Course Code	Course Name	Credits
CSC703	**Artificial Intelligence & Soft Computing**	**4**

Course Objectives (CO):
1 To conceptualize the basic ideas and techniques of AI and SC.
2 To distinguish various search techniques and to make student understand knowledge representation and planning.
3 To become familiar with basics of Neural Networks and Fuzzy Logic.
4 To familiarize with Hybrid systems and to build expert system.

Course Outcomes: Students should be able to -
1 Identify the various characteristics of Artificial Intelligence and Soft Computing techniques.
2 Choose an appropriate problem solving method for an agent to find a sequence of actions to reach the goal state.
3 Analyse the strength and weakness of AI approaches to knowledge representation, reasoning and planning.
4 Construct supervised and unsupervised ANN for real world applications.
5 Design fuzzy controller system.
6 Apply Hybrid approach for expert system design.

Pre-requisites: Basic Mathematics, Algorithms

Module No.	Unit No.	Topics	Hrs.
1.0		**Introduction to Artificial Intelligence(AI) and Soft Computing**	4
	1.1	Introduction and Definition of Artificial Intelligence.	
	1.2	Intelligent Agents : Agents and Environments ,Rationality, Nature of Environment, Structure of Agent, types of Agent	
	1.3	Soft Computing: Introduction of soft computing, soft computing vs. hard computing, various types of soft computing techniques.	
2.0		**Problem Solving**	10
	2.1	Problem Solving Agent, Formulating Problems, Example Problems	
	2.2	Uninformed Search Methods: Depth Limited Search, Depth First Iterative Deepening (DFID), Informed Search Method: A* Search	
	2.3	Optimization Problems: Hill climbing Search, Simulated annealing, Genetic algorithm	
3.0		**Knowledge, Reasoning and Planning**	10
	3.1	Knowledge based agents	
	3.2	First order logic: syntax and Semantic, Knowledge Engineering in FOL Inference in FOL : Unification, Forward Chaining, Backward Chaining and Resolution	
	3.3	Planning Agent, Types of Planning: Partial Order, Hierarchical Order, Conditional Order	
4.0		**Fuzzy Logic**	12

	4.1	Introduction to Fuzzy Set: Fuzzy set theory, Fuzzy set versus crisp set, Crisp relation & fuzzy relations, membership functions,	
	4.2	Fuzzy Logic: Fuzzy Logic basics, Fuzzy Rules and Fuzzy Reasoning	
	4.3	Fuzzy inference systems: Fuzzification of input variables, defuzzification and fuzzy controllers.	
5.0		**Artificial Neural Network**	12
	5.1	Introduction – Fundamental concept– Basic Models of Artificial Neural Networks – Important Terminologies of ANNs – McCulloch-Pitts Neuron	
	5.2	Neural Network Architecture: Perceptron, Single layer Feed Forward ANN, Multilayer Feed Forward ANN, Activation functions, Supervised Learning: Delta learning rule, Back Propagation algorithm.	
	5.3	Un-Supervised Learning algorithm: Self Organizing Maps	
6.		**Expert System**	4
	6.1	Hybrid Approach - Fuzzy Neural Systems	
	6.2	Expert system : Introduction, Characteristics, Architecture, Stages in the development of expert system,	
		Total	52

Text Books:
1. Stuart J. Russell and Peter Norvig, "Artificial Intelligence A Modern Approach "Second Edition" Pearson Education.
2. Samir Roy and Chakraborty, "Introduction to soft computing", Pearson Edition.
3. S.N.Sivanandam, S.N.Deepa "Principles of Soft Computing" Second Edition, Wiley Publication.
4. S.Rajasekaran and G.A.VijayalakshmiPai "Neural Networks, Fuzzy Logic and Genetic Algorithms" PHI Learning.
5. N.P.Padhy, "Artificial Intelligence and Intelligent Systems", Oxford University Press.

Reference Books:
1. Elaine Rich and Kevin Knight "Artificial Intelligence" Third Edition, Tata McGraw-Hill Education Pvt. Ltd., 2008.
2. Satish Kumar "Neural Networks A Classroom Approach" Tata McGrawHill.
3. Zimmermann H.S "Fuzzy Set Theory and its Applications"Kluwer Academic Publishers.
4. Hagan, Demuth, Beale,"Neural Network Design" CENGAGE Learning, India Edition.
5. J.-S.R.Jang "Neuro-Fuzzy and Soft Computing" PHI 2003.
6. JacekM.Zurada "Introduction to Artificial Neural Sytems" Jaico Publishing House.

Internal Assessment:
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:
1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Lab Code	Lab Name	Credits
CSL703	**Artificial Intelligence & Soft Computing Lab**	**1**

Lab Outcomes: Learner will be able to

1 To realize the basic techniques to build intelligent systems

2 To create knowledge base and apply appropriate search techniques used in problem solving.

3 Apply the supervised/unsupervised learning algorithm.

4 Designfuzzy controller system.

Description: The current applications from almost all domains, like games, robots, expert system, optimization or even the search engines are becoming smarter. We have moved to the era of knowledge processing from data and information processing. Therefore learning these technologies practically is very essential for a student to gain the proficiency. They will also learn and be able to appreciate the use of fusion of basic techniques.

LAB	Topic / Activity	Explanation of Activity
Lab 1	• Identify the problem • PEAS Description • Problem formulation	Select a problem statement relevant to AI
Lab 2	Introduce AI programming Language	Introduce PROLOG programming.
Lab 3	• Start Implementation • Knowledge Representation and Create Knowledge Base	Use AI programming languages Or C/JAVA
Lab 4	Implement search algorithms to reach goal state	Identify and analyse Algorithm to solve the problem
Lab 5	To implement Mc-Culloch Pitts Model for a problem	Apply to solve AND / OR/ XOR, etc.
Lab 6	To implement Fuzzy Controller system	Design an automobile or washing machine controller, etc. and implement
Lab 7	To implement Basic Supervised / Unsupervised Neural Network learning rules for a problem.	Design a NN using a learning method to generate knowledge for classification.
Lab 8	Case study on Hybrid Systems	Study the designing of Neuro Fuzzy systems
Lab 9	Case study of an Application	Printed Character Recognition, Face Recognition, etc.

Term Work:

1. Labs 1-4 are to design and implement an intelligent system using AI techniques.

2. Labs 5-7 are to design and implement an Intelligent System using SC techniques.

3. Perform any one from Lab 8 and lab 9.

The distribution of marks for term work shall be as follows:

Lab Performance (Experiments /case studies):	15
Assignment	05
Attendance (Theory & Practical)	05

Oral examination will be based on the above and **CSC703**: 'AI and SC' Syllabus.