

## 6.034 Fall 2020 Class Schedule

Date	Topic
W 9/2	L1 What's it all about
F 9/4	L2 Goal trees
M 9/7	Holiday
W 9/9	L3 Problem-solving 1: Basic search
F 9/11	L4 Optimal search
M 9/14	L5 Games
W 9/16	L6 Constraint satisfaction
F 9/18	L7 Right-Now (brain)
M 9/21	L8 Inference 1: Representations
W 9/23	L9 Rule-based systems
F 9/25	L10 Bayes intro: Probability review
M 9/28	L11 Bayesian inference
W 9/30	<i>Quiz 1: Search, Games, Constraint Satisfaction</i>
F 10/2	L12 Machine learning 1: Intro and k-nearest-neighbors
M 10/5	L13 Identification trees, Random forests
W 10/7	L14 Neural nets
F 10/9	L15 Right-Now (ethics)
M 10/12	Holiday
T 10/13	L16 Deep neural nets
W 10/14	L17 Games and Deep neural nets
F 10/16	L18 Right-Now (neural nets)
M 10/19	L19 Support Vector Machines
W 10/21	<i>Quiz 2: Rule-based systems, Bayes</i>
F 10/23	L20 Genetic Algorithms (family visit day)
M 10/26	L21 Near miss, One shot
W 10/28	L22 Learning in sparse spaces
F 10/30	L23 Unsupervised learning
M 11/2	L24 Boosting
W 11/4	L25 Communication, perceiving, acting 1: Language
F 11/6	L26 Right-Now (vision)
M 11/9	<i>Quiz 3: kNN, ID Trees, NNets</i>
W 11/11	Holiday
F 11/13	L27 Merge
M 11/16	L28 Why merge matters (story understanding)
W 11/18	L29 Embodied intelligence
F 11/20	L30 AI biz
M 11/23- F 11/27	Thanksgiving break
M 11/30	L31 Right-Now (tbd)
W 12/2	<i>Quiz 4: SVM, Boosting</i>
F 12/4	L32 Right-Now (legged robots)
M 12/7	L33 Right-Now (self-driving cars)
W 12/9	L34 Wrap