Csci 531: Artificial Intelligence

Use of the computer in human problem solving. Game theory, decision trees, Markov decision problems, selected topics.

3 Credits

Prerequisites
• Pre-requisite: CSCI 433 or CSCI 502 or Graduate Standing

Instruction Type(s)
• Lecture: Lecture for Csci 531

Subject Areas
• Computer Science
• Artificial Intelligence

Related Areas
• Computer and Information Sciences, General
• Information Technology