DISCIPLINE SPECIFIC ELECTIVES (DSE) COURSES OFFERED BY THE DEPARTMENT

DISCIPLINE SPECIFIC ELECTIVES (DSE-1)

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Artificial Intelligence and Machine Learning ELDSE-1A	4	3	-0	1	Course Admission Eligibility	Basic knowledge of Python language

Learning Objectives

The Learning Objectives of this course are as follows:
Artificial Intelligence and Machine Learning has emerged as one of the most rapidly growing technology sector in today's time. This fascinating technology area which deals with designing 'machines which can think' is finding widespread application in almost every industrial and domestic sector. Advancement in the field of AI and ML has also led to complete revolution in the other technology areas including Robotics, embedded systems and Internet of Things. AI and ML is considered to be one of the major contributor to the paradigm shift in technology which has taken place over the past few decades, which is very similar in scale to past events such as the industrial revolution, the computer age, and the smart phone revolution.
This course will give an opportunity to gain expertise in one of the most fascinating areas of science and technology through a well-structured classroom program that covers almost all the topics related to designing machines which can replicate human intelligence and its applications in industry, defence, healthcare, agriculture and many other areas. This course will give the students a rigorous, advanced and professional graduate-level foundation in Artificial Intelligence and Machine Learning.

Learning outcomes

The Learning Outcomes of this course are as follows:

- Build intelligent agents for search and games
- Solve AI problems through programming with Python
- Learning optimization and inference algorithms for model learning

- Design and develop programs for an agent to learn and act in a structured environment
- To study different supervised and unsupervised learning algorithms.
- To understand the application development process using ML

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SYLLABUS OF ELDSE-1A Total Hours- Theory: 45 Hours, Practicals: 30 Hours

UNIT – I (11 Hours)

Introduction: Concept of AI, history, current status, scope, Modeling Techniques: Turing Test Approach, Cognitive Modeling Approach, Rational Agent Approach and Laws of Thought Approach, AI System Architecture: Concept of Agent & Environment, Types of Agents: Reactive Agent, Model based Reflex Agent, Omniscient Agent, Goal Based Agent, Utility based Agent and Learning Agent, Knowledge based Agents and Knowledge Representation Techniques. Types of Environment, PEAS representation of Intelligent Agents, Problem Solving Agents, AI Problem Formulation, State space representation

UNIT – II (11 Hours)

Search Algorithms: Uninformed Search Algorithms: Breadth first search, Depth First Search, Depth Limited Search, Uniform Cost Search and Bidirectional Search, Heuristic Search Algorithms: concept of Heuristic Function, Greedy Best First Search, A* search algorithm, Game Search Algorithms: Minimax Search Algorithm and Alpha-Beta Pruning.

Simple AI problems (such as Water Jug Problem, Maze Problem, 8-Tile Puzzle problem, Traveling Salesman Problem).

UNIT – III (11 Hours)

Probabilistic Reasoning Model: Probability, conditional probability, Bayes Rule, Bayesian Networks- representation, construction and inference, Temporal model: concept of Transition probability, Markov Model and Hidden Markov model.

Markov Decision Process Model: MDP formulation, Elements of MDP Model, concept of Sequential Decision Processing, Example of MDP Problem: Agent in a grid world

UNIT – IV (12 Hours)

Machine Learning: Types of Machine Learning: Supervised Learning, Unsupervised Learning and Reinforcement Learning. Supervised Learning Vs. Unsupervised Learning **Supervised Learning Techniques:** Regression Analysis, Linear Regression, Classification Algorithm, Logistic Regression, K-NN Algorithm, Classification Vs. Regression, Linear Regression Vs. Logistic Regression, Decision Tree Classification Algorithm, Random Forest Algorithm, Clustering in Machine Learning, Hierarchical Clustering in Machine Learning, K-Means Clustering Algorithm

Practical component (if any) – Artificial Intelligence and Machine Learning
(Python software)

Learning outcomes

The Learning Outcomes of this course are as follows:

- Implement various search algorithms
- Implement Bayesian network
- Demonstrate classification and clustering
- Make a small project

LIST OF PRACTICALS (Total Practical Hours- 30 Hours)

1. Write a program to solve the given search tree using Breadth First Search
2. Write a program to solve the given search tree using Depth First Search and Depth Limited Search
3. Write a program to solve the given search tree using Uniform Cost Search
4. Write a program to solve the given search tree using Greedy Best First Search
5. Write a program to solve the given game search tree using Minimax Search
6. Program for construction and inference of a Bayesian network
7. Write a Program to perform Regression on given data sets
8. Write a Program to demonstrate Classification
9. Write a Program to demonstrate Clustering
10. Mini Project work

Note: Students shall sincerely work towards completing all the above listed practicals for this course. In any circumstance, the completed number of practicals shall not be less than eight.

Essential/recommended readings

1. Stuart Russell and Peter Norvig, —Artificial Intelligence: A Modern Approach‖ , 3rd Edition, Prentice Hall
2. Elaine Rich and Kevin Knight, —Artificial Intelligence‖, Tata McGraw Hill
3. Trivedi, M.C., —A Classical Approach to Artificial Intelligence‖, Khanna Publishing House, Delhi.
4. Saroj Kaushik, —Artificial Intelligence , Cengage Learning India, 2011
5. Introduction to Machine Learning with Python, by Andreas C. Müller, Sarah Guido, O'Reilly Media, Inc., 2016

Suggestive readings

1. David Poole and Alan Mackworth, —Artificial Intelligence: Foundations for Computational Agents, Cambridge University Press 2010
2. Machine Learning by Tom. M. Mitchell, Tata McGraw Hill
3. Introduction to Machine Learning by Nils. J. Nillson