

T2 Syllabus

5.	Problem solving-III	Constraint satisfaction problems (backtracking search), Adversarial Search (optimal decision in games, alpha beta pruning)	05
6.	Propositional Logic	Knowledge based agents, Propositional Logic, First order Logic, Syntax and Semantics), Inference in FOPL (Unification, forward and backward chaining, resolution)	05
7.	Knowledge representation	Ontology, actions, situations and events, time and event calculus, mental events,	03