THE UNIVERSITY *of* **MISSISSIPPI**

Csci 531: Artificial Intelligence
Computer & Information Science
Use of the computer in human problem solving. Game theory, decision trees, Markov decision problems, selected topics.
3 Credits

Prerequisites
• Pre-requisite: CSCI 433 or CSCI 502 or Graduate Standing

Instruction Type(s)
• Lecture: Lecture for Csci 531

Subject Areas
• Computer Science
• Artificial Intelligence