Course Code	18CSC305J	Course Name	ARTIFICIAL INTELLIGENCE	Course Category	C	Professional Core	L	T	P	C
							3	0	2	4

Pre-requisite Courses	Nil	Co-requisite Courses	Nil	Progressive Courses	Nil
Course Offering Department	Computer Science and Engineering	Data Book / Codes/Standards	Nil		

Course Learning Rationale (CLR):	The purpose of learning this course is to:
CLR-1 :	Provide a broad understanding of the basic techniques for building intelligent computer systems and an understanding of how AI is applied to problems.
CLR-2 :	Gain knowledge in problem formulation and building intelligent agents
CLR-3 :	Understand the search technique procedures applied to real world problems
CLR-4 :	Understand the types of logic and knowledge representation schemes
CLR-5 :	Acquire knowledge in planning and learning algorithms
CLR-6 :	Gain knowledge in AI Applications and advances in Artificial Intelligence

Course Learning Outcomes (CLO):	At the end of this course, learners will be able to:	Learning			Program Learning Outcomes (PLO)														
		1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
		LevelofThinking (Bloom)	ExpectedProficiency(%)	ExpectedAttainment(%)	EngineeringKnowledge	ProblemAnalysis	Design&Development	Analysis,Design, Research	ModernTool Usage	Society&Culture	Environment& Sustainability	Ethics	Individual & TeamWork	Communication	ProjectMgt.&Finance	LifeLongLearning	PSO-1	PSO-2	PSO – 3
CLO-1 :	Formulate a problem and build intelligent agents	1	80	70	M	M	M	M	H	-	-	-	M	L	-	H	L	L	L
CLO-2 :	Apply appropriate searching techniques to solve a real world problem	2	85	75	M	H	H	H	H	-	-	-	M	L	-	H	M	L	M-
CLO-3 :	Analyze the problem and infer new knowledge using suitable knowledge representation schemes	2	75	70	M	H	H	M	H	-	-	-	M	L	-	H	M	L	M
CLO-4 :	Develop planning and apply learning algorithms on real world problems	2	85	80	M	H	M	H	H	-	-	-	M	L	-	H	M	M	M
CLO-5 :	Design an expert system and implement natural language processing techniques	3	85	75	M	H	H	H	H	-	-	-	M	L	-	H	H	M	H
CLO-6 :	Implement advance techniques in Artificial Intelligence	3	80	70	L	H	M	M	H	-	-	-	H	L	-	H	H	M	H

Duration (hour)		15	15	15	15	15
S-1	SLO-1	Introduction to AI-AI techniques	Searching techniques- Uniformed search-General search Algorithm	Knowledge and reasoning-Approaches and issues of knowledge reasoning	Planning- Planning problems, Simple planning agent	Expert system-Architecture
	SLO-2	Problem solving with AI	Uniformed search Methods-Breadth first search	Knowledge base agents-Logic Basics	Planning languages	Pros and Cons of expert system
S-2	SLO-1	AI Models, Data acquisition and learning aspects in AI	Uniformed search Methods-Depth first search	Logic-Propositional logic-syntax ,semantics and inferences	Blocks world ,Goal stack planning	Rule based systems
	SLO-2	Problem solving- Problem solving process, Formulating problems	Uniformed search Methods-Depth limited search	Propositional logic- Reasoning patterns	Mean Ends Analysis	Frame based expert system
S-3	SLO-1	Problem types and characteristics	Uniformed search Methods- Iterative Deepening search	Predicate logic – Syntax and semantics, instance and is relationship	Non-linear Planning	Case study
	SLO-2	Problem space and search	Bi-directional search	Unification and Resolution	Conditional planning, Reactive planning	Case study
S 4-5	SLO-1	Lab 1: Implementation of toy problems	Lab4: Implementation and Analysis of DFS and BFS for an application	Lab 7: Implementation of unification and resolution for real world problems.	Lab 10 :Implementation of block world problem	Natural language processing-Levels of NLP
	SLO-2					
S-6	SLO-1	Intelligent agent	Informed search- Generate and test, Best First search	Knowledge representation using rules	Learning- Machine learning	Syntactic and Semantic Analysis
	SLO-2	Rationality and Rational agent with performance measures	Informed search-A* Algorithm	Knowledge representation using semantic nets	Goals and Challenges of machine learning	Information retrieval
S-7	SLO-1	Flexibility and Intelligent agents	AO* research	Knowledge representation using frames	Learning concepts, models	Information Extraction

