

## VII Semester

ADVANCED AI AND ML			
Course Code	21AI71	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
<b>Course Learning Objectives</b>			
CLO 1. Demonstrate the fundamentals of Intelligent Agents			
CLO 2. Illustrate the reasoning on Uncertain Knowledge			
CLO 3. Explore the explanation-based learning in solving AI problems			
CLO 4. Illustrate the use of KNN			
CLO 5. Explore the Text feature Engineering concepts with Applications			
<b>Teaching-Learning Process (General Instructions)</b>			
These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.			
<div><div>1.</div><div>Lecturer method (L) needs not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
<b>Module-1</b>			
<b>Intelligent Agents:</b> Agents and Environments, Good Behaviour: The Concept of Rationality, The Nature of Environments, The Structure of Agents			
<b>Problem Solving :</b> Game Paying			
<b>Text book 1: Chapter 2, Chapter 5 (2.1 to 2.4, 5.1 to 5.6)</b>			
<b>Teaching-Learning Process</b>	Chalk and board, Active Learning, Problem based learning		
<b>Module-2</b>			
<b>Uncertain knowledge and Reasoning:</b> Quantifying Uncertainty, Acting under Uncertainty , Basic Probability Notation, Inference Using Full Joint Distributions, Independence , Bayes' Rule and Its Use The WumpusWorld Revisited,			
<b>Text book 1: Chapter 13</b>			
<b>Teaching-Learning Process</b>	Chalk and board, Active Learning, Demonstration		
<b>Module-3</b>			
Neural Network Representation – Problems – Perceptrons – Multilayer Networks and Back Propagation Algorithms – Genetic Algorithms – Hypothesis Space Search – Genetic Programming – Models of Evolution			

and Learning.

**Text book 2: chapter 4.1-4.6 & 9.1-9.5**

**Neural networks and genetic algorithms:**

Brief history and Evolution of Neural network, Biological neuron, Basics of ANN, Activation function, MP model.

**Text book 3: chapter 6**

<b>Teaching-Learning Process</b>	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

**Module-4**

**Recommender System:**

Datasets, Association rules, Collaborative filtering, User-based similarity, item-based similarity, using surprise library, Matrix factorization

**Text Analytics:**

Overview, Sentiment Classification, Naïve Bayes model for sentiment classification, using TF-IDF vectorizer, Challenges of text analytics

**Text book 4: Chapter 9 and 10**

<b>Teaching-Learning Process</b>	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

**Module-5**

**Clustering**

**Introduction,** Types of clustering, Partitioning methods of clustering (k-means, k-medoids), hierarchical methods

**Text book 3: Chapter 13**

Instance Based Learning: Introduction, k-nearest neighbour learning(review), locally weighted regression, radial basis function, cased-based reasoning,

**Text book 2: Chapter 8.1-8.5**

<b>Teaching-Learning Process</b>	Chalk and board, MOOC
----------------------------------	-----------------------

**Course Outcomes**

At the end of the course the student will be able to:

- CO 1. Demonstrate the fundamentals of Intelligent Agents
- CO 2. Illustrate the reasoning on Uncertain Knowledge
- CO 3. Explore the explanation-based learning in solving AI problems
- CO 4. Apply effectively ML algorithms to solve real world problems.
- CO 5. Apply Instant based techniques and derive effectively learning rules to real world problems.

**Assessment Details (both CIE and SEE)**

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE

(Semester End Examination) taken together

**Continuous Internal Evaluation:**

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5<sup>th</sup> week of the semester
2. Second test at the end of the 10<sup>th</sup> week of the semester
3. Third test at the end of the 15<sup>th</sup> week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4<sup>th</sup> week of the semester
5. Second assignment at the end of 9<sup>th</sup> week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13<sup>th</sup> week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

**CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.**

**Semester End Examination:**

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module Marks scored proportionally reduced to 50 marks

**Suggested Learning Resources:**

**Textbooks:**

1. Artificial Intelligence, A Modern Approach, Stuart J. Russell and Peter Norvig, Third Edition, Pearson, 2010
2. Tom M. Mitchell, Machine Learning, McGraw-Hill Education, 2013
3. Machine Learning, Anuradha Srinivasaraghavan, Vincy Joseph, Wiley 2019
4. Machine Learning using Python, Manaranjan Pradhan, U Dinesh Kumar, Wiley 2019

**Reference:**

1. An Introduction to Multi Agent Systems, Michael Wooldridge, Second Edition, John Wiley & Sons

**Web links and Video Lectures (e-Resources):**

1. [https://www.youtube.com/playlist?list=PLwdnzlV3ogoXaceHrrFVZCJkbm\\_laSHcH](https://www.youtube.com/playlist?list=PLwdnzlV3ogoXaceHrrFVZCJkbm_laSHcH)
2. <https://nptel.ac.in/courses/106/102/106102220/>
3. [https://www.youtube.com/playlist?list=PL1xHD4vteKYVpaliy295pg6\\_SY5qznc77](https://www.youtube.com/playlist?list=PL1xHD4vteKYVpaliy295pg6_SY5qznc77)
4. <https://nptel.ac.in/courses/106/106/106106139/>

**Activity Based Learning (Suggested Activities in Class)/ Practical Based learning**