LESSON PLAN

Name of th	e Institute:	C. V. Raman Polytechnic					
Department:							
Semester/Division/Branch: Subject Name with code:		Computer Science & Engineering 6 th sem/CSE Al&ML(TH-4)					
				Total No. o	f Class (Required):	60	
				Faculty Name:		Prangya Paramita Mohapatra	
Class No.		Trungya Farannita Monapatra					
	Brief description o	f the Topic/Chapter to be taught	Remarks				
1	Introduction to AI:Definition of AI, History of AI						
2	Goals of AI						
3	Applications of AI		1				
4	Intelligent agent						
5	Computer vision						
6	Natural Language Processing						
7	Turing test						
8	Problem solving in Games						
9	Introduction to Search Algorithm: Search, Search						
10	Categories and Types of Search						
11	Heuristic Algorithm vrs Solution Guaranteed Algorithm						
12	Heuristic Algorithm vrs Solution Guaranteed Algorithm						
13	Local search and Optimal problem(Hill climbing						
14	BFS algorithm						

15	A* algorithm	
16	AO* algorithm	
17	Adversarial Search	
18	Al and Game Playing	
19	Knowledge Representation and Reasoning:What to	
20	What to represent, knowledge	
21	Properties of Knowledge Representation System,	
22	Properties of Knowledge Representation System,	
23	Knowledge Representation	
24	Knowledge Representation	
25	Reasoning and Types of reasoning	
26	Reasoning and Types of reasoning	
27	Machine Learning:Introduction to machine learning	
28	Introduction to machine learning	
29	Statistical or Unsupervised Learning	La Land
30	Statistical or Unsupervised Learning	
31	ML Properties	
32	ML Properties	
33	Reinforcement Learning	
34	Reinforcement Learning	
35	Decision Tree	
36	Decision Tree	
37	Pattern Recognition:Introduction to Pattern Decign Principles of Pattern recognition system	
38	Design Principles of Pattern recognition system Design Principles of Pattern recognition system	
39	Statistical Pattern recognition System	
41	Statistical Pattern recognition System	

42	Statistical Pattern recognition System	
43	Machine Perception	
44	Machine Perception	
45	Machine Perception	
46	Line Finding and Interception	
47	Line Finding and Interception	
48	Line Finding and Interception	
49	Object Identification	
50	Object Identification .	÷ 10
51	Object Identification	
52 -	Classification	
53	Expert System:Introduction to Expert system	
54		
	Basic Architecture	
55	Basic Architecture Type of Problem Solved by Expert system	
55 56	·	
	Type of Problem Solved by Expert system	
56	Type of Problem Solved by Expert system Features of an Expert System	
56 57	Type of Problem Solved by Expert system Features of an Expert System Expert System Architectures	

Signature of the Faculty

Signature of the H.O.D