

FASTSchoolofComputing

Al2002 – Artificial Intelligence Spring 2024

Instructor Name: Maham Naeem TA Name: Mansoor Tariq

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Office Location: Office # 62 Block F

Office Hours: Tuesday/Thursday 11:30 to 1:00 PM

Course Information

Program: BS(CS) Credit Hours: 3 and (1 for Lab) Type: Core Pte-requisites: Data Structures

Class Venue: NB-305

Class Time: BCS-6A Mon/Fri 11:30 – 1:00pm

Course Learning Outcomes (CLOs):

The course learning outcomes of this course are:

1. Understand principles and techniques of artificial intelligence

- 2. Identify the problems and their solutions with respect to intelligent solutions
- 3. Model a solution for a given problem using artificial intelligence tools and techniques
- **4.** Examine latest trends in AI and its applications
- 5. Able to propose and implement AI based state of the art solutions

Course Textbooks:

1. Stuart Russell, Peter Norvig - Artificial Intelligence a Modern Approach - (3rd Edition)

Additional references and books related to the course:

- 2. George F. Luger Artificial Intelligence
- 3. Tom Mitchell Machine Learning

(Tentative) Grading Criteria:

Assignments (10%) Quizzes (10%) Project (10%) Midterms (30%) Final Exam (40%)

- Grading scheme for this course is Absolute under application of CS department's grading policies.
- Minimum requirement to pass this course is to obtain at least 50% absolute marks. Course

Policies:

- Quizzes may be announced or surprised. No Late Submissions or Makeup Quizzes.
- Students bear all the responsibility for protecting their assignments. In case of cheating, both parties will be considered equally responsible.
- **Plagiarism** in any work (Labs, Quiz, Assignment, Midterms, and Final Exam) from any source, Internet or a Student will result in **F** grade or deduction of absolute marks.

80% attendance is required for appearing in the Final exams.

Tentative Weekly Schedule

| Topic | Details | Weak |
|---|---|-------|
| Introduction | Introduction and Applications Knowledge and Reasoning Blocks world and Predicate Calculus Introduction to Agent and Agent Architectures – PEAS | 1 |
| Strategies for State Space Search | Blind/Uninformed/Brute-force Search Depth First Search (DFS) Breadth First Search (BFS) Iterative Deepening Search (IDS) Uniform Cost Search (UCS) Direction of Search, Branching Factor | 2 |
| | Heuristic/Informed Search - Hill Climbing Search - Best First Search - Algorithm A - A* Search Informedness, Monotonicity, Admissibility, Optimality, Completeness, | 3 |
| | Adversarial Search Algorithms (Game Playing) - Minimax Search - Alpha-Beta Pruning - Evaluation Functions - Move generators and evaluators Problem Solving by Searching | 4 |
| | Evolutionary Search: - Genetic Algorithm - Genetic Programming - Automatic/Evolutionary Programming | 5 |
| Introduction to Machine Learning, Data Mining, & Data | Classification (ANN) - Architecture: Feed-Forward Neural Network and Recurrent Network - Activation Functions - Types of Problems for Neural Networks - Training Algorithms - Perceptron Learning Rule - Hebb Learning Rule - Back Propagation Algorithm (Gradient Descent Learning) - Issues of ANN - Recurrent Networks (Elman and Jordon) | 6-7 |
| Science | Clustering - k-means and k-medoids algorithm - Cobweb | 8-9 |
| | Regression - Simple and Multiple Linear Regression - Attribute/Feature Selection | 10-11 |

| – WEKA - Assignment | |
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