21AIDP2

30 Periods

Course Objectives:

Students undergoing this course are able to

- To design and implement different techniques to develop simple autonomous agents that make effective decisions in fully informed, and partially observable, settings.
- To apply appropriate algorithms for solving given AI problems.
- To Design and implement logical reasoning agents.
- To Design and implement agents that can reason under uncertainty.
- To understand the Implementation of these reasoning systems using either backward or forward inference mechanisms

INDIATIVE LIST OF EXPERIMENTS (Using JAVA):

- 1. Develop PEAS descriptions for given AI tasks
- 2. Implement basic search strategies for selected AI applications
- 3. Implement A* and memory bounded A* algorithms
- 4. Implement genetic algorithms for AI tasks
- 5. Implement simulated annealing algorithms for AI tasks
- 6. Implement alpha-beta tree search
- 7. Implement backtracking algorithms for CSP
- 8. Implement local search algorithms for CSP
- 9. Implement propositional logic inferences for AI tasks
- 10. Implement resolution based first order logic inferences for AI tasks
- 11. Implement classical planning algorithms
- 12. Mini-Project

Course Outcomes:

After the completion of this course, students will be able to:

- Implement simple PEAS descriptions for given AI tasks
- Develop programs to implement simulated annealing and genetic algorithms
- Demonstrate the ability to solve problems using searching and backtracking
- Ability to Implement simple reasoning systems using either backward or forward inference