

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
- Prerequiste: Junior standing (60 hr).

Instruction Type(s)

• Lecture: Lecture for Csci 531

Subject Areas

- <u>Computer Science</u>
- <u>Artificial Intelligence</u>

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