

FACULTY OF ENGINEERING & TECHNOLOGY

Effective from Academic Batch: 2022-23

Programme:	Bachelor of Technology (Computer Engineering)
Semester:	VI
Course Code:	202046702
Course Title:	Artificial Intelligence and Machine Learning
Course Group:	Professional Core Course

Course Objectives: This course is designed to learn how to use Artificial Intelligence and Machine Learning techniques to create an intelligent system that can make decisions for humans. The course is designed to develop a basic understanding of problem solving, and knowledge representation methods of AI. It also covers the approaches on how to make learning by a model, how it can be evaluated, and what are all different algorithms to construct a learning model.

Teaching & Examination Scheme:

Contact hours per week			Course	se Examination Marks (Maximum / Passing				
Lecture	Tutorial	Practical	Credits	Theory		J/V/P*		Total
				Internal	External	Internal	External	Total
3	0	2	4	50/18	50/17	25/9	25/9	150/53

* J: Jury; V: Viva; P: Practical

Detailed Syllabus:

Contents	Hours				
Introduction to Artificial Intelligence and Machine learning:					
Introduction Artificial intelligence, History of AI, milestones and applications					
Overview of Machine learning, Types of Learning: Supervised, Semi-supervised,					
Unsupervised and Reinforcement, Real-time applications, Difference of AI, ML and					
Deep learning					
AI Problems and Search:	08				
Problems, Problem Spaces and Search: Problem as state space search, Production					
systems, Problem Characteristics					
Heuristic Search Techniques: Hill Climbing, Best First Search and A*, Problem					
Reduction and AO*, Constraint Satisfaction, Means-Ends Analysis					
Game Playing: Overview, Minimax Search, Pruning through Alpha-beta cut-offs,					
Iterative deepening					
Knowledge representation and Inference:	06				
Propositional logic, Using Predicate Logic: Representing facts, Inference methods –					
Resolution, Forward Reasoning, Backward Reasoning					
	ContentsIntroduction to Artificial Intelligence and Machine learning:Introduction Artificial intelligence, History of AI, milestones and applicationsOverview of Machine learning, Types of Learning: Supervised, Semi-supervised,Unsupervised and Reinforcement, Real-time applications, Difference of AI, ML andDeep learningAI Problems and Search:Problems and Search:Problem Spaces and Search: Problem as state space search, Productionsystems, Problem CharacteristicsHeuristic Search Techniques: Hill Climbing, Best First Search and A*, ProblemReduction and AO*, Constraint Satisfaction, Means-Ends AnalysisGame Playing: Overview, Minimax Search, Pruning through Alpha-beta cut-offs,Iterative deepeningKnowledge representation and Inference:Propositional logic, Using Predicate Logic: Representing facts, Inference methods –Resolution, Forward Reasoning, Backward Reasoning				



4	AngularJS - Forms, Validation and Routing	06
	Using Simple form, working with different input elements, Validation of inputs, Form	
	Events CSS Classes, Creating Custom Validation, Introduction to Single Page	
	Application (SPA), HTML template creation, use of routing to make SPA, AJAX using	
	AngularIS. AngularIS Animation	
-	Supervised Learning - Degregation and Classification	10
5	Supervised Learning : Regression and Classification	10
1	Regression: Introduction, Example of Regression, Common Regression Algorithms:	
18	Simple linear Regression, Multiple linear regression	
/	Classification : Introduction, Classification Model, Classification Learning Steps,	
	Classification Algorithms: kNN, Decision Tree, Random Forest, Support Vector	
	Machine	
6	Unsupervised Learning:	03
	Introduction, Unsupervised vs Supervised Learning, Application of Unsupervised	
	Learning, Clustering, Partition methods: K-Means, Hierarchical clustering	
7	Neural Networks:	04
	Introduction to neural network, Activation functions, Architectures, Perceptron,	
	Multilayer Perceptron with Backpropagation.	
7	Total	40

List of Practicals / Tutorials:

Implement Breadth first search or Depth first search.					
Implement solution of Water Jug problem or 8-puzzle problem using Best First Search or A*.					
Write a program to solve a given cryptarithmetic problem.					
Write a program to perform following operation					
Load the data from file					
 Find out null and missing value 					
Handle missing Value using different approach					
Plot the data using scatter plot, histogram, box plot					
Write a program to implement Linear Regression.					
Write a program to implement k-Nearest Neighbor algorithm to classify the iris data set. Print					
both correct and wrong predictions					
Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use					
an appropriate data set for building the decision tree and apply this knowledge to classify a					
new sample.e.					
Write a program to classify IRIS data using Random Forest classifier.					
Write a program to classify iris dataset using SVM. Experiment with different kernel					
functions.					
Build an Artificial Neural Network by implementing the Backpropagation algorithm and test					
the same using appropriate data sets.					
Write a Program to implement K-Means clustering Algorithm.					
Case study/Project: Implementation of any real time application using suitable machine					
learning technique.					



Reference Books:

- **1** Elaine Rich, Kevin Knight and Shivashankar B Nair, "Artificial Intelligence", 3rd Edition, McGraw Hill
- 2 Machine Learning, Saikat Dull, S. Chandramouli, Das, Pearson
- **3** Vinod Chandra S.S. and AnandHarindran S., "Artificial Intelligence and Machine learning", PHI
- **4** Machine Learning with Python for Everyone, Mark Fenner, Pearson
- **5** Machine Learning, Anuradha Srinivasaraghavan, Vincy Joseph, Wiley
- **6** Machine Learning with Python, U Dinesh Kumar Manaranjan Pradhan, Wiley

Supplementary learning material:

1 NPTEL - Swayam Courses: <u>https://onlinecourses.nptel.ac.in/noc22_cs56/preview</u>

- 2 <u>https://nptel.ac.in/courses/106105077</u>
- **3** Coursera : <u>https://www.coursera.org/learn/machine-learning</u>
- 4 https://www.coursera.org/learn/neural-networks-deep-learning

Pedagogy:

- Direct classroom teaching
- Audio Visual presentations/demonstrations
- Assignments/Quiz
- Continuous assessment
- Seminar/Poster Presentation
- Industrial/ Field visits
- Course Project

Suggested Specification table with Marks (Theory) (Revised Bloom's Taxonomy):

Distribution of Theory Marks in %					%	R : Remembering; U : Understanding;
R	U	Α	N	E	С	A: Applying;
15%	25%	25%	15%	20%		N: Analyzing; E: Evaluating; C: Creating

Note: This specification table shall be treated as a general guideline for students and teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcomes (CO):

Sr.	Course Outcome Statements	%weightage
CO-1	Understand, analyze and apply various search techniques applied to solve real world problems	25
CO-2	Study and use various types of logic and knowledge representation schemes	15
CO-3	Learn the concepts of Feature Engineering and data preprocessing	15
CO-4	Understand and apply machine learning techniques to solve problems in applicable domains	35
CO-5	Evaluate and compare algorithms based on different metrics and parameters.	10



Curriculum Revision:				
Version:	2.0			
Drafted on (Month-Year):	June-2022			
Last Reviewed on (Month-Year):	-			
Next Review on (Month-Year):	June-2025			