

Artificial Intelligence Mid-1 (Slide 1 -8) ■ Intro & Agents ■ Agents & Environment ■ Learning Agent & Problem Solving Agent ■ Uniform Searches ■ BFS ■ DFS ■ Depth Limited Search ■ Iterative Deepening Search ■ Uniform Cost Search ■ Bi-Directional Search ■ Informed Searches ■ Best First Search ■ A* Search ■ Admissible Heuristic ■ Recursive Best First Search Mid-2 (Slide 9 -16) ■ Adversarial Searches ■ Game Searches ■ Mini -Max ■ Alpha Beta Pruning ■ Classical Searches ■ Local Search Algorithms ■ Hill Climbing Search ■ Simulated Annealing ■ Local Beam Search ■ Constraint Satisfaction Problems ■ Crypt -Arithmetic ■ CSP as standard search ■ Forward Checking ■ Constraint Propagation ■ Forward Checking with backtracking ■ Forward Checking with backtracking with Dynamic Ordering ■ Logic ■ Entailment ■ Propositional Logic ■ Entailment ■ Inference ■ Propositional Resolution Finals (Slide 17 -25) ■ Logic ■ First Order Logic ■ Inference in FOL ■ Unification ■ Resolution in FOL ■ Green's Tick ■ Learning ■ Types of Learning ■ Supervised Learning ■ Unsupervised Learning ■ Semi-supervised Learning ■ Reinforcement Learning ■ Unsupervised Learning ■ Clustering ■ K-mean Clustering ■ K-medoids Clustering ■ ANN ■ Perceptron ■ Perceptron Training Rule ■ Delta Rule ■ Gradient Decent ■ Multi -Layer Networks ■ Multilayer Perceptron ■ Back Propagation Algorithm