

CS5201: Advanced Artificial Intelligence

Project-I



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Topics

- Heuristic approaches for path planning in Unmanned Aerial Vehicles (UAVs)
 - [Related paper](#)
- Exploring game trees with rollout algorithms
 - [Related paper-1](#), [Related paper-2](#)
- Pruning in multiplayer game tree
 - [Related paper](#)
- Multiobjective A*
 - [Related paper](#)
- PAC learning
 - [Related paper](#)
- Logic minimization: ESPRESSO
 - [Related paper](#)

Guidelines

- Group size - at most 4 students
- Create a video of 15-20 minutes, upload on youtube and share the link
- Everyone should present in the video
- The person's face must be visible in the video while speaking (Explore obs studio)
- Deadline 9th March, 2025

Thank you!