AI (Artificial intelligence):-

Goals

Reason and Problem-solving:-

Early researchers developed algorithms that step-by-step reasoning that humans use when they solve puzzles or make logical deduction. By the late 1980s and 1990s, methods were developed for dealing.

Many of these algorithms are insufficient for solving large reasining problems because they experience a "combinatorial explosion": they become exponentially slower as the problems grow.

Planning and decision-making:-

An <u>"agent"</u> is anything that perceives and takes actions in the world. A rational agent has goals or prefrance – there are some situations it would prefer to be in, ad some situations it is trying to avoid the decision-making agent assigns a number to each situation that measure how much the agent pregers it.

Perception:-

Machine preception is the ability to use input from sensor microphone, wireless signals, active lidars, sonar, radar to deduce aspects of the world. Computer vision is the ability to analye visual input.

Al (Artificial intelligence):-

<u>Goals</u>

Reason and Problem-solving: Early researchers developed algorithms that step-by-step reasoning that humans use when they solve puzzles or make logical deduction. By the late 1980s and 1990s, methods were developed for dealing.

Many of these algorithms are insufficient for solving large reasining problems because they experience a "combinatorial explosion": they become exponentially slower as the problems grow.

Planning and decision-making:-_An <u>"agent"</u> is anything that perceives and takes actions in the world.A rational agent has goals or prefrance – there are some situations it would prefer to be in, ad some situations it is trying to avoid the decision-making agent assigns a number to each situation that measure how much the agent pregers it.

Perception: Machine preception is the ability to use input from sensor microphone, wireless signals, active lidars, sonar, radar to deduce aspects of the world. Computer vision is the ability to analye visual input.

Al (Artificial intelligence):-

<u>Goals</u>

Reason and Problem-solving:- Early researchers developed algorithms that step-by-step reasoning that humans use when they solve puzzles or make logical deduction. By the late 1980s and 1990s, methods were developed for dealing.

Many of these algorithms are insufficient for solving large reasining problems because they experience a "combinatorial explosion": they become exponentially slower as the problems grow.

Planning and decision-making:-_An <u>"agent"</u> is anything that perceives and takes actions in the world.A rational agent has goals or prefrance – there are some situations it would prefer to be in, ad some situations it is trying to avoid.the decision-making agent assigns a number to each situation that measure how much the agent pregers it.

Perception: Machine preception is the ability to use input from sensor microphone, wireless signals, active lidars, sonar, radar to deduce aspects of the world. Computer vision is the ability to analye visual input.

Al (Artificial intelligence):-

Goals

<u>Reason and Problem-solving</u>:- Early researchers developed algorithms that step-by-step reasoning that humans use when they solve puzzles or make logical deduction. By the late 1980s and 1990s, methods were developed for dealing.

Many of these algorithms are insufficient for solving large reasining problems because they experience a "combinatorial explosion": they become exponentially slower as the problems grow.

<u>Planning and decision-making</u>:- An <u>"agent"</u> is anything that perceives and takes actions in the world. A rational agent has goals or prefrance – there are some situations it would prefer to be in, ad some situations it is trying to avoid the decision-making agent assigns a number to each situation that measure how much the agent pregers it.

Perception :- Machine preception is the ability to use input from sensor microphone, wireless signals, active lidars, sonar, radar to deduce aspects of the world. Computer vision is the ability to analye visual input.



B.Tech. (Computer Science & Engy.)

Placement Statistics of Batch 2024 Student Corner V

GTU Study Material

Alumni

Consultancy

Contact Us

Placements

Package CTC: Lakh Per Year Placed Students	More than 6.00 LPA		4.00 to 6.00 LF	3.00 to 4.00 LPA 47		Recession Proof and in High Demand in industry for their intergrity, attitute, skills and practical knowledge Placement updates of 2024 Batch			0 0
Company Name	Package	Selected	Company Name	Package	Selected	Placelle	ent upuates of 20	24 Dalcii	0
Mem0	30 LPA	1	Kevit Technologies	5.00 LPA	5		Packages Offered to 2023 Students	Packages Offered to 2024 Students	
Polymerize Pvt Ltd	12 LPA	1	Shaligram Infotech	4.50 - 4.80 LPA	2	-	to 2023 Students		
Rapidops	7 LPA	1	Tark Technologies	4.50 LPA	2	Miracle Accounting Software	4.00	6.50 + 62.50%	
RKIT Software Pvt Ltd	6.50 LPA	3	Version System	4.20 - 4.50 LPA	10				
Gateway Group of Companies	6.00 - 10.00 LPA	7	Delight Design	4.20 LPA	1	TatvaSoft sculpting thoughts.	4.32 - 4.80	5.64 - 6.12 + 29.00%	
Softmax Al Pvt Ltd	6.00 LPA	1	Satva Solutions Pvt Ltd	4.00 - 6.00 LPA	1	-		6.00 - 10.00	
Tatvasolt down to find out r	5.64 - 6.12 LPA	13	WebSmith Solutions	4.00 - 5.00 LPA	3	Gateway Group	5.41 - 6.81	+ 28.90%	
TridhyaTech	5.20 LPA	2	Beetonz Infotech	4.00 - 4.50 LPA	4	DA.	4.00	5.00	
WeyBee Solutions Pvt Ltd	5.16 LPA	2	Prominent Pixel	4.00 LPA	1	KEVIT	4.00	+ 25.00%	
Program wise Program wise Placemen	5.00 - 8.00 LPA 5.00 LPA 5.00 LPA	360	WebMob Technologies Virtual TSS Consultancy Pvt Ltd Carrious Cypercom Creation		Down e-L	load Weybee Brochures		For Admission, 2025	