

Intelligent Systems

Code: MCA303

CREDITS: 4

Overview of Artificial intelligence- Problems of AI, AI technique, Tic – Tac – Toe problem.

Problems, Problem Space & search.

Heuristic Search Techniques,

Knowledge representation issues.

Representing knowledge using rules.

Symbolic reasoning under uncertainty.

Statistical reasoning.

Weak slot & filler structures.

Strong slot & filler structures.

Game planning –Minimax search procedure, adding alpha beta cut-off's, iterative deepening, Planning.

Natural language processing, Understanding.

Learning – induction & explanation based learning.

Expert systems- expert system shells, knowledge acquisition.

Basic knowledge of programming language like Prolog & Lisp.