GenAI-Course Details



Duration:40 Hours

Table Of Contents

Module 1: Introduction to GenAI

- **1.1** Overview of Artificial Intelligence
- Definition and types of Al
- Historical development of AI
- 1.2 Introduction to General Artificial Intelligence (GenAI)
- Distinction between narrow AI and general AI
- Applications and potential impact

Module 2: Fundamentals of Machine Learning

- 2.1 Basic Concepts
 - Supervised learning, unsupervised learning, and reinforcement learning
- Feature engineering and model evaluation
- 2.2 Deep Learning
 - Neural networks and their architecture
 - Training deep learning models

Module 3: Foundations of GenAI

- 3.1 Core Principles
 - Cognitive computing
 - Learning from experience and adapting to new situations
- **3.2 Cognitive Architecture**
 - Memory, perception, and reasoning in GenAl
 - Emulating human-like intelligence

Module 4: Ethics and Governance in GenAI

4.1 Ethical Considerations

- Bias and fairness in Al
- Responsible AI development
- 4.2 Governance Frameworks
 - Regulatory landscape for GenAI
- International perspectives on AI ethics



GenAI-Course Details

Module 5: Advanced Machine Learning Techniques

- 5.1 Transfer Learning
 - Leveraging pre-trained models
 - Fine-tuning for specific tasks
- 5.2 Generative Models
- Understanding GANs (Generative Adversarial Networks)
- Applications in content generation

Module 6: Natural Language Processing (NLP) in GenAI

- 6.1 Language Understanding
- Sentiment analysis, named entity recognition
- Language models and embeddings
- 6.2 Conversational AI
- Building chatbots and virtual assistants
- Challenges and future developments in NLP

Module 7: Perception and Sensing in GenAl

7.1 Computer Vision

- Image recognition and object detection
- Applications in healthcare, autonomous vehicles, and more
- 7.2 Sensor Integration
 - Combining data from multiple sensors
 - Simulating perception in GenAl

Module 8: Reinforcement Learning in GenAI

8.1 Introduction to Reinforcement Learning

- Markov Decision Processes (MDP) and Q-learning
- Applications in gaming and robotics
- 8.2 Deep Reinforcement Learning
 - Combining deep learning and reinforcement learning
 - Real-world implementations and challenges

Module 9: Explainable AI (XAI)

9.1 The Need for Explainability

- Interpretable models vs. black-box models
- Trust and transparency in Al



GenAI-Course Details

- 9.2 Techniques for Explainability
 - LIME, SHAP, and other interpretability tools
- Balancing performance and interpretability

Module 10: Capstone Project

10.1 Project Overview

- Designing a GenAI solution for a real-world problem
- Implementation, testing, and presentation
- **10.2 Peer Review and Feedback**
 - Evaluation of projects by peers
 - Lessons learned and future directions