Csci 531: Artificial Intelligence

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

3 Credits

Prerequisites
- Prerequisite: 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