**Artificial Intelligence & Expert System**

**Adversarial search:** Games, Optimal decisions in games, Alpha-beta pruning, Online search. Learning from examples, Forms of Learning, Inductive Learning, Learning decision trees, learning in problem solving, Learning Probabilistic models, Bayesian learning, Learning in neural and belief networks. Learning with hidden variable.

**AI Applications:** Expert system, decision support systems, speech and vision, natural language processing, semantic web, robotics, Al-based programming Tools.