

- Uninformed Search
 - state space
 - successor function
 - fringe, open
 - queue/priority queue
 - Performance Measures
 - * completeness
 - * optimality
 - * time complexity
 - * space complexity
 - BFS
 - UCS
 - DFS
 - Iterative Deepening
 - Bidirectional Search
- Informed Search
 - heuristic
 - Best First Greedy Search
 - A Search
 - A* Search
 - admissible heuristic
 - IDA*
 - Beam Search
- Local Search
 - Hill Climbing
 - neighborhood function
 - evaluation function
 - local/global optima
 - Simulated Annealing
 - Genetic Algorithms
 - * crossover
 - * mutation
- Game Playing
 - 2-Player Zero-Sum Discrete Finite Deterministic Game with Perfect Information
 - game theoretic value
 - Minimax algorithm
 - Alpha-Beta Pruning
- ... Non-Deterministic ...
- Constraint Satisfaction Problems
 - variables, values, constraints
 - CSP as graph
 - Backtracking Search
 - variable choice heuristics
 - value choice heuristics
 - Forward Checking
 - Constraint Propagation
 - Arc Consistency
- Machine Learning
 - Instances
 - Features
 - Feature Vector/Feature Space
 - Distance Metrics
 - * Euclidean Distance/l2 norm
 - * Manhattan Distance/l1 norm
- Unsupervised Learning
 - Clustering
 - HAC
 - Single/Complete/Average Linkage
 - k-Means
 - Distortion
 - Stopping Condition
- Supervised Learning
 - Labels
 - Classification/Regression
 - kNN
 - Evaluation/Performance Measures
 - Train/Tune/Test Set
 - Overfitting/Generalization
 - Inner product/Linear combination
 - Perceptrons
 - * Activation Function
 - * Bias term
 - * Linear Perceptron
 - * Linear Threshold Unit
 - * Gradient Descent
 - * Learning Rate
 - * Step Function
 - * Sigmoid Function
 - * Linear Separability