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Course Objectives: Introduction to the types of problems and techniques in Artificial Intelligence. Problem-solving methods. Major structures used in Artificial Intelligence programs. Studying of knowledge representation techniques such as predicate logic, non-monotonic logic, and probabilistic reasoning. Examples of Expert systems. Introduction to natural Language understanding and various syntactic and semantic structures. Studying learning, as a form of problem solving, through problem decomposition and interaction among problem subparts.

Grading Policy:

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<th>Activity</th>
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<tr>
<td>Quizzes</td>
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<td>Project (or term paper)</td>
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Outlines:
- Overview of Artificial Intelligence.
- Problems, problem Spaces, and Search.
- AI programming Languages
- Knowledge Representation Techniques.
- Heuristic Search Techniques.
- Understanding.
- Natural Language Understanding.
- Game Playing.
- Expert Systems.