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