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