Artificial Intelligence

Index

Chapter 1: Introduction

- 1.1 Introduction to Artificial Intelligence (AI)
- 1.2 Artificial Intelligence: Core Components and Applications
- 1.3 Foundation of Artificial Intelligence (AI)
- 1.4 History of AI: Timeline & Milestones
- 1.5 The State of the Art in AI (2025)
- 1.6 Risks and Benefits of Artificial Intelligence (AI)
- 1.7 Intelligent Agents
- 1.8 Nature of Environment in AI
- 1.9 Structure of Agent
- 1.10 Formulating Problems
- 1.11 Breadth First Search (BFS)
- 1.12 Dijkstra's Algorithm
- 1.13 Depth First Search
- 1.14 Depth Limited Search
- 1.15 State Space Search
- 1.16 Knowledge Representation using Predicate Logic
- 1.17 Computational Linguistics (CL) and Natural Language Processing (NLP)
- 1.18 Long Short-Term Memory (LSTM)
- 1.19 Forward Chaining and Backward Chaining
- 1.20 Backward Chaining
- 1.21 Dempster-Shafer Theory (DST) A Detailed Explanation
- 1.22 Local Search Algorithms and Optimization Problems

Chapter 2: Informed Search

- 2.1 Comparison to Uninformed Search
- 2.2 Greedy Best First Search
- 2.3 Simple Explanation of Greedy Best-First Search
- 2.4 A* Algorithm
- 2.5 Adversarial Game and Search
- 2.6 Game Theory

- 2.7 Optimal Decisions in Game
- 2.8 Min Max Search Algorithm
- 2.9 Alpha-Beta Pruning
- 2.10 Local Search in Continuous Space
- 2.11 Constraint Satisfaction Problems (CSPs)

Chapter 3: Fundamentals and Techniques of Machine Learning

- 3.1 Machine Learning (ML)
- 3.2 Classification
- 3.3 Regression
- 3.4 Approaches of Machine Learning Models
- 3.5 Types of Learning in Machine Learning
- 3.6 Probability
- 3.7 Basics of Machine Learning (ML)
- 3.8 Linear Algebra
- 3.9 Hypothesis Space and Inductive Bias
- 3.10 Training and Test Sets
- 3.11 Concept of Overfitting
- 3.12 Concept of Underfitting
- 3.13 Bias
- 3.14 Variance
- 3.15 A Comparison of Linear Regression and Logistic Regression

Chapter 4: Artificial Neural Networks

- 4.1 Neural Network Introduction
- 4.2 Perceptron Networks
- 4.3 Adaline
- 4.4 Back Propagation Networks
- 4.5 Decision Tree
- 4.6 Naïve Bayes Classification
- 4.7 Monte Carlo Tree Search (MCTS)
- 4.8 Support Vector Machines (SVMs)

Chapter 5: Unsupervised Learning

- 5.1 Unsupervised Learning
- 5.2 k-means Algorithm
- 5.3 How do Artificial Neural Networks Learn?
- 5.4 What is a Convolutional Neural Network (CNN)?
- 5.5 Kohonen Self-Organizing Feature Maps (SOM)

