RAGHU ENGINEERING COLLEGE

AUTONOMOUS

(Approved by AICTE, New Delhi, Accredited by NBA (CIV,ECE,MECH,CSE), NAAC with 'A+' grade & Permanently Affiliated to JNTU-GV, Vizianagaram)

Dakamarri, Bheemunipatnam Mandal, Visakhapatnam Dist. – 531 162 (A.P.)

Ph: +91-8922-248001, 248002 Fax: + 91-8922-248011

E-mail: principal@raghuenggcollege.com website: www.raghuenggcollege.com

RAGHU ENGINEERING COLLEGE (AUTONOMOUS)

VISAKHAPATNAM

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INSTITUTE VISION

Envisioning to be a world class technical institution by synergizing quality education with ethical values.

INSTITUTE MISSION

- To encourage training and research in cutting-edge technologies.
- To develop and strengthen strategic links with the industry.
- To kindle the zeal among the students and promote their quest for academic excellence.
- To encourage extra-curricular activities along with good communication skills.

QUALITY POLICY

RAGHU Engineering College underscores ethical values along with innovative teaching through an interactive, activity-based pedagogy; establishes the best of infrastructural facilities, inculcates engineering temper among the students through the use of the latest Information and Communication Technologies, and strives for an efficient, responsive and transparent administration in all areas.

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Department of Computer Science and Engineering

VISION

To generate competent professionals to become part of the industry and research organizations at the national and international levels.

MISSION

To impart high quality professional training in undergraduate level with emphasis on basic principles of computer science and Engineering and to foster leading edge research in the fast-changing field.

To inculcate professional behavior, strong ethical values, innovative research capabilities and leadership abilities in the young minds so as to work with a commitment.

- M1:To impart high quality professional training at undergraduate level with emphasis on basic principles of computer science and Engineering and to foster leading edge research in the fast-changing field.
- M2:To inculcate innovative research capabilities and leadership abilities in the young minds so as to work with a commitment.
- M3:To inculcate professional behavior, strong ethical values in the young minds so as to work with a commitment.

PROGRAMME EDUCATIONAL OBJECTIVES(PEOs)

PEO 1: To produce graduates with a strong foundation in mathematics, science, engineering fundamentals, laboratory and work-based experiences to formulate and solve engineering problems in computer science engineering domains and shall have proficiency in implementation software tools and languages.

PEO 2: To progressively impart training to the students for success in various engineering positions within the core areas in computer science engineering, computational or adapting to the latest trends by learning themselves.

PEO 3: To produce graduates having the ability to pursue advanced higher studies and research. To have professional and communication skills to function as leaders and members of multidisciplinary teams in engineering and other industries with strong work ethics, organizational skills, teamwork, and understanding of the importance of being a thorough professional.

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MAPPING OF MISSION STATEMENTS WITH PEOs

MS/PEO	PEO 1	PEO 2	PEO 3
MS 1	3	2	2
MS 2	2	3	2
MS 3	2	2	3

1-Slight , **2**- Moderate, **3**- Substatial

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PROGRAM OUTCOMES	
Graduates of Computer Science and Engineering Will:	
PO 1	**Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to solve complex engineering problems.
PO 2	**Problem analysis:** Identity, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
PO 3	**Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for public health and safety and the cultural, societal, and environmental concerns.
PO 4	**Conduct investigations of complex problems**: Use research-based knowledge and research methods, including design of experiments, analysis, interpretation of data, and synthesis of the information to provide valid conclusions.
PO 5	**Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools, including prediction and modeling to complex engineering activities with an understanding of the limitations.
PO 6	**The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
PO 7	**Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of and need for sustainable development.
PO 8	**Ethics:** Apply ethical principles and commit to professional ethics, responsibilities, and norms of the engineering practice.
PO 9	**Individual and team work:** Function effectively as an individual and as a member or leader in diverse teams and multidisciplinary settings.
PO 10	**Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
PO 11	**Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's work as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO 12	**Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

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PROGRAM SPECIFIC OUTCOMES (PSOs)
PSO 1: Apply the concepts and techniques of the Computer Science & Engineering branch and the Mathematical foundations in the significant domains to address the complex engineering problems.
PSO 2: Employ emerging computer languages, computer networks, database management systems and platforms in developing innovative career prospects as an entrepreneur.
PS0 3: Apply the knowledge of interdisciplinary skills, and domain-specific tools in working system processes to implement and deploy a quality-based software product to meet evolving needs.

