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