#### **INT404:ARTIFICIAL INTELLIGENCE**

L:3 T:1 P:0 Credits:4

**Course Outcomes:** Through this course students should be able to

- Describe basic knowledge representation, problem solving, and learning methods of artificial intelligence.
- Analyze the role of problem solving, vision, and language in understanding human intelligence from a computational perspective.
- Apply analytical concepts for solving logical problems using different optimized and heuristics approaches.
- Develop interest about how artificial intelligence methods work under a variety of circumstances
- Discuss and understand the advanced topics of artificial intelligence like NLP, Machine learning and their applications

# Unit I

Introduction: What is intelligence?, Foundations of artificial intelligence(AI), History of AI, Basics of AI, Artificial Intelligence Problems, Artificial Intelligence Techniques
Problem Spaces and Search: Defining the problem as a state space search, Production systems, Problem characteristics, Production system characteristics, Issues in designing search problems, Breadth first search (BFS), Depth first search (DFS), Bi-directional Search, Iterative Deepening

# Unit II

**Informed Search Strategies**: Best first search, A\* algorithm, Heuristic functions, Generate and Test, Hill Climbing, Simulated Annealing, Constraint satisfaction

#### Unit III

Knowledge Representation: Representations & mappings, Approaches in knowledge representation, Issues in knowledge representation, Predicate logic, Propositional logic, Procedural versus declarative knowledge, Logic programming, Forward versus backward reasoning

#### **Unit IV**

**Statistical reasoning**: Probability & Bayes' theorem, Bayesian networks, Dempster-Shafer-Theory, Certainty factors & rule-based systems

Weak and Strong Slot & Filler Structures : Semantic nets, Frames, Conceptual dependency, Scripts

# Unit V

**Natural Language Processing**: Introduction to NLP and information retrieval, Spell checking, Soundex algorithm, NLP phases, Applications of NLP, NLP techniques

# Unit VI

Game playing: The min-max search procedure, Alpha-beta cutoffs

**Overview of Machine Learning**: Definition of Machine Learning, Types of learning, Supervised learning, Unsupervised learning, Reinforcement learning

# **Text Books:**

1. ARTIFICIAL INTELLIGENCE by KEVIN KNIGHT, ELAINE RICH, B. SHIVASHANKAR NAIR, MC GRAW HILL

# References:

- 1. ARTIFICIAL INTELLIGENCE: A MODERN APPROACH by STUART RUSSEL, PETER NORVIG, PEARSON
- 2. ARTIFICIAL INTELLIGENCE AND INTELLIGENT SYSTEM by N. P. PADHY, OXFORD UNIVERSITY PRESS

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