CSC462: Artificial Intelligence

This course introduces the basic ideas and techniques underlying the design of intelligent computer systems. A specific emphasis will be on the statistical and decision-theoretic modeling paradigm. In this course you will learn: Building autonomous agents that efficiently make decisions in fully informed, partially observable and adversarial settings. Building Agents that draw inferences in uncertain environments and optimize actions for arbitrary reward structures, first order logic, blind search techniques (Depth and breadth first search, UCS, IDS, DLS and DFID), Informed and heuristic Search(A*), Game play/ game tree, minimax search, α-β Pruning search, Reinforcement Learning, expert systems and knowledge representations, Robotics and Computer Vision.