



# Artificial Intelligence – Lab | CSE 412

Tasnim Anjum Sakib | CSE Department | 2025

# Introduction to AI

AI is the simulation of human intelligence in machines programmed to think and act like humans.



## Reasoning

Logical deduction and inference



## Learning

Adapting to new data



## Perception

Interpreting sensory input



## Problem Solving

Finding solutions to challenges

# Course Topics Overview

A deep dive into fundamental AI concepts and practical applications.

## Search Algorithms

Navigating complex problem spaces

## Game Playing

Strategic decision-making

## Constraint Satisfaction

Solving specific problem types

## Real-world Tools

Practical AI applications

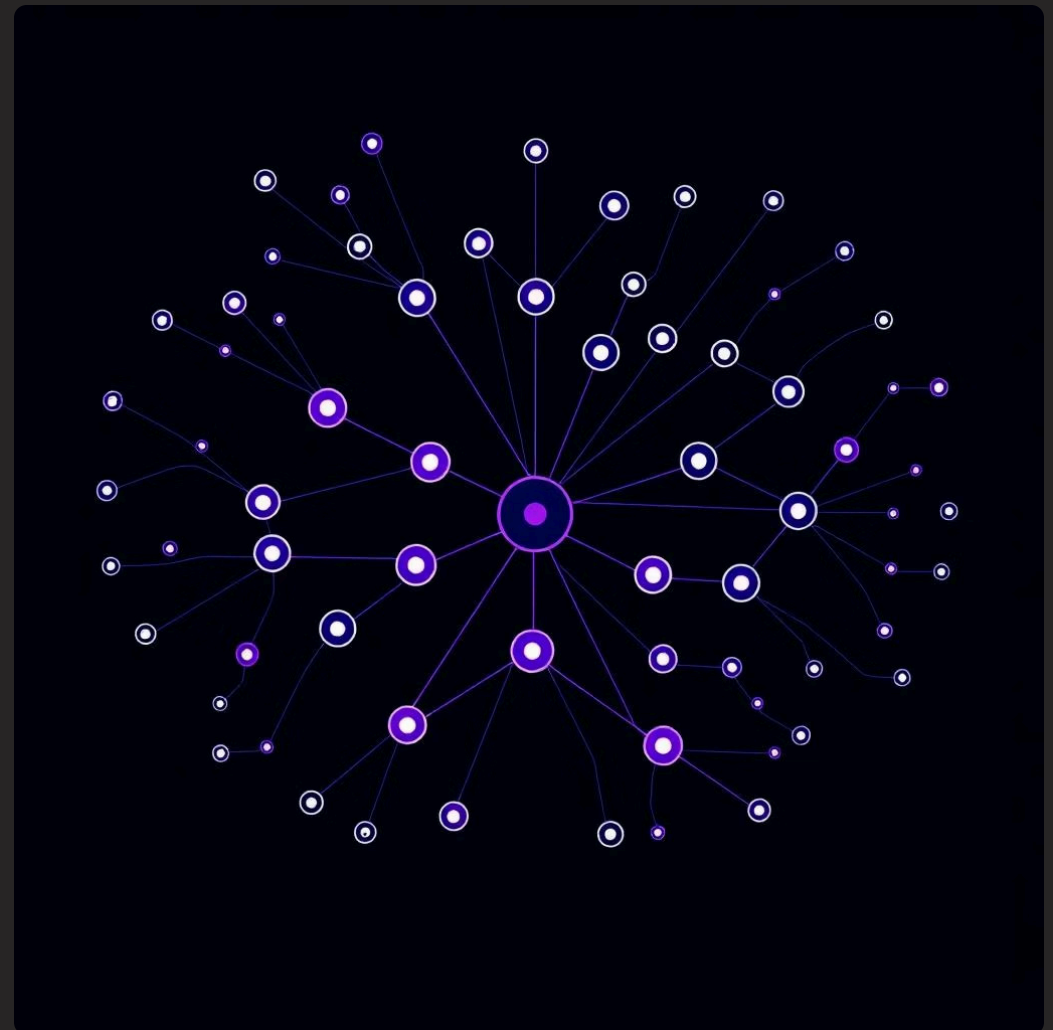
# Uninformed Search Algorithms

## Algorithms Explored

- Breadth-First Search (BFS)
- Depth-First Search (DFS)
- Depth-Limited Search
- Iterative Deepening Search
- Bidirectional Search

## Key Characteristics

These algorithms explore the search space systematically without any domain-specific knowledge or heuristics. They are crucial for understanding basic search mechanisms.



# Informed Search Algorithms

Utilising heuristics for enhanced efficiency.



## Heuristic Search

Guiding search with estimated costs



## A\* Search

Optimal and complete pathfinding



## AO\* Algorithm

For AND/OR graphs

# Game Playing with AI

AI strategically chooses optimal moves.

