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 an 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, image processing, or robotics, at the discretion of the instructor

Textbook

Last Update
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