Mapping of PEOs with POs and PSOs

PEO/PO	PO-1	PO-2	PO-3	PO-4	PO-5	PO-6	PO-7	PO-8	PO-9	PO-10	PO-11	PO-12	PSO-1	PSO-2	PSO-3
PEO 1	3	3	3	3	2	2	2	2		2		3	3	2	2
PEO 2	2	3	3	3	2	2	2	2	3	2	3	3	3	3	3
PEO 3	3	2	2	3	2	2	2	3	3	3	3	3	3	3	3

1-Slight , **2**- Moderate, **3**- Substatial

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(2342102) PRINCIPLES OF ARTIFICIAL INTELLIGENCE							
(CSM)							
Programme &Branch	**B.Tech & CSM**	**Sem**	**Category**	**L**	**T**	**P**	**Credit**
Prerequisites:	**Data Structures**	**4**	Professional Core	**3**	**0**	**0**	**3**
Preamble :	**The main objectives of the course is to make student**						

Course Objectives:

The main objectives of the course is to

- Understand the various characteristics of a problem solving agent
- Learn about the different strategies involved in problem solving
- Learn about solving problems with various constraints
- To learn different knowledge representation techniques
- Understand the different models of learning

Course Contents:

Unit-1	**Introduction:** AI problems, foundation of AI and history of AI intelligent agents: Agents and Environments, the concept of rationality, the nature of environments, structure of agents, problem solving agents, problem formulation.	Contact Hours: 9
Unit-2	**Searching-** Searching for solutions, uniformed search strategies – Breadth first search, depth first Search. Search with partial information (Heuristic search) Hill climbing, A* ,AO* Algorithms, Problem reduction, Game Playing-Adversial search, Games, mini-max algorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions	Contact Hours:9
Unit-3	**Representation of Knowledge:** Knowledge representation issues, predicate logic- logic programming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems. Reasoning under uncertainty, review of probability, Bayes' probabilistic interferences and dempstershafer theory.	Contact Hours:9

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Unit-4	**Logic concepts:** First order logic. Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining, Resolution, Learning from observation Inductive learning, Decision trees, Explanation based learning, Statistical Learning methods, Reinforcement Learning.	Contact Hours:9
Unit-5	**Expert Systems:** Architecture of expert systems, Roles of expert systems – Knowledge Acquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.	Contact Hours:9
		Total Hours: 45

Text Books:	
1	S. Russel and P. Norvig, "Artificial Intelligence – A Modern Approach", SecondEdition, Pearson Education.
2	Kevin Night and Elaine Rich, Nair B., "Artificial Intelligence (SIE)", Mc Graw Hill
Reference Books:	
1	David Poole, Alan Mackworth, Randy Goebel,"Computational Intelligence: a logical approach", Oxford University Press.
2	G. Luger, "Artificial Intelligence: Structures and Strategies for complex problem solving", Fourth Edition, Pearson Education.
3	J. Nilsson, "Artificial Intelligence: A new Synthesis", Elsevier Publishers.
4	Artificial Intelligence, SarojKaushik, CENGAGE Learning.
Web References :	
1	https://youtu.be/yaL5ZMvRRqE?feature=shared
2	https://youtu.be/Yq0QkCxoTHM?feature=shared

Preamble : **After completion of the course, students will be able to**

COURSE OUTCOMES: Upon completion of the course, students shall have ability to		**BT Mapped** (Highest Level)
CO 1	The student should be made to study the concepts of Artificial Intelligence	Remember
CO 2	The student should be made to learn the methods of solving problems using Artificial Intelligence	Apply
CO 3	The student should be made to introduce the concepts of Expert Systems	Apply

CO 4	To understand the applications of AI, namely game playing, theorem proving, and machine learning	Analyze
CO 5	To learn different knowledge representation techniques	Apply

Mapping of Cos with POs and PSOs

COs/Pos	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO 1**	**PSO 2**	**PSO 3**
CO 1	3	2	-	-	1	-	-	-	-	-	-	1	-	**2**	-
CO 2	3	2	-	-	1	-	-	-	-	-	-	1	-	**2**	-
CO 3	2	1	-	-	1	-	-	-	-	-	-	1	-	**2**	-
CO 4	3	2	1	-	1	-	-	-	-	-	-	1	-	**2**	-
CO 5	3	2	1	-	1	-	-	-	-	-	-	1	-	**2**	-
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy															

ASSESSMENT PATERN – THEORY							
TEST	**Remembering (K1)%**	**Understanding (K2)%**	**Applying (K3)%**	**Analyzing (K4)%**	**Evaluating (K5)%**	**Creating (K6)%**	**Total %**
MID-1	**25**	**30**	**30**	**15**			**100**
MID-2	**25**	**30**	**30**	**15**			**100**
SEE	**30**	**35**	**25**	**5**			**100**
***± 3% may be varied**							

(Signature)
Head of the Department
(Seal/Stamp)

(Signature)
Principal
(Seal/Stamp)