CS 460/660/760: Artificial Intelligence

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Computer and Information Sciences
University of Alabama at Birmingham

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Introductions

Index Cards

1. Your name
2. Why you're interested in Artificial Intelligence
3. What you expect to learn in this course
4. How comfortable you are with data structures, e.g. hash tables, priority queues, graphs

In Class

1. Your name
2. Your major(s) or research area(s)
3. Something that no one could guess by looking at you

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Course Objectives

- Apply search algorithms to computational problems
- Analyze problems using logic and inference
- Reason about problems using probabilistic analysis
- Train statistical learning methods for classification

General Information

Times

Class Tue/Thu 12:30-13:45

Office Mon 09:45-11:15 or by appointment

Textbook

Artificial Intelligence: A Modern Approach, Third Edition
Stuart J. Russell and Peter Norvig
Prentice Hall, 2009.

Chessboard cover, not green cover

Grading

50	Programming 1: Agents	Java, ≈2 weeks
150	Programming 2: Search	Java, ≈4 weeks
150	Programming 3: Probability	Java, ≈4 weeks
150	Programming 4: Learning	Java, ≈4 weeks
100	Quiz 1: Search	In class, 30 minutes
100	Quiz 2: Logic	In class, 30 minutes
100	Quiz 3: Probability	In class, 30 minutes
100	Quiz 4: Learning (Final Exam)	In class, 30 minutes
100	Class Participation	
250	Class Project (660/760 only)	Java, ≈10 weeks
250	Class Presentation (760 only)	In class, 10 minutes

What You Need to Know

How to use:

- stacks
- queues
- sets
- hash tables
- priority queues

How to implement:

- trees
- graphs
- search algorithms

How to interpret:

- Big-O Notation