CSCI–4150 Introduction to Artificial Intelligence
Fall 2003

Times:	Mondays and Thursdays, 10:00 – 11:50am
Classroom:	Sage 3303
Text:	Russell & Norvig, "Artificial Intelligence: A Modern Approach," second edition
Web:	`http://www.cs.rpi.edu/courses/fall03/ai`

Instructor:	Prof. Wes Huang email: `whuang@cs.rpi.edu` office: Amos Eaton 111	
TAs:	Eric Meisner email: `meisne@cs.rpi.edu` office: Lally 001B	Nagender Parimi email: `parimi@cs.rpi.edu` office: Lally 003
Secretary:	Shannon Bornt office: Amos Eaton 132	(see Ms. Bornt for missed handouts)

We will set regular office hours next week; they will be announced in class and posted on the course web page. Prof. Huang's office hours for the the first week of classes are Tuesday August 26, 2–4pm, and Friday August 29, 2–3pm; Eric's office hours will be are Thursday August 28, 12–2pm; and Nagender's office hours will be Friday August 29, 11-12.

Course description

This course is an introduction to the theory and practice of Artificial Intelligence. We will be studying techniques for solving problems and making intelligent decisions. The first half of the course will focus on the foundations of Artificial Intelligence: search and logic. The second half of the course will focus on machine learning techniques, including decision trees, reinforcement learning, and neural networks. Knowledge representation and uncertainty will be addressed in conjunction with several topics during the semester.

Students will implement many of the algorithms we cover in programming assignments. The implementation language for these assignments will be Scheme (a dialect of LISP) which will be taught in the first two weeks of the course.

Prerequisite: CSCI 2300 Data Structures and Algorithms.

Course activities

Assignments There will be seven assignments, most (if not all) of which will include a programming component. Assignments are to be done individually. The value of each assignment will vary with its length and difficulty; however, you can expect a two week assignment to be worth about twice as much as a one week assignment. All assignments count towards the assignment component of your final grade. Assignments will be due on Thursdays.

Quizzes There will be weekly quizzes every Monday starting September 15. These are intended to be short (about 20 minutes); they will serve to reinforce your understanding of the course material over the semester. There are 12 quizzes scheduled in the fall semester. I will drop the lowest three quiz scores from the quiz component of your final grade. *No make-up quizzes will be given!*

In-class exercises There will be some (unannounced) in-class exercises over the semester at irregular intervals in order to reinforce material during a class. These will be collected and either graded or checked off. There are no make-up exercises given.

Final Examination There will be a final examination to be scheduled by the registrar during the examination period (December 10–12 and 15–16).

Grading

Your final grade will be determined according to the following (tentative) breakdown:

45%	Assignments
25%	Quizzes
5%	In-class exercises
25%	Final examination

To ensure that students completing this course have breadth and experience commesurate with the scope of the course, students are required to receive a passing grade on at least four of Assignments 2–7 in order to receive a passing grade for the course.

Course policies

The following policies will be clarified or revised as necessary during the semester. The course home page will be updated with the current versions.

Late work

Unless you make *prior* arrangements with the instructor, assignments are due at the beginning of class (10:00am) on the day they are due.

Within a certain time period after the deadline, I believe there is value in encouraging students to complete an assignment, so I do accept late work. However, late work places an additional burden on the teaching staff and is unfair to those students who turn in their work on time.

The late policy for this class is a two-tiered system. Here are the details.

1. A late assignment turned in by the first-tier late deadline will be assessed a 7.5% penalty. A late assignment turned in by the second-tier late deadline will be assessed a 15% penalty.

2. Late penalties are rounded up and apply separately to each "component" of an assignment. The written work will generally be a single component, and a component for electronic code submission will consist of all code submitted to a single web tester.

3. The first-tier late deadline will be 5pm on Friday, and the second-tier late deadline will be 5pm on Monday.

4. Late written work should be turned in either in class or to Eric Meisner's mailbox in the CS lounge (on the first floor of Amos Eaton).

Please note that a two week assignment will generally not be a "one night" assignment and manage your time accordingly.

Academic honesty

I encourage you to discuss the readings and assignments and to prepare for quizzes and the final examination with others. However, I expect that any assignment, quiz, or examination that you turn in to be your own work — the product of your understanding of the course material and your own efforts in completing the assignment or examination.

In particular, academic honesty has sometimes been a problem on programming assignments. Students naturally want to work together, and they can learn a great deal by doing so. Getting help is often the best way to interpret error messages and find bugs, even for experienced programmers. In response to this, the following rules will be in force for programming assignments:

- Students may work together in designing algorithms, in interpreting error messages, in discussing strategies for finding bugs, but *not* in writing code or detailed debugging.
- Students may not share code, they may not copy code, and they may not discuss code in detail while it is being written or afterwards. This extends until after the second-tier late deadline.
- Students may not "show" their code to other students as a means of "helping them".

