

# **INSTITUTE OF AERONAUTICAL ENGINEERING**

(Autonomous)

Dundigal - 500 043, Hyderabad, Telangana

# **COURSE CONTENT**

| LOGIC PROGRAMMING FOR ARTIFICIAL INTELLIGENCE |                       |                        |   |   |         |                   |     |       |
|---|-----------------------|------------------------|---|---|---------|-------------------|-----|-------|
| III Semester: CSE (AI&ML)                     |                       |                        |   |   |         |                   |     |       |
| Course Code                                   | Category              | Hours / Week           |   |   | Credits | Maximum Marks     |     |       |
| ACAD01  | Core                  | L                      | Т | Р | С       | CIA               | SEE | Total |
|   |                       | 3                      | 0 | 0 | 3       | 40                | 60  | 100   |
| Contact Classes: 48                           | Tutorial Classes: NIL | Practical Classes: NIL |   |   |         | Total Classes: 48 |     |       |
| Prerequisite: Python Programming              |                       |                        |   |   |         |                   |     |       |

# I. COURSE OVERVIEW:

Artificial intelligence (AI) is the simulation that examines to achieve intelligent human behaviors on machines especially on a computer system. This course provides the ideas, methods, and problem-solving paradigms that helps in providing solutions to real-world problems without human effort. Furthermore, it is a mathematical language that enables knowledge to be expressed precisely and unambiguously, making it perfect for usage in AI systems. AI applications are becoming increasingly common in a wide variety of applications including machine language, deep learning, natural language processing, computer vision, and robotics.

# **II. COURSES OBJECTIVES:**

# The students will try to learn:

- I Knowledge representation in solving AI problems and different search strategies and learn different search strategies.
- II The characteristics of Intelligent agents and the way the AI agents plan and act in the real world.
- III Handling uncertainty, reasoning the complex problems and models behind the AI applications.

# **III. COURSE OUTCOMES:**

# At the end of the course students should be able to:

- CO1 Explain the ability to design a plan for the real-world problems and mapping it to the digital world.
- CO2 Choose appropriate problem-solving methods and optimize the search results.
- CO3 Develop agents through knowledge representation for any given AI based problem using logic programming.
- CO4 Discover how planning helps to automate complicated tasks, manage complex procedures, and optimize them for better results.
- CO5 Examine the uncertainty in designing AI systems and propose methods for reasoning.
- CO6 Model AI methods to identify problems that are amenably solved through their applications.

# **IV. COURSE SYLLABUS:**

# MODULE – 1: INTRODUCTION (09)

Introduction - Definition - Future of Artificial Intelligence - Characteristics of Intelligent Agents - Typical Intelligent Agents - Problem Solving Approach to Typical AI problems.

# MODULE - 2: PRODUCTION SYSTEMS (09)

Defining the Problem as a State Space Search, Production Systems, Problem Characteristics, Production System Characteristics, Issues in the Design of Search Programs.

# MODULE - 3: PROBLEM-SOLVING METHODS AND KNOWLEDGE REPRESENTATION (10)

Problem solving Methods - Search Strategies - Uninformed - Informed - Heuristics - Local Search Algorithms and

Optimization Problems - Searching with Partial Observations - Backtracking Search - Performance of Search Algorithms.

Using Predicate Logic: Representing Simple Facts in Logic, Representing Instance and ISA Relationships, Computable Functions and Predicates, Properties of Wff, Clausal Forms, Conversion to clausal forms, Resolution. **MODULE – 4: PLANNING AND LEARNING (10)** 

Planning with State-Space Search - Partial-Order Planning - Planning Graphs - Planning and Acting in the Real World - Plan Generation Systems.

Learning – Learning and its types – Discovery – Clustering – Analogy - Neural Net and Genetic Learning - Reinforcement Learning.

#### MODULE - 5: UNCERTAIN KNOWLEDGE AND REASONING (10)

Symbolic Reasoning Under Uncertainty: Introduction to Non monotonic Reasoning - Logics for Non monotonic Reasoning - Implementation Issues - Augmenting a Problem-solver.

Uncertainty - review of probability - probabilistic Reasoning - Bayesian networks - inferences in Bayesian networks - Temporal models - Hidden Markov models.

#### V. TEXT BOOKS:

1. S. Russel, P. Norvig, "Artificial Intelligence – A Modern Approach", Third Edition, Pearson Education, 2015.

# VI. REFERENCE BOOKS:

- 1. Kevin Night, Elaine Rich, Nair B., "Artificial Intelligence (SIE)", Third Edition, McGraw Hill, 2017.
- 2. Dan W. Patterson, "Introduction to AI and ES", Pearson Education, 2007.

# VII. ELECTRONICS RESOURCES:

- 1. Department of Computer Science, University of California, Berkeley, http://www.youtube.com/playlist?list=PLD52D2B739E4D1C5F
- 2. NPTEL: Artificial Intelligence, https://nptel.ac.in/courses/106105077/
- 3. http://www.udacity.com/ 4. http://www.library.thinkquest.org/2705/
- 4. http://www.ai.eecs.umich.edu/

#### **VIII. MATERIALS ONLINE**

- 1. Course Template
- 2. Tutorial Question Bank
- 3. Definition and Terminology
- 4. Tech-Talk topics
- 5. Assignments
- 6. Model question paper I
- 7. Model question paper II
- 8. Lecture notes
- 9. Early learning readiness videos (ELRV)
- 10. PowerPoint Presentations