

# 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](#)