We use an automatic code comparison tool to help spot assignments that have been submitted in violation of these rules. However, a final detemination is made by the instructional staff after reviewing the evidence.

The Rensselaer Handbook of Student Rights and Responsibilities defines several types of academic dishonesty, all of which are applicable to this class, as well as procedures for responding to academic dishonesty. While a first infraction may result only in a 0 for that assignment or a reduction in that student's final grade, a repeated or egregious infraction may result in the student receiving a failing grade for this course.

Please contact the instructor if there is any question about academic (dis)honesty.

Attendance

I expect you to attend class; however, I do not take attendance. You are responsible for knowing all material covered in class. If you should miss a class, please contact a classmate first to learn what was covered that day. We will attempt to keep the syllabus on the course home page up to date.

Since there are no make-up quizzes, you must attend class to take the quizzes. The same holds for the in-class exercises.

Grading appeals

If you disagree with the grading on an assignment or quiz, you should appeal to the TA first. If you are not satisfied with the outcome, then you should contact the instructor. Appeals must be made within two weeks after the assignment or quiz is returned.

Resources

We will be making extensive use of the course home page and WebCT during the semester. Handouts will be available online through this page as well as other information about the course. There are a number of items on reserve at the library. The course home page has a list of these items.

The instructor and TAs will hold regular office hours; you can feel free to drop in during these times. You may also make an appointment to see the instructor or TAs outside of these times.

Changes

There may be changes to the policies, deadlines, and schedule described in this syllabus. You can expect me to give you reasonable notice of any changes. All changes will be announced in class and appear either on the course web page or on WebCT.

Tentative Schedule

Week		Date		Topic	Reading	Assignment
1	M	Aug	25	Intro: What is AI? Scheme I	1	A0 out
	R	Aug	28	Intro: Overview of AI techniques; Scheme II	2	A1 out
2	M	Sep	1	NO CLASS — Labor day		
	R	Sep	4	Intro/Search: Search problems; Scheme III	3.1–3	A1 due; A2 out
3	M	Sep	8	Intro/Search: DFS & BFS; Scheme IV	3.4	
	R	Sep	11	Search: Blind search	3.4–5	A2 due; A3 out
4	M	Sep	15	Search: Heuristic search	4.1–2	Quiz 1
	R	Sep	18	Search: Iterative improvement searches	4.3–6	
5	M	Sep	22	Search: Other search methods	3.6, 4.4–6	Quiz 2
	R	Sep	25	Search: Constraint satisfaction searches	5	A3 due; A4 out
6	M	Sep	29	Search: Game playing search	6.1–2, 6.4	Quiz 3
	R	Oct	2	Search: Game playing search	6.3, 6.5–8	A4-I due
7	M	Oct	6	Knowledge: Introduction; Propositional logic	7	Quiz 4
	R	Oct	9	Knowledge: First Order logic (FOL)	8	A4-II due
8	T	Oct	14	Knowledge: Inference in FOL	9.1–4	Quiz 5
	R	Oct	16	Knowledge: Resolution in FOL	9.5–6	A4-III due
9	M	Oct	20	Learning: Introduction; Decision trees	18	Quiz 6
	R	Oct	23	Learning: Probability, bayes rule	13.1–6, 17	A5 out
10	M	Oct	27	Learning: Utility & decision making	16, 17	Quiz 7
	R	Oct	30	Learning: Reinforcement learning	21	
11	M	Nov	3	Learning: Perceptrons & neural networks	20.1–5	Quiz 8
	R	Nov	6	Learning: neural networks & kernel machines	20.5–6	A5 due; A6 out
12	M	Nov	10	Learning: Bayesian classifiers		Quiz 9
	R	Nov	13	Learning: Bayesian classifiers		
13	M	Nov	17	Applications: Introduction to planning	11.1–2	Quiz 10
	R	Nov	20	Applications: Partial-order planning	11.3–7	A6 due; A7 out
14	M	Nov	24	Applications: TBA		Quiz 11
	R	Nov	27	NO CLASS — Thanksgiving break		
15	M	Dec	1	Applications: TBA		Quiz 12
	R	Dec	4	Applications: TBA		A7 due

The readings refer to chapters and sections of our text.

Tentative assignment topics

assignment	topic
1	Scheme programming
2	Scheme programming
3	A* search (sliding block puzzles)
4	Game playing search (Connect 4)
5	Logic
6	Learning (decision trees?)
7	Learning (game playing?)