

Name of Department:- Computer Science and Engineering

1. Subject Code: Course Title:

2. Contact Hours: L: T: P:

3. Semester: VII

4. Pre-requisite: Basics of mathematics and database are required

5. Course Outcomes: After completion of the course students will be able to

1. Understand the basics of the theory and practice of Artificial Intelligence.
2. Learn the basics of Artificial Intelligence programming.
3. Understand various searching techniques use to solve the AI problems.
4. Apply knowledge representation techniques and problem solving strategies to common AI applications.
5. Build self-learning and research skills to tackle a topic of interest on his/her own or as part of a team.
6. Apply the knowledge of AI and agents in developing multidisciplinary real world projects

6. Detailed Syllabus

UNIT	CONTENTS	Contact Hrs
Unit - I	Introduction Introduction to Artificial Intelligence, Simulation of sophisticated & Intelligent Behavior indifferent area, problem solving in games, natural language, automated reasoning visual perception, heuristic algorithm versus solution guaranteed algorithms.	10
Unit - II	Understanding Natural Languages Parsing techniques, context free and transformational grammars, transition nets, augmented transition nets, Fillmore's grammars, Shanks Conceptual Dependency, grammar free analyzers, sentence generation, and translation.	9
Unit – III	Knowledge Representation First order predicate calculus, Horn Clauses, Introduction to PROLOG, Semantic Nets Partitioned Nets, Minsky frames, Case Grammar Theory, Production Rules Knowledge Base, The Inference System, Forward & Backward Deduction	10
Unit – IV	Expert System Existing Systems (DENDRAL, MYCIN), domain exploration, Meta Knowledge, Expertise Transfer, Self Explaining System	9
Unit – V	Pattern Recognition Introduction to pattern Recognition, Structured Description, Symbolic Description, Machine perception, Line Finding, Interception, Semantic, & Model, Object Identification, Speech Recognition. Programming Language: Introduction to programming Language, LISP, PROLOG	8
Total		46

1. Charnick "Introduction to Artificial Intelligence." Addison Wesley.
2. Rich & Knight, "Artificial Intelligence". TMH
3. Winston, "LISP", Addison Wesley.
4. Marcellous, "Expert Systems Programming", PHI.

Text/ Reference Books: