

BONAM VENKATA CHALAMAYYA INSTITUTE OF TECHNOLOGY & SCIENCE (AUTONOMOUS)

DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

II Year I Semester

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ARTIFICIAL INTELLIGENCE (23ES3T06)

Pre-requisite:

- 1. Knowledge in Computer Programming.
- 2. A course on "Mathematical Foundations of Computer Science".
- 3. Background in linear algebra, data structures and algorithms, and probability.

Course Objectives:

- 1. The student should be made to study the concepts of Artificial Intelligence.
- 2. The student should be made to learn the methods of solving problems using Artificial Intelligence.
- 3. The student should be made to introduce the concepts of Expert Systems.
- 4. To understand the applications of AI, namely game playing, theorem proving, and machine learning.
- 5. To learn different knowledge representation techniques

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

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Searching- Searching for solutions, uniformed search strategies - Breadth first search, depth first

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Dr. O. SRINIVAS RAO. Professor. Department of CSE, UCEK JNTUK, Kakinada	Dr. JIMSON MATHEW Professor Dept of Computer Science and Engg. Indian Institute of Technology Patna	Prof. CHAPRAM SUDHAKAR Professor, Department of CSE, National Institute of Technology, Warangal - 506 004 Telangana, INDIA	Mr. RAJESH BOBBURI COO & Director, HighQ Labs Pvt Ltd, Rajahmahendravaram	Mr. RANJITH KUMAR CHINNAM. Assoc Professor & HoD Department of CSE-AI & DS. AMAL Of Dept. B. H. Color Dept. Dept. Amale Fernica

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Search. Search with partial information (Heuristic search) Hill climbing, A*, AO* Algorithms, Problem reduction, Game Playing-Adversal search, Games, mini-max algorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions.

UNIT - III

Representation of Knowledge: Knowledge representation issues, predicate logic-logic programming, 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 - IV

Logic 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 – Knowledge Acquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.

Textbooks:

- S. Russel and P. Norvig, "Artificial Intelligence A Modern Approach", SecondEdition, 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.

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4. Artificial Intelligence, SarojKaushik, CENGAGE Learning.

Online Learning Resources:

- 1. https://ai.google/
- 2. https://swayam.gov.in/nd1_noc19_me71/preview

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