	SLO-2	*Task environment and its properties*	*Local search Algorithms-Hill Climbing, Simulated Annealing*	*Inferences*	*Artificial neural network based learning-Back propagation*	*Machine translation*
S-8	SLO-1	*Types of agents*	*Local Beam Search*	*Uncertain Knowledge and reasoning-Methods*	*Support vector machines*	*NLP Applications*
	SLO-2	*Other aspects of agents*	*Genetic Algorithms*	*Bayesian probability and belief network*	*Reinforcement learning*	*NLP Applications*
S 9-10	SLO-1 SLO-2	*Lab 2: Developing agent programs for real world problems*	*Lab 5: Developing Best first search and A* Algorithm for real world problems*	*Lab 8: Implementation of knowledge representation schemes - use cases*	*Lab 11: Implementation of learning algorithms for an application*	*Lab 14:Implementation of NLP programs*
S-11	SLO-1	*Constraint satisfaction problems(CSP)*	*Adversarial search Methods-Game playing-Important concepts*	*Probabilistic reasoning*	*Adaptive learning*	*Advance topics in Artificial Intelligence-Cloud Computing and intelligent agent*
	SLO-2	*Crypto arithmetic puzzles*	*Game playing and knowledge structure*	*Probabilistic reasoning over time*	*Multi_agent based learning*	*Business intelligence and analytics*
S-12	SLO-1	*CSP as a search problem-constrains and representation*	*Game as a search problem-Minimax approach*	*Forward and backward reasoning*	*Ensemble learning*	*Sentiment Analysis*
	SLO-2	*CSP-Backtracking, Role of heuristic*	*Minimax Algorithm*	*Other uncertain techniques-Data mining*	*Learning for decision making*	*Deep learning Algorithms*
S-13	SLO-1	*CSP-Forward checking and constraint propagation*	*Alpha beta pruning*	*Fuzzy logic*	*Distributed learning*	*Deep learning Algorithms*
	SLO-2	*CSP-Intelligent backtracking*	*Game theory problems*	*Dempster -shafer theory*	*Speedup learning*	*Planning and logic in intelligent agents*
S 14-15	SLO-1 SLO-2	*Lab 3: Implementation of constraint satisfaction problems*	*Lab 6: Implementation of minimax algorithm for an application*	*Lab 9: Implementation of uncertain methods for an application*	*Lab12: Development of ensemble model for an application*	*Lab 15: Applying deep learning methods to solve an application.*

Learning Resources

1. *Parag Kulkarni, Prachi Joshi, Artificial Intelligence –Building Intelligent Systems, 1st ed., PHI learning,2015*
2. *DeepakKemhani,FirstcourseinArtificialIntelligence,McGrawHillPvtLtd,2013*
3. *Stuart J. Russell, Peter Norwig , Artificial Intelligence –A Modern approach, 3rd Pearson Education, 2016*
4. *PrateekJoshi,ArtificialIntelligencewithPhython,1st ed.,PacktPublishing,2017*
5. *DenisRothman,ArtificialIntelligencebyExample,Packt,2018*

Learning Assessment

	Bloom's Level of Thinking	Continuous Learning Assessment (50% weightage)								Final Examination (50% weightage)	
		CLA – 1 (10%)		CLA – 2 (15%)		CLA – 3 (15%)		CLA – 4 (10%)#			
		Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice
Level 1	Remember Understand	*20%*	*20%*	*10%*	*10%*	*15%*	*15%*	*15%*	*15%*	*15%*	*15%*
Level 2	Apply Analyze	*20%*	*20%*	*20%*	*20%*	*20%*	*20%*	*20%*	*20%*	*20%*	*20%*
Level 3	Evaluate Create	*10%*	*10%*	*20%*	*20%*	*15%*	*15%*	*15%*	*15%*	*15%*	*15%*
	Total	100 %		100 %		100 %		100 %		-	

CLA – 4 can be from any combination of these: Assignments, Seminars, Tech Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.,

Course Designers

Experts from Industry	Experts from Higher Technical Institutions	Internal Experts
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