Course Code: IT-34

Course Name: Knowledge Representation and Artificial Intelligence: ML, DL

Credit Scheme			Evaluation Scheme				
Lecture	Practical	Credit	Internal			External	Total
			Written	Practical	Tutorial		
3 Hrs./Week	-	3	25			50	75

Course Description:

Course Objectives:

Course Outcomes:

Student will be able to

CO1: Understand basic building block of Artificial Intelligence and Knowledge Representation.

(Understand)

CO2: Apply Propositional Logic for knowledge representation. (Apply)

CO3: Design various models based on Machine Learning methodology (Apply)

CO4: Design various models based on Deep Learning methodology (Apply)

CO5: Understand various hardware and software aspect used for AI and its application.

(Understand)

Course Structure:

Unit	Topics Details	Weightage	No of
No.	·	in %	Sessions
1	Artificial Intelligence and Knowledge representation	15	3
	 1.1. Introduction to Artificial Intelligence and its evolution. 		
	1.2. What is Intelligence and Artificial Intelligence		
	1.3. How AI is affecting on real life?		
	1.4. Different branches of Al		
	1.5. Limitations of Al		
	1.6. Need of knowledge Representation		
	1.7. Knowledge Representation and Mapping schemes		
	1.8. Properties of good knowledge-based system		
	1.9. Types of knowledge		
	1.10. Knowledge Representation issues		
	1.11. AND-OR Graph		
	1.12. The Wumpus World		

2	 Propositional Logic Mathematical Logic and Inference First Order Logic: Syntax and Semantic, Inference in FOL Forward chaining, backward Chaining Language Semantics and Reasoning Syntax and Truth Values, Valid Arguments and Proof Systems Rules of Inference and Natural Deduction Axiomatic Systems and Hilbert Style Proofs The Tableau Method The Resolution Refutation Method 	15	8
	Problems based on FOPL		
3	 Machine Learning 3.1. History of Machine Learning 3.2. Machine Learning Vs Statistical Learning 3.3. 3Type of Machine Learning - Supervised,	30	15
4	4. Deep Learning 4.1. Fundamentals of Deep networks and Defining Deep learning 4.2. Deep learning Problem types 4.2.1. ANN 4.2.2. CNN 4.2.3. RNN 4.2.4. GAN 4.2.5. NLP 4.3. Building blocks of Deep learning 4.4. Classification and Detection	30	15

	Algorithms should be taught using Python Library – Pytorch		
	Extra Reading: DNN, Transfer Learning, Architectural Principals of Deep networks – AlexNet, VGG 16, Inception, MobileNet		
5	5. Hardware and Software for Al 5.1. Data Center 5.2. Gateway edge computing 5.3. Keyprocessor for Al 5.4. CPU and GPU 5.5. Field Programmable Gate Array (FPGA)	5	2
6	6. Application of AI 6.1. Robotics Process Automation – Chatbot 6.2. NLP 6.3. Image Processing 6.4. Speech Recognition	5	2
	Total:	100	45

Course References:

Recommended Books:

Reference Books:

- 1. Artificial Intelligence, 3rd Edition, Elaine Rich, Kevin Knight, S.B. Nair Tata McGraw Hill.
- 2. Artificial Intelligence: A Modern Approach Textbook by Peter Norvig and Stuart J. Russell
- 3. Artificial Intelligence by Patrick Henry Winston Addison-Wesley, Third Edition.
- 4. Artificial Intelligence and Intelligent Systems by N.P.Padhy Oxford University Press.
- 5. Data Mining practical Machine Learning Tools and Techniques by Ian H. Witten Eibe Frank Mark Hall Elsevier publication
- 6. Python Machine Learning and Deep Learning with Python Scikitlearn, and TensorFlow 2, 3rd Edition by Sebastian Raschka, Vahid Mirjalil
- 7. Machine Learning by Tom M Mitchell TMGH Publication
- 8. Machine Learning using Python by Manaranjan Pradhan and U. Dinesh Kumar WILEY Publication
- 9. Machine Learning for Big Data Hands on for Developers and Technical Professionals by Jason Bell WILEY Publication