Name of the Faculty: Ms. Karuna
Discipline: B.tech CSE
Semester: 7th Sem
Subject: Expert systems (CSE-425N)
Work Load (Lecture/Practical) per week (in hours): Lectures- 03

Week	Theory	
	Lecture day	**Topic (including assignment/test)**
1st	**1st**	Introduction to AI programming
	2nd	Blind search strategies
	3rd	Breadth first
2nd	**4th**	Depth first
	5th	Heuristic search techniques - Hill Climbing
	6th	Best first – A Algorithms - assignment
3rd	**7th**	AO* algorithm – game tress
	8th	Min-max algorithms
	9th	game playing – Alpha beta pruning
4th	**10th**	Knowledge representation issues predicate logic
	11th	language logic programming
	12th	Semantic nets- frames
5th	**13th**	Inheritance
	14th	constraint propagation
	15th	Representing Knowledge using rules
6th	**16th**	Rules based deduction systems
	17th	Revision
	18th	Test
	19th	Introduction to Expert Systems

7th	20th	Expert Systems : Architecture of expert system -Assignment
	21st	Expert Systems :Representation and organization of knowledge
8th	22nd	Expert Systems : Basics characteristics
	23rd	Types of problems handled by expert systems
	24th	Expert System Tools
9th	25th	Techniques of knowledge representations in expert systems
	26th	knowledge Engineering
	27th	System-building aids
10th	28th	support facilities in Experts Systems
	29th	Stages in the development of expert Systems
	30th	Revision
11th	31st	Test
	32nd	Building an Expert System
	33rd	Building an Expert System : Expert system developmen
12th	34th	Selection of tools
	35th	Acquiring knowledge
	36th	Building process in expert System
13th	37th	Revision
	38th	Test
	39th	Problems with Expert Systems
14th	40th	Difficulties with Experts Systems
	41st	common pitfalls in planning - assignment
	42nd	Dealing with domain experts
15th	43rd	Difficulties during development.
	44th	Revision
	45th	Test