# 23CA21T1 - ARTIFICIAL INTELLIGENCE

(CSE (AI&ML))

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| Course Category: | Professional Core | Credits: | 3 |
| Course Type: | Theory | Lecture-Tutorial-Practical: | 3-0-0 |
| Prerequisite: | Knowledge in Computer Programming.A course on “Mathematical Foundations of Computer Science”.Background in linear algebra, data structures and algorithms, and probability | Sessional Evaluation:Univ. Exam Evaluation:Total Marks: | 3070100 |
| Objectives: | * 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.
* To understand the applications of AI, namely game playing, theorem proving, and machine learning.
* To learn different knowledge representation techniques
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| Course Outcomes | Upon successful completion of the course, the students will be able to: |
| CO1 | Understand intelligent agents that solve problems effectively by interacting with diverse environments. (L2) |
| CO2 | Apply various search strategies and algorithms, to solve complex problems and optimize decision-making in game-playing scenarios. (L3) |
| CO3 | Effectively represent and reason with knowledge using predicate logic and applying rules-based deduction systems. (L3) |
| CO4 | Apply first-order logic and various inference techniques to solve logical problems. (L3) |
| CO5 | Understand the expert systems by their architecture, roles, and knowledge acquisition techniques. (L2) |
| Course Content | UNIT-I**Introduction:** AI problems, foundation of AI and history of AI intelligent agents: Agents and Environments, the concept of rationality, the nature of environments, structure of agents, problem solving agents, problem formulation. UNIT-II**Searching:** Searching for solutions, uniformed search strategies – Breadth first search, depth first Search. Search with partial information (Heuristic search) Hill climbing, A\* ,AO\* Algorithms, Problem reduction, Game Playing-Adversial search, Games, mini-maxalgorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions. UNIT-III**Representation of Knowledge:** Knowledge representation issues, predicate logic- logicprogramming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems. Reasoning under uncertainty, review of probability, Bayes’ probabilistic interferences and dempstershafer theory.UNIT-IVLogic concepts: First order logic. Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining, Resolution, Learning from observation Inductive learning, Decision trees, Explanation based learning, Statistical Learning methods, Reinforcement Learning. UNIT-V**Expert Systems:** Architecture of expert systems, Roles of expert systems – KnowledgeAcquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.  |
| Text Books &ReferencesBooks | **TEXTBOOKS:**1. S. Russel and P. Norvig, “Artificial Intelligence – A Modern Approach”, Second Edition, Pearson Education.
2. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill.

**REFERENCE BOOKS:**1. David Poole, Alan Mackworth, Randy Goebel,”Computational Intelligence: a logical approach”, Oxford University Press.
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problemsolving”, Fourth Edition, Pearson Education.
3. J. Nilsson, “Artificial Intelligence: A new Synthesis”, Elsevier Publishers.
4. Artificial Intelligence, SarojKaushik, CENGAGE Learning.
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| E-Resources | 1. <https://ai.google/>
2. <https://swayam.gov.in/nd1_noc19_me71/preview>
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