UCS411: ARTIFICIAL INTELLIGENCE

L	T	P	Cr
3	0	2	4.0

Course Objectives: To be familiar with the applicability, strengths, and weaknesses of the basic knowledge representation, problem solving, machine learning, knowledge acquisition and learning methods in solving particular engineering problems.

Overview: foundations, scope, problems, and approaches of AI.

Intelligent agents: reactive, deliberative, goal-driven, utility-driven, and learning agents.

Problem-solving through Search: forward and backward, state-space, blind, heuristic, problem-reduction, A, A*, AO*, minimax, constraint propagation, neural, stochastic, and evolutionary search algorithms, sample applications.

Knowledge Representation and Reasoning: ontologies, foundations of knowledge representation and reasoning, representing and reasoning about objects, relations, events, actions, time, and space; predicate logic, situation calculus, description logics, reasoning with defaults, reasoning about knowledge, sample applications.

Planning: Planning as search, partial order planning, construction and use of planning graphs, existing expert systems like MYCIN, RI, Expert system shells.

Representing and Reasoning with Uncertain Knowledge: probability, connection to logic, independence, Bayes rule, Bayesian networks, probabilistic inference, sample applications.
Decision-Making: basics of utility theory, decision theory, sequential decision problems, elementary game theory, sample applications.

Machine Learning and Knowledge Acquisition: learning from memorization, examples, explanation, and exploration. Learning nearest neighbor, naive Bayes, and decision tree classifiers, Q-learning for learning action policies, applications.

Languages for AI problem solving: Introduction to PROLOG syntax and data structures, representing objects and relationships, built-in predicates. Introduction to LISP- Basic and intermediate LISP programming.

Expert Systems: Architecture of an expert system.

Laboratory work:
Programming in C/C++/Java/LISP/PROLOG: Programs for Search algorithms- Depth first, Breadth first, Hill climbing, Best first, A* algorithm, Implementation of games: 8-puzzle, Tic-Tac-Toe, tower of Hanoi and water jug problem using heuristic search, Designing expert system using logic in PROLOG, Implementing an intelligent agent.

Course Learning Outcomes (CLOs) / Course Objectives (COs):

After the completion of the course, the student will be able to:

1. Learn the basics and applications of artificial intelligence and categorize various problem domains, basic knowledge representation and reasoning methods.
2. Analyze basic and advanced search techniques including game playing, evolutionary search algorithms, and constraint satisfaction.
3. Learn and design intelligent agents for concrete computational problems.
4. Understand and implement the basic concepts of programming languages like Prolog and LISP.
5. Acquire knowledge about the architecture of an expert system and design new expert systems for real life applications.

Text Books:

1. Rich E., Knight K. and Nair B. S., Artificial Intelligence, Tata McGraw Hills (2009) 3rd ed.
2. Luger F. G., Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Pearson Education Asia (2009) 6th ed.

Reference Books:

1. Patterson W. D., Introduction to Artificial Intelligence and Expert Systems, Pearson (2015) 1st ed.
2. Russel S., Norvig P., Artificial Intelligence: A Modern Approach, Prentice Hall (2014) 3rd ed.