School of Computing
Even Semester- 2021-22

18CSC305J - ARTIFICIAL INTELLIGENCE

LIST OF LAB EXPERIMENTS

1	Lab 1: Implementation of toy problems	**CLAP1:5 marks** 3 Exp= 2.5 marks Viva= 2.5 marks
2	Lab 2: Developing agent programs for real world problems	
3	Lab 3: Implementation of constraint satisfaction problems	
4	Lab4: Implementation and Analysis of DFS and BFS for same application	**CLAP2:7.5 marks** 4 Exp= 4 marks Hackerrank= 3.5 marks (3 medium- 3 marks + 1 difficult – 0.5 mark)
5	Lab 5: Developing Best first search and A* Algorithm for real world problems	
6	Lab 6: Implementation of uncertain methods for an application (Fuzzy logic/ Dempster Shafer Theory)	
7	Lab 7: Implementation of unification and resolution for real world problems.	
8	Lab 8: Implementation of learning algorithms for an application	**CLAP3:7.5 marks** 3 Exp= 5 marks Hackerrank= 2.5 marks (2 difficult + 1 Advanced level)
9	Lab 9:Implementation of NLP programs	
10	Lab 10: Applying deep learning methods to solve an application	
	Course Project: • Problem statement/objective with technical depth : 2 marks • Execution and Github upload : 2 marks • Purpose of the problem statement (societal benefit) : 1 mark • Team Members : upto 4 max (expected 20-25 projects per faculty member in a section)	**CLAP4: 5 marks**

Programs to be executed in AWS platform (preferably in C/C++/Java/C# & python can be avoided to the best)

Program Documentation

- Aim+ Algo Optimization technique+ Prog (AWS screenshots)+O/p (test cases)+ Result

The best and noteworthy practical assignments in AWS/Github platform can be awarded full marks

Marks can be deducted for less technicality/ late submissions/improper documentation