AI Overview

Monday, January 13, 2025

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Projects

* Routing
* Isolation game play (minimax)
* Bayesian Learning
* Decision Trees and boosting algorithms, machine learning
* Unsupervised learning. Clustering, EM, GMM, Bayes learning
* Hidden Markov Models

Concepts covered

Game play, search, simulated annealing, constraint satisfaction, probability and bayes nets, machine learning, pattern recognition with HMMs, logic and planning, planning under uncertainty with MDPs