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