



Artificial Intelligence

Course Overview:

Artificial Intelligence Training will give you a complete idea of Artificial Intelligence Programming and its fundamentals on practical automation applications. The Artificial Intelligence course modules, topics-end projects, and assignments in the Artificial Intelligence course cover Python in Artificial Intelligence to Machine Learning skills like Data Science, CNN, perceptron, TensorFlow, Neural Networks, NLP

Training Features:

- 8X higher interaction in live online classes conducted by industry experts
- 40 Hrs. live Classes of AI Engineer with Interview Preparation
- 3 real-time industry projects with hands-on preparation
- Unlimited Interview Opportunities with Placement Support
- Industry-recognized course completion certificate

Delivery Mode:

- Online Live Virtual Instructor Led Training

Target Audience:

The Basic Requirement to start a career as an Artificial Intelligence AI, you'll need a Bachelor's degree or at least 1+ years of experience in Information Technology (IT). A Bachelor's degree in Technology justice will help you get the job.

Key Learning Outcomes:

The ability to do something well expertise.

- Linear Models
- Dimensionality Reduction
- SVM
- KNN Classifiers
- Logic Planning
- Naive Bayes and Decision Trees
- Searches (Graph, Trees, Optimizations)
- Q-Learning

Certification Details:

- Complete at least 85 percent of the course or attend one complete batch
- Successful completion and evaluation of the project



1. Linear Models

Understand linear approximation and modelling of problems and develop linear models.

2. Dimensionality Reduction

Use ideas from linear algebra to transform dimensions and warp space providing additional flexibility and functionality to linear models.

3. SVM

Develop and implement kernel based methods to develop nonlinear models to solve few complex tasks.

4. Nearest Neighbours, K-means, and Gaussian Mixture Models

Review pattern recognition ideas with distance and cluster based models to understand similarity measures and grouping criteria.

5. Naive Bayes and Decision Trees

Dive into applications of bayes theorem and the use of decision criteria when learning from data.

6. Search

Look at search from the perspective of graphs, trees and heuristic based optimizations.

7. Logic and Planning

Discover ways to encode logic and develop agents that plan actions in an environment.

8. Reinforcement Learning and Hidden Markov Models

Engineering agents that learn from a sequence of actions using rewards and penalties.

9. Q-Learning and Policy gradient

Operate in a statefull world over value and policy approximations tasks