ARTIFICIAL INTELLIGENCE

OBJECTIVE

To search and discover intelligent characteristics of existing AI projects, map a new problem – as search and create an animation – showing different search strategies for a problem, program a new game/problem in Prolog, evaluate different Knowledge Representation schemes for typical AI problems, design and implement a typical AI problem to be solved Using Machine Learning Techniques, design and implement a futuristic AI application

UNIT – I  INTRODUCTION


UNIT – II  PROBLEM SOLVING METHODS


UNIT – III  KNOWLEDGE REPRESENTATION


UNIT – IV  MACHINE LEARNING

UNIT – V  APPLICATIONS


TOTAL: 45

TEXT BOOKS:


REFERENCES: