

CS713PE: ARTIFICIAL INTELLIGENCE (Professional Elective - IV)**IV Year B.Tech. CSE I -Sem**

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Prerequisites:

1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"
3. A course on "Design and Analysis of Algorithms"
4. A course on "Mathematical Foundations of Computer Science"
5. Some background in linear algebra, data structures and algorithms, and probability will all be helpful

Course Objectives:

- To learn the distinction between optimal reasoning Vs. human like reasoning
- To understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
- To learn different knowledge representation techniques.
- To understand the applications of AI, namely game playing, theorem proving, and machine learning.

Course Outcomes:

- Ability to formulate an efficient problem space for a problem expressed in natural language.
- Select a search algorithm for a problem and estimate its time and space complexities.
- Possess the skill for representing knowledge using the appropriate technique for a given problem.
- Possess the ability to apply AI techniques to solve problems of game playing, and machine learning.

UNIT - I**Problem Solving by Search-I:** Introduction to AI, Intelligent Agents

Problem Solving by Search –II: Problem-Solving Agents, Searching for Solutions, Uninformed Search Strategies: Breadth-first search, Uniform cost search, Depth-first search, Iterative deepening Depth-first search, Bidirectional search, Informed (Heuristic) Search Strategies: Greedy best-first search, A* search, Heuristic Functions, Beyond Classical Search: Hill-climbing search, Simulated annealing search, Local Search in Continuous Spaces, Searching with Non-Deterministic Actions, Searching with Partial Observations, Online Search Agents and Unknown Environment .

UNIT - II**Problem Solving by Search-II and Propositional Logic**

Adversarial Search: Games, Optimal Decisions in Games, Alpha–Beta Pruning, Imperfect Real-Time Decisions.

Constraint Satisfaction Problems: Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Local Search for CSPs, The Structure of Problems.

Propositional Logic: Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses, Forward and backward chaining, Effective Propositional Model Checking, Agents Based on Propositional Logic.

UNIT - III**Logic and Knowledge Representation**

First-Order Logic: Representation, Syntax and Semantics of First-Order Logic, Using First-Order Logic, Knowledge Engineering in First-Order Logic.

Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution.

Knowledge Representation: Ontological Engineering, Categories and Objects, Events. Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

UNIT - IV

Planning

Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.

Planning and Acting in the Real World: Time, Schedules, and Resources, Hierarchical Planning, Planning and Acting in Nondeterministic Domains, Multi agent Planning.

UNIT - V

Uncertain knowledge and Learning

Uncertainty: Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule and Its Use,

Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First-Order Probability, Other Approaches to Uncertain Reasoning; Dempster-Shafer theory.

Learning: Forms of Learning, Supervised Learning, Learning Decision Trees. Knowledge in Learning: Logical Formulation of Learning, Knowledge in Learning, Explanation-Based Learning, Learning Using Relevance Information, Inductive Logic Programming.

TEXT BOOK:

1. Artificial Intelligence A Modern Approach, Third Edition, Stuart Russell and Peter Norvig, Pearson Education.

REFERENCE BOOKS:

1. Artificial Intelligence, 3rd Edn, E. Rich and K.Knight (TMH)
2. Artificial Intelligence, 3rd Edn., Patrick Henry Winston, Pearson Education.
3. Artificial Intelligence, Shivani Goel, Pearson Education.
4. Artificial Intelligence and Expert systems – Patterson, Pearson Education.