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<u>Course Objectives:</u>					
<p>Students undergoing this course are able to</p> <ul style="list-style-type: none"> • To understand the various characteristics of Intelligent agents • To learn the different search strategies in AI • To understand the different ways of designing software agents • To know about the various applications of AI. 					
UNIT I	INTRODUCTION	9 Hours			
Introduction–Definition –Agent based approach - Characteristics of Intelligent Agents– Typical Intelligent Agents – Problem Solving Approach to Typical AI problems – AI Environments.					
UNIT II	PROBLEM SOLVING METHODS	9 Hours			
Problem solving Methods - Search Strategies- Uninformed - Informed - Heuristics - Local Search Algorithms and Optimization Problems - Searching with Partial Observations - Backtracking Search –A* Search – Mini-max search - Performance of search algorithms.					
UNIT III	KNOWLEDGE REPRESENTATION	9 Hours			
First Order Predicate Logic –Unification – Forward Chaining-Backward Chaining – Resolution – Knowledge Representation using First order Predicate logic - Reasoning Systems – Second Order Logic.					
UNIT IV	SOFTWARE AGENTS	9 Hours			
Architecture for Intelligent Agents – Agent communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent systems.					
UNIT V	APPLICATIONS	9 Hours			
AI applications – Language Models – Information Retrieval- Information Extraction – Natural Language Processing - Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning – Moving					
UNIT VI	CASE STUDY				
Case study on Reinforcement Learning - Learning Decision Trees - Expert Systems					
<u>Course Outcomes:</u>					
<p>Upon completion of the course, the students will be able to</p> <ul style="list-style-type: none"> • Use appropriate search algorithms for any AI problem • Represent a problem using first order and predicate logic • Design applications for NLP that use Artificial Intelligence. 					

Text books:

1. S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach, Prentice Hall, Third Edition, 2009.
2. I. Bratko, —Prolog: Programming for Artificial Intelligence, Fourth edition, Addison-Wesley Educational Publishers Inc., 2011.

Reference books:

1. M. Tim Jones, —Artificial Intelligence: A Systems Approach(Computer Science), Jones and Bartlett Publishers, Inc.; First Edition, 2008
2. Nils J. Nilsson, —The Quest for Artificial Intelligence, Cambridge University Press, 2009.