

## 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](#)

