

<b>B. Sc. (Information Technology)</b>		<b>Semester – V</b>	
<b>Course Name: Artificial Intelligence</b>		<b>Course Code: USIT504 (Elective I)</b>	
<b>Periods per week (1 Period is 50 minutes)</b>		<b>5</b>	
<b>Credits</b>		<b>2</b>	
		<b>Hours</b>	<b>Marks</b>
<b>Evaluation System</b>	<b>Theory Examination</b>	<b>2½</b>	<b>75</b>
	<b>Internal</b>	<b>--</b>	<b>25</b>

<b>Unit</b>	<b>Details</b>	<b>Lectures</b>
<b>I</b>	<b>Introduction:</b> What is Artificial Intelligence? Foundations of AI, history, the state of art AI today. <b>Intelligent Agents:</b> agents and environment, good behavior, nature of environment, the structure of agents.	<b>12</b>
<b>II</b>	<b>Solving Problems by Searching:</b> Problem solving agents, examples problems, searching for solutions, uninformed search, informed search strategies, heuristic functions. <b>Beyond Classical Search:</b> local search algorithms, searching with non-deterministic action, searching with partial observations, online search agents and unknown environments.	<b>12</b>
<b>III</b>	<b>Adversarial Search:</b> Games, optimal decisions in games, alpha-beta pruning, stochastic games, partially observable games, state-of-the-art game programs. <b>Logical Agents:</b> Knowledge base agents, The Wumpus world, logic, propositional logic, propositional theorem proving, effective propositional model checking, agents based on propositional logic.	<b>12</b>
<b>IV</b>	<b>First Order Logic:</b> Syntax and semantics, using First Order Logic, Knowledge engineering in First Order Logic. <b>Inference in First Order Logic:</b> propositional vs. First Order, unification and lifting, forward and backward chaining, resolution.	<b>12</b>
<b>V</b>	<b>Planning:</b> Definition of Classical Planning, Algorithms for planning as state space search, planning graphs, other classical planning approaches, analysis of planning approaches, Time, Schedules and resources, hierarchical planning, Planning and Acting in Nondeterministic Domains, multiagent planning, <b>Knowledge Representation:</b> Categories and Objects, events, mental events and objects, reasoning systems for categories, reasoning with default information, Internet shopping world	<b>12</b>

<b>Books and References:</b>					
<b>Sr. No.</b>	<b>Title</b>	<b>Author/s</b>	<b>Publisher</b>	<b>Edition</b>	<b>Year</b>
1.	Artificial Intelligence: A Modern Approach	Stuart Russel and Peter Norvig	Pearson	3 <sup>rd</sup>	2015

2.	A First Course in Artificial Intelligence	Deepak Khemani	TMH	First	2017
3.	Artificial Intelligence: A Rational Approach	Rahul Deva	Shroff publishers	1 <sup>st</sup>	2018
4.	Artificial Intelligence	Elaine Rich, Kevin Knight and Shivashankar Nair	TMH	3 <sup>rd</sup>	2009
5.	Artificial Intelligence & Soft Computing for Beginners	Anandita Das Bhattacharjee	SPD	1 <sup>st</sup>	2013