CAP-5602 Introduction to Artificial Intelligence

Catalog Description

Presents the basic concepts of AI and their applications to game playing, problem solving, automated reasoning, natural language processing and expert systems. (3 credits)

Prerequisites

COP 3530 - Data Structures

Type

Elective for MSCS, Ph.D. in CS, MS in CS for current CS undergraduate students (4+1 Program).

Course Objectives

At the end of the course the students will be able to
1. write reasonably complex programs in sn AI language like LISP or prolog,
2. be familiar with the basic concepts and methods of AI,
3. use these concepts to solve basic AI problems.

Topics

learn an AI language (LISP, prolog, or another AI language)
intelligent agents
problem solving
games
constraint satisfaction
classical planning
learning
natural language processing
other topics like automated reasoning, neural nets, expert systems, immage processing, or robotics, at the discretion of the instructor

Textbook

Stuart Russell and Peter Norvig Artificial Intelligence: A Modern Approach, Third Edition (Prentice Hall, 2010)

Last Update

Alex Pelin 5/20/2013