MCA 405 ARTIFICIAL INTELLIGENCE

L	T	P	Cr
3	0	2	4.0

Course Objective: To be familiar with the applicability, strengths, and weaknesses of the basic knowledge representation, problem solving, and learning methods in solving particular engineering problems.

Fundamental Issues: Overview of AI problems, Examples of successful recent AI applications, Intelligent behaviour, The Turing test, Rational versus non-rational reasoning, Problem characteristics: Fully versus partially observable, Single versus multi-agent, Deterministic versus stochastic, Static versus dynamic, Discrete versus continuous, Nature of agents: Autonomous versus semi-autonomous, Reflexive, Goal-based, and Utility-based, Importance of perception and environmental interactions, Philosophical and ethical issues.

Basic Search Strategies: Problem spaces (states, goals and operators), Problem solving by search, Factored representation (factoring state into variables), Uninformed search (breadth-first, depth-first, depth-first with iterative deepening), Heuristics and informed search (hill-climbing, generic best-first, A*), Space and time efficiency of search, Constraint satisfaction (backtracking and local search methods).

Advanced Search: Constructing search trees, Dynamic search space, Combinatorial explosion of search space, Stochastic search: Simulated annealing, Genetic algorithms, Monte-Carlo tree search, Implementation of A* search, Beam search, Minimax Search, Alpha-beta pruning, Expectimax search (MDP-solving) and chance nodes.

Knowledge Representation: Propositional and predicate logic, Resolution in predicate logic, Question answering, Theorem proving, Semantic networks, Frames and scripts, conceptual graphs, conceptual dependencies.

Reasoning under Uncertainty: Review of basic probability, Random variables and probability distributions: Axioms of probability, Probabilistic inference, Bayes' Rule, Conditional Independence, Knowledge representations using Bayesian Networks, Exact inference and its complexity, Randomized sampling (Monte Carlo) methods (e.g. Gibbs sampling), Markov Networks, Relational probability models, Hidden Markov Models, Decision Theory Preferences and utility functions, Maximizing expected utility.

Agents: Definitions of agents, Agent architectures (e.g., reactive, layered, cognitive), Agent theory, Rationality, Game Theory Decision-theoretic agents, Markov decision processes (MDP), Software agents, Personal assistants, and Information access Collaborative agents, Information-gathering agents, Believable agents (synthetic characters, modelling emotions in agents), Learning agents, Multi-agent systems Collaborating agents, Agent teams, Competitive agents (e.g., auctions, voting), Swarm

systems and Biologically inspired models.

Expert Systems: Architecture of an expert system, existing expert systems: MYCIN, RI. Expert system shells.

Laboratory work: Programming in C/C++/java: programs for Search algorithms- Depth first, breadth first, best first, hill climbing, Implementation of games: 8-puzzle, Tic-tac-toe using heuristic search, Designing expert system using logic in prolog, implementing an intelligent agent.

Recommended Books

1. Rich E., Artificial Intelligence, Tata McGraw Hills (2009) 3rd ed.
2. George F. Luger, Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Pearson Education Asia (2009) 6th ed.
3. Patterson D.W, Introduction to AI and Expert Systems, Mc GrawHill 1998, 1st ed.
4. ShivaniGoel, Express Learning- Artificial Intelligence, Pearson Edu Asia (2013), 1st ed.