

## **Summary of Al Course**



### CONTENTS

- 1. Importance of Al
- 3. Problem Solving Techniques
- **5. Knowledge Representation and Reasoning**
- 7. Natural Language Processing

- 2. Key Concepts in Al
- 4. Constraints in Al
- 6. Learning in Al
- 8. Algorithms and Robotics

## Importance of Al



### Importance of Al

1 Importance of Al

2 Application of Al

**3** Goals of Al

4 Approaches of Al

# **Key Concepts in Al**

### **Key Concepts in Al**



**Turning Test** 

Turning test



**Agent** 

Agent



**Types of Environment** 

Types of Environment

## **Problem Solving Techniques**

### **Problem Solving Techniques**

#### 1 Solving Problems by Searching

Solving problems by searching

#### 3 Specific Problems

- 8 puzzle problem
- · N-Queen problem

### 5 Informed Search Techniques

- Informed search
  - Heuristic Search
  - · Best first search
  - A\*
  - AO\* Algorithm
  - · Hill climbing
  - · Beam search

#### 2 Well Defined Problem

Well defined problem

#### 4 Uniformed Search Techniques

- Uniformed search
  - BFS
  - DFS
  - Iterative Deepening Search
  - Bidirectional search
  - Depth limited search

#### 6 Game Playing

- Game playing
  - Min-max algorithm
  - Alpha beta algorithm

## **Constraints in Al**

### **Constraints in Al**



### Varieties of Constraints

 Varieties of Constraints



# Constraint Satisfaction Problem

- Constraint
   Satisfaction problem
- Job Scheduling problem
- Cryptarithmetic puzzle & problem



# Constraint Propagation Techniques

- Constrain propagation
- Local Consistency
- Node constraining
- Arc consistency
- Path consistency
- K consistency
- Global consistency
- Bound Propagation



### Backtracking Techniques

- Backtracking
- MRV & Degree heuristic
- Forward

# Knowledge Representation and Reasoning

### Knowledge Representation and Reasoning

### 1 Propositional Logic

- Propositional Logic
- Converse of Conditional Statement
- Some law
- Normal Forma (DNF & CNF)

#### 2 Predicate Logic

- Introduction of predicate Logic
- Quantifier

#### 3 Algorithms in Al

- Branch & Bound Algorithm
- 0/1 knapsack (using branch & bound algo.)



# Learning in Al

### **Learning in Al**



#### **Types of Learning**

- Learning
  - Supervised learning
  - Reinforcement learning
  - Unsupervised learning



#### **Uncertainty in Al**

- Uncertainty
- Bayesian Network
- Livelihood Weight Sampling

## **Natural Language Processing**

# Natural Language Processing

NLP



## **Algorithms and Robotics**

### **Algorithms and Robotics**



**Page Rank Algorithm** 

Page Rank Algorithm



**Robots** 

Robot



#### **Implementation**

- Implementation of algorithms by Python
- Implementation of AI games as lab task

## Thank You