

## 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