## Tic Tac Toe (Minimax)

- Decision tree simulation
- Unbeatable AI opponent
- Project: Player vs AI



## Chess AI (Minimax + Evaluation)

- Depth-limited Minimax
- Material-based evaluation
- Pygame UI: Player (White) vs AI (Black)



# Maze Solver (BFS)

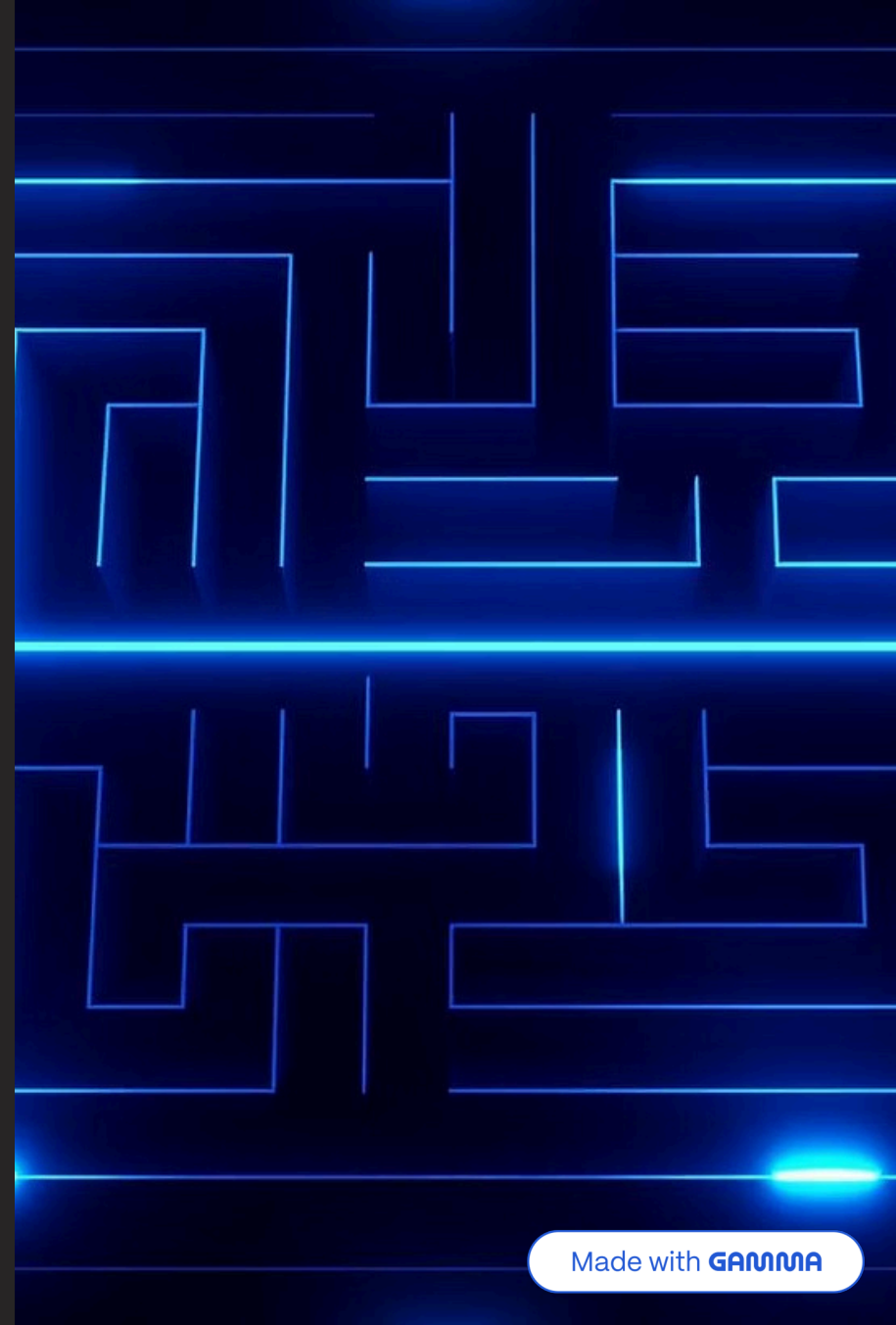
Finding the shortest path in an interactive environment.

## BFS Algorithm

- Level-wise exploration
- Guarantees shortest path
- Efficient for unweighted graphs

## Lab Project: Interactive 10x10 Maze

Users define maze walls, start, and end points. The AI then navigates the shortest path using the Breadth-First Search algorithm.







# Where AI is Used Today:

- Self-driving cars (e.g., Tesla Autopilot)
- Voice assistants (Siri, Alexa, Google Assistant)
- Chatbots and virtual customer support
- Recommendation systems (Netflix, YouTube)
- Healthcare diagnostics and drug discovery





# Key Takeaways:

- Understood how different search algorithms solve problems
- Learned how AI makes decisions in games and real scenarios
- Built hands-on AI projects (Maze Solver, Tic Tac Toe, Chess)
- Gained experience using AI tools for content creation
- Developed deeper interest in the field of Artificial Intelligence

# Tools and Conclusion

AI unites theory and coding for practical problem-solving.

## Development Tools

- Python (Core language)
- Pygame (Game UI)
- Python-chess (Chess logic)
- HTML, CSS, JavaScript (Web projects)

## Presentation & Design Tools

- Canva
- Pictory
- Beautiful.ai



