating tool use and planning: Reasoning about tools, Planning for tool use Exploring practical implementations: CrewAI example, AutoGen example, LangGraph example.

Unit –V 09 Hrs

Exploring the Coordinator, Worker, and Delegator Approach

Understanding the CWD model: Key principles of the CWD model, The CWD model for the intelligent travel agent, Designing agents with role assignments: Roles and responsibilities of each agent, Communication and collaboration between agents: Communication, Coordination mechanism, Negotiation and conflict resolution



Knowledge sharing, Implementing the CWD approach in generative AI systems: System prompts and agent behavior, Instruction formatting, Interaction patterns

Effective Agentic System Design Techniques

Agent memory architecture and context management, Short-term memory (working memory), Long-term memory (knowledge base), Episodic memory (interaction history), Context management, Integration with decision-making, Sequential and parallel processing in agentic workflows: Sequential processing, Parallel processing, Workflow optimization.

WOIKI	workhows. Sequential processing, Faranei processing, workhow optimization.				
Cours	Course Outcomes				
CO1	Demonstrate a comprehensive understanding of agentic systems, including architectures,				
	and essential components (Autonomy, Knowledge representation, and Reasoning)				
CO2	Analyze and apply principles of decision-making, planning, reflection, and introspection in				
	intelligent agents, including the use of generative AI for enhanced agent capabilities.				
CO3	Implement agentic systems using practical frameworks, planning algorithms, tool				
	integration, and coordination models such as the coordinator-Worker-Delegator (CWD)				
	approach				
CO4	Present the use of modern tools in solving day-to-day problems by exhibiting teamwork				
	through oral presentations and reports				

Re	Reference Books					
1.	AI Agents in Action, Micheal Lanham, Manning Publications Co., 1st Edition, ISBN: 9781633436343, 2025.					
2.	Building Agentic AI Systems, Anjanava Biswas and Wrick Talukdar, Packt Publishing Ltd., 1 st Edition,ISBN: 978-1-80323-875-3, 2025.					
3.	AI Agents with Python: Build Autonomous Systems That Think, Learn, and Act, Hayden Van Der Post, 1 st Edition, Reactive Publishing, ISBN-13: 979-8315553311, 2025.					
4.	A Beginner's Guide to AI Agents: Build Your Own AI Assistant, Elvis Browne, 1st Edition, ISBN-13: 979-8314025642, 2025.					

RUBRIC FOR THE CONTINUOUS INTERNAL EVALUATION (THEORY				
#	COMPONENTS	MARKS		
1.	QUIZZES: Quizzes will be conducted in online/offline mode. TWO QUIZZES will be conducted & Each Quiz will be evaluated for 10 Marks. THE SUM OF TWO QUIZZES WILL BE THE FINAL QUIZ MARKS.	20		
2.	TESTS: Students will be evaluated in test, descriptive questions with different complexity levels (Revised Bloom's Taxonomy Levels: Remembering, Understanding, Applying, Analyzing, Evaluating, and Creating). Two tests will be conducted. Each test will be evaluated for 50 Marks, adding upto 100 Marks. FINAL TEST MARKS WILL BE REDUCED TO 40 MARKS.			
3.	EXPERIENTIAL LEARNING: Students will be evaluated for their creativity and practical implementation of the problem. Case study-based teaching learning (10), Program specific requirements (10), Video based seminar/presentation/demonstration (20) ADDING UPTO 40 MARKS .	40		
	MAXIMUM MARKS FOR THE CIE (THEORY AND PRACTICE)	100		



	RUBRIC FOR SEMESTER END EXAMINATION (THEORY)				
Q. NO.	CONTENTS	MARKS			
	PART A	-			
1	Objective type questions covering entire syllabus	20			
	PART B (Maximum of TWO Sub-divisions only)				
2	Unit 1 : (Compulsory)	16			
3 & 4	Unit 2 : Question 3 or 4	16			
5 & 6	Unit 3: Question 5 or 6	16			
7 & 8	Unit 4: Question 7 or 8	16			
9 & 10	Unit 5: Question 9 or 10	16			
	TOTAL	100			