

Syllabus for Bachelor of Technology

Subject Code: 01ME0842 Subject Name: Artificial Intelligence B. Tech. Year - IIII (Semester - 8)

Type of course : Programme Core

Prerequisite : N.A.

Rationale : This subject is useful to understand concepts and techniques in robot manipulator Kinematics, enough to evaluate, chose, and incorporate robots in engineering systems. Familiarize with applications of Group Technology, Flexible manufacturing techniques, Materials Requirement Planning and Manufacturing Resource planning to solve manufacturing and other industry related problems.

Course Outcome :

After completion of this course, student will be able to

- 1.Students will be able to understand the basic AI techniques applicable in Mechanical Engineering
- 2. Students will learn Neural Network and Computer vision fundamentals and applications
- 3. Students will learn Neural Network and Computer vision fundamentals and applications

Teaching and Examination Scheme :

| Teaching Scheme | | Credits | Examination Marks | | | | | | |
|-----------------|----------|-----------|-------------------|--------------|----|-----|-----------------|----------------------|-----------------|
| | | | | Theory Marks | | | Practical Marks | | TT (1 |
| Theory | Tutorial | Practical | С | ESE(E) | IA | CSE | Viva (V) | Term Work (TW) | I otal Marks |
| 4 | 0 | 2 | 5 | 50 | 30 | 20 | 25 | 25 | 150 |

Content :

| Sr. No. | Content | | | | |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|--|--|--|
| 1 | Artificial Intelligence: Definition of AI, Learning AI techniques, problems and Problems space, AI characteristics, Heuristics. Problem solving Methods: Forward and backward reasoning, problem trees, problem graph, hill climbing, search method, problem reduction, constraint satisfaction, means and analysis, game playing, mini max algorithms, alphabetic heuristics. | 10 | | | |
| 2 | Computer Vision : Perception, early processing, representation and recognition of scenes, Guzman's algorithms of spurting objects in a scene, Waltz algorithm. | 08 | | | |
| 3 | Neural Language : Understanding problems, syntactic analysis, semantic analysis, augmented transition networks. | 06 | | | |

Department of Mechanical Engineering



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| 4 | Knowledge representation (Logic): Representing facts in logic predicate logic, resolution, unification, question answering, mathematical theorem proving. Knowledge representation(Structured): Declarative representation, Semantic nets, procedural representation. | 10 | |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|--|
| 5 | Learning: Learning as induction, Failure drive learning, Learning by teaching, Learning with the use of examples (Winston's program) skill acquisition. | | |
| 6 | Case study on Application of AI in Mechanical Engineering | 06 | |

Distribution of Theory Marks

| R Level | U Level | A Level | N Level | E` Level | C Level |
|----------------|---------|---------|---------|----------|---------|
| 20 | 10 | 25 | 25 | 10 | 10 |

Legends: R: Remember; U: Understand; A: Apply; N: Analyze; E: Evaluate; C: Create

Reference books :

- 1. Elaine Rich, Artificial Intelligence, Mc Graw Hill, 1985.
- 2. Nilson, Principles of Artificial Intelligence.
- 3. Robotics and Artificial Intelligence" by Michael Brady
- 4. Computational Intelligence, Control and Computer Vision in Robotics and Automation by
- 5. Bidyadhar Subudhi
- 6. Assistive Technology and Artificial Intelligence: Applications in Robotics, User Interfaces and Natural Language Processing (Lecture Notes in Computer Science) by Vibhu O Mittal