Csci 531: Artificial Intelligence  
COMPUTER & INFORMATION SCIENCE  
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