

Subject: Artificial Intelligence

Content of Curriculum

#	Lectures	Hours
1.	About Artificial Intelligence(AI) and keywords	2
2.	Early history and applications of AI and robots	2
3.	Division into period of AI history and drift of modern AI	2
4.	Robot theory, Robot techniques	2
5.	Algorithmic game theory. About game tree.	2
6.	Searching methods on game tree	2
7.	Stochastic methods of AI	2
8.	Advanced topics and interesting projects of AI	2
	Total	16

#	Laboratories' sections	Hours
1.	Classifications of robots and artificial techniques	
2.	Modeling and algorithm of Robots	
3.	How to build game tree. How to choose searching methods	
4.	Structures and strategies of state space search	
5.	Building control algorithms for state space search	
6.	Searching methods and their implementation	
7.	Languages and programming techniques for AI	
8.	Most simple environments of AI	
	Total	48

References

1. [1] George F. Luger. Artificial intelligence. 2005. China Machine Press
2. [2] Stuart Russell and Peter Norvig. Artificial intelligence, A Modern Approach, second edition. 2003 Prentice Hall Press
3. [3] Michael Negnevitsky. Artificial Intelligence A Guide to Intelligent Systems. Second Edition. 2005. Addison-Wesley

Web sites

4. <http://www.aaai.org>
5. <http://www.a-i.com/>