CSEN1031	ARTIFICIAL INTELLIGENCE APPLICATIONS	L	T	P	S	J	C
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Pre-requisite	CSEN1011: Problem Solving and Programming with C CSEN1021: Programming with Python						
Co- requisite	None						
Preferable exposure	Programming						

Course Description:

The surge in the production of data has led to the development of various technologies. The term "Artificial Intelligence (AI)" has become ubiquitous in everyday applications from virtual assistants to self-driving cars. Several applications such as Healthcare, Finance, Bioinformatics etc. are benefitting from the advances in the domain. The global market for artificial intelligence is going to face a phenomenal growth over the coming years with organizations across the world capitalizing on the disruptive technologies that AI is offering. This course introduces the recent applications of AI namely, Virtual Assistants, Computer Vision, along with trending topics such as Deep Learning and Reinforcement Learning. The idea of the course is to introduce the basic concepts of AI as well as latest trends in the domain. This course is envisaged to provide a basic understanding on latest developments of AI to all disciplines engineering undergraduates.

Course Educational Objectives:

1. Provide introduction to basic concepts of artificial intelligence.
2. Explore applications of AI
3. Explore the scope, advantages of intelligent systems
4. Experiment with different machine learning concept
5. Exposure to AI-intensive computing and information system framework

UNIT 1 **2 Hours**

Introduction to Artificial intelligence: Basics of AL Agents and Environment, The Nature of Environment.

List of Experiment(s):

Implementation of toy Problems (8-Puzzle, Wumpus World, Vacuum-clean Example, etc)

UNIT 2 **2 Hours**

Applications of AI: Game Playing, [Deep Blue in Chess, IBM Watson in Jeopardy, Google's Deep Mind in AlphaGo]

List of Experiment(s):

1. Implementation of (Sudoku, Crossword Puzzle, or Wumpus World, etc)

UNIT 3 **2 Hours**

Conceptual introduction to Machine Learning: Supervised, Unsupervised, and Semi-Supervised Learning.

List of Experiment(s):

1. Supervise - Perform Data Labelling for various images using object recognition

UNIT 4 **2 Hours**

Reinforcement Learning, Introduction to Neural Networks, Deep Learning

List of Experiment(s):

1. Explore the effect of different hyperparameters while implementing a Simple Fully Connected Neural Network. (https://playground.tensorflow.org)

UNIT 5 **2 Hours**

Image Processing & Computer Vision: Introduction to Image processing, Image Noise, Removal of Noise from Images, Color Enhancement, Edge Detection.

List of Experiment(s):

1. Lobe.ai - Build custom models using the visual tool for Object recognition and sentiment analysis that can convert facial expressions into emoticons

UNIT 6 **2 Hours**

Segmentation. Feature Detection & Recognition. Classification of images. Face recognition, Deep Learning algorithms for Object detection & Recognition.

List of Experiment(s):

1. Teachable Machine Brain.JS In Browser Object Recognition through
2. Haar Cascade Object detection for Eye and Face in Python using Open CV

UNIT 7 **2 Hours**

Conceptual introduction to Natural Language Processing: Speech Recognition & Synthesis: Speech Fundamentals, Speech Analysis, Speech Modelling.

List of Experiment(s):

1. Sentiment Analysis and Polarity detection

UNIT 8 **2 Hours**

Speech Recognition, Speech Synthesis, Text-to-Speech, Sentiment Analysis, Segmentation and recognition.

List of Experiment(s):

1. Text to Speech recognition and Synthesis through APIs

UNIT 9 **2 Hours**

Introduction to o Chatbot, Architecture of a Chatbot. NLP in the cloud, NL Interface, How to Build a Chatbot, Transformative user experience of chatbots, Designing Elements of a chatbot, Best practices for chatbot development. NLP components. NLP wrapper to chatbots. Audiobots and Musicbots.

List of Experiment(s):

1. Building a Chatbot using IBM Watson visual studio
2. Building a Chatbot using Pandora bots
3. Build a virtual assistant for Wikipedia using Wolfram Alpha and Python

UNIT 10 **2 Hours**

Smart Applications: Smart Manufacturing, Smart Agriculture, Smart Healthcare, Smart Education, Smart Grids, Smart Transportation and Autonomous Vehicles, Smart Homes, Smart Cities

List of Experiment(s):

1. Build a smart application specific to the domain of the student.

Textbooks:

1. Tom Markiewicz& Josh Zheng, Getting started with Artificial intelligence, Published by O'Reilly Media,20l7
2. Stuart J. Russell and Peter Norvig, Artificial Intelligence A Modern Approach.

References:

1. Aurtlien Giron. Hands on Machine Learning with Scikit-Learn and TensorFlow concepts,Tools, and Techniques to Build intelligent Systems , Published by O'Reilly Mcdia,20l 7
2. Build an AI Assistant with wolfram alpha and Wikipedia in python.https://medium .com/@salisuwy/build-an-ai-assistant-with-wolfram-alpha-and-wikipedia-in-python-d9bc8ac838fe.
3. Joseph Howse, Prateek Joshi, Michael Beyeler - Opencv Computer Vision Projects withPython-Publishing (201 6).
4. Curated datasets on kaggle https://www.kaggle.com/datasets.

Course Outcomes:

1. Able to grasp the concepts of artificial intelligence, machine learning, natural language processing, image processing
2. Recognize various domains in which Al can be applied
3. Implement the methods in processing an image:
4. Implement simple of chatbots
5. identify smart applications:

CO-PO Mapping:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	2		1				2			2	3	2	2
CO2	2	2	2		1				2			2	2	2	2
CO3	2	3	2		1				2			2	2	2	2
CO4	2	3	2		1				2			2	3	2	2
CO5	2	2	2		1				2			2	2	2	2

Note: 1 - Low Correlation 2 - Medium Correlation 3 - High Correlation

APPROVED IN: