Chapter 1 : Introduction to AI **1-1 to 1-23**

Syllabus : Introduction of Artificial Intelligence, Historical backdrop, AI Problems, AI technique, production systems, problem characteristics, production systems characteristics.

1.1 Introduction to Artificial Intelligence 1-1

1.1.1 AI Approaches 1-2

1.1.1(A) Acting Humanly : The Turing Test Approach 1-2

1.1.1(B) Thinking Humanly : The Cognitive Modelling Approach 1-3

1.1.1(C) Thinking Rationally : The "Laws of Thought" Approach 1-4

1.1.1(D) Acting Rationally : The Rational Agent Approach 1-5

1.1.2 Task Domains of AI 1-6

1.2 Historical Backdrop 1-6

1.3 AI Problems 1-8

1.3.1 Classic Artificial Intelligence Search Problems 1-8

1.4 AI Techniques 1-11

1.5 Production Systems 1-17

1.5.1 Four Classes of Production Systems 1-17

1.6 Problem Characteristics 1-18

1.7 Production System Characteristics 1-21

Chapter 2 : Problem Solving **2-1 to 2-57**

Syllabus : Problem Solving by Searching, State-space Search techniques : Breadth first search, Depth first search and Iterative deepening DFS. Heuristic search Techniques : Hill Climbing, Best-first search, Problem reduction, Constraint satisfaction.

2.1 Solving Problems by Searching 2-1

2.1.1 Formulating Problems 2-2

2.1.2 Components of Problems Formulation 2-2

2.1.3 Example of 8-Puzzle Problem 2-3
2.1.4 Example of Missionaries and Cannibals Problem 2-4
2.1.5 Vacuum-Cleaner Problem 2-5
2.1.6 Example of Real Time Problems 2-6
2.2 Measuring Performance of Problem Solving Algorithm / Agent 2-7
2.3 Node Representation in Search Tree 2-7
2.4 Uninformed Search 2-8
2.4.1 Breadth First Search (BFS) 2-8
2.4.2 Uniform Cost Search (UCS) 2-10
2.4.3 Depth First Search (DFS) 2-11
2.4.4 Depth Limited Search (DLS) 2-14
2.4.5 Iterative Deepening DFS (IDDFS) 2-16
2.4.6 Difference between BFS and DFS 2-20
2.5 Informed Search Techniques 2-21
2.5.1 Heuristic Function 2-21
2.5.2 Example of 8-puzzle Problem 2-23
2.5.3 Example of Block World Problem 2-24
2.5.4 Properties of Good Heuristic Function 2-26
2.6 Local Search Algorithms and Optimization Problems 2-27
2.6.1 Hill Climbing 2-27
2.6.1(A) Simple Hill Climbing 2-29
2.6.1(B) Steepest Ascent Hill Climbing 2-29
2.6.1(C) Limitations of Hill Climbing 2-30
2.6.1(D) Solutions on Problems in Hill Climbing 2-33
2.6.2 Simulated Annealing 2-33
2.6.2(A) Comparing Simulated Annealing with Hill Climbing 2-35
2.6.3 Local Beam Search 2-35

2.6.4 Best First Search 2-39
2.6.5 Greedy Best First Search 2-42
2.6.6 Difference between Informed and Un-informed Search Techniques 2-43
2.7 Problem Reduction 2-44
2.7.1 AO* Algorithm 2-47
2.8 Constraint Satisfaction Problem 2-48
2.8.1 Constraint Satisfaction Problems (CSPs) 2-48
2.8.1(A) Examples of CSPs 2-49
2.8.1(B) Varieties of CSPs 2-50
2.8.1(C) Varieties of Constraints 2-50
2.8.2 Backtracking in CSPs 2-51
2.8.2(A) Improving Backtracking Efficiency 2-51

Chapter 3 : Finding Optimal Paths **3-1 to 3-15**

Syllabus : Brute Force, Branch & bound, Algorithm A*, Admissibility of A*, Iterative Deepening A*, Recursive best first search

3.1 Brute Force 3-1
3.2 Branch & Bound 3-1
3.2.1 Implementation 3-2
3.3 Algorithm A* 3-4
3.3.1 Implementation 3-5
3.3.2 Algorithm (A*) 3-5
3.3.3 Behaviour of A* Algorithm 3-7
3.3.4 Admissibility of A* 3-8
3.3.5 Properties of A* 3-10
3.3.6 Example : 8 Puzzle Problem using A* Algorithm 3-10
3.4 Iterative Deepening A* (IDA*) 3-11
3.4.1 Recursive Best-First Search (RBFS) 3-12

Chapter 4 : Planning **4-1 to 4-45**

Syllabus : Component of a Planning system, Forward state space planning, Backward state space planning, Goal stack planning, Plan space Planning, Hierarchical planning.

4.1 Introduction to Planning 4-1

4.1.1 Simple Planning Agent 4-2

4.2 Planning Problem 4-3

4.2.1 Why Planning ? 4-4

4.2.1(A) Problem Solving and Planning 4-4

4.3 Goal of Planning 4-5

4.3.1 Major Approaches 4-6

4.4 Planning Graphs 4-7

4.5 Planning as State-Space Search 4-10

4.5.1 Examples of State Space Search 4-12

4.6 Classification of Planning with State Space Search 4-16

4.6.1 Progression Planners 4-16

4.6.2 Regression Planners 4-18

4.6.3 Heuristics for State-Space Search 4-19

4.7 Goal Stack Planning 4-19

4.8 Total Order Planning (TOP) 4-24

4.9 Partial Order Planning 4-25

4.9.1 POP as a Search Problem 4-26

4.9.2 Consistent Plan is a Solution for POP Problem 4-27

4.10 Hierarchical Planning 4-28

4.10.1 POP One Level Planner 4-28

4.10.2 Hierarchy of Actions 4-29

4.10.3 Planner 4-30

4.11 Planning Languages 4-32

4.11.1 Example of Block World Puzzle 4-33

4.11.2 Example of the Spare Tire Problem 4-36

4.12 Planning and Acting in the Real World 4-37

4.13 Multi-agent Planning 4-38

4.14 Conditional Planning 4-39

4.15 Planning with Operators 4-41

Chapter 5 : Game Tree Search 5-1 to 5-21

Syllabus : Minimax, Alpha-beta, Heuristics in game tree search.

5.1 What is Adversarial Search? 5-1

5.2 Environment Types 5-2

5.3 AI Game - Features 5-3

5.3.1 Zero Sum Game 5-4

5.3.2 Non-Zero Sum Game 5-4

5.3.2(A) Positive Sum Game 5-4

5.3.2(B) Negative Sum Game 5-4

5.4 Relevant Aspects of AI Game 5-4

5.5 Game Playing 5-5

5.5.1 Type of Games 5-6

5.5.1(A) Chess 5-7

5.5.1(B) Checkers 5-8

5.5.2 What is Game Tree? 5-9

5.6 MiniMax Algorithm 5-11

5.6.1 Minimax Algorithm 5-11

5.6.2 Properties of Minimax Algorithm 5-15

5.7 Alpha Beta Pruning 5-15

5.7.1 Example of α-β Pruning 5-18

5.7.2 Properties of α-β 5-20

Chapter 6 : Natural Language Understanding **6-1 to 6-11**

Syllabus : Overview, Mechanical translation, Grammars, Parsing techniques, Text generation, Natural language processing systems.

6.1 Natural Language Processing (NLP) **6-1**

6.1.1 Components of NLP 6-1

6.2 The Steps Involved in NLP **6-2**

6.3 Formal Grammar **6-3**

6.4 Types of Grammars **6-4**

6.5 Parsing **6-5**

6.6 Techniques used in NLP **6-7**

6.7 Natural Language Processing Systems **6-8**

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