

# SE 444 : Artificial Intelligence

In this course, students will learn the foundational principles that drive AI applications and practice implementing some of the AI-enabled systems. Specific topics include machine learning, search methods, game playing, Markov decision processes, constraint satisfaction, graphical models, and logic. Students will be introduced to tools and systems to tackle new AI problems they might encounter in life.

**Credits** 3

**Lab Hours** 0

**Lecture Hours** 3

**Tutoring Hours** 0

**Prerequisites**

SE 214, SE 324