

23IT21T1– ARTIFICIAL INTELLIGENCE LAB

(AI&DS)

Course Category:	Professional Core	Credits:	1.5
Course Type:	Practical	Lecture-Tutorial-Practical:	0-0-3
Prerequisite:	Knowledge in Computer Programming. Background in linear algebra, data structures and algorithms, and probability	Sessional Evaluation: Univ. Exam Evaluation: Total Marks:	30 70 100
Objectives:	Students undergoing this course are expected:		
	<ul style="list-style-type: none">• The student should be made to study the concepts of Artificial Intelligence.• The student should be made to learn the methods of solving problems using Artificial Intelligence.• The student should be made to introduce the concepts of Expert Systems and machine learning.		

Course Outcomes	Upon successful completion of the course, the students will be able to:	
	CO1	Understand the Mathematical and statistical prospective of machine learning algorithms through python programming (L2)
	CO2	Appreciate the importance of visualization in the data analytics solution. (L5)
	CO3	Derive insights using Machine learning algorithms (L5)
	CO4	Implement and demonstrate AI and ML algorithms. (L5)
	CO5	Evaluate different algorithms. (L3)
Course Content	<p style="text-align: center;"><u>List of Experiments</u></p> <ol style="list-style-type: none">1. Write a Program to Implement Breadth First Search using Python.2. Write a program to implement Best First Searching Algorithm3. Write a Program to Implement Depth First Search using Python.4. Write a program to implement the Heuristic Search5. Write a python program to implement A* and AO* algorithm. (Ex: find the shortest Path)6. Write a Program to Implement Water-Jug problem using Python.7. Write a Program to Implement Alpha-Beta Pruning using Python.8. Write a Program to implement 8-Queens Problem using Python.9. Write a program to schedule a meeting among a 5 busy people using Default Reasoning the output should give the time, place and day of the meeting.10. Write a program to implement the Unification algorithm11. Develop a knowledge base system consisting of facts and rules about some Specialized Knowledge domain12. Write a program to implement 8 puzzle programs using different heuristics. Using it Play the game Tic-Tac-Toe at the end the game the program should display the no. Of nodes generated, cutoff values at each stage in the form of a table.	

<p>Text Books & References Books</p>	<p>TEXTBOOKS:</p> <ol style="list-style-type: none"> 1. PrateekJoshi,Artificial Intelligence with Python,Packt Publishing, 2017. 2. Xiao, Perry. Artificial intelligence programming with Python: from zero to hero. John Wiley & Sons, 2022. <p>REFERENCE BOOKS:</p> <ol style="list-style-type: none"> 1. Stuart J. Russell and Peter Norvig, Artificial Intelligence A Modern Approach, fourth Edition, Pearson, 2020 2. Martin C. Brown (Author), “Python: The Complete Reference” McGraw Hill Education, Fourth edition, 2018 3. R. NageswaraRao , “Core Python Programming” Dreamtech Press India Pvt Ltd 2018
<p>E-Resources</p>	<ol style="list-style-type: none"> 1. https://onlinecourses.nptel.ac.in/noc19_cs40/preview 2. https://onlinecourses.nptel.ac.in/noc19_cs41/preview