CS475

Time MWF 2:00 Room A-017 Root Hall

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Office Hours MWF 12:30-1:00 MW 4:00-4:30

By appointment

Class Web Page

http://cs.indstate.edu/CS475

Academic Integrity Policy

http://www.indstate.edu/academicintegrity/studentguide.pdf

Grading

 $\begin{array}{ll} \text{Programming Assignments} & 59\% \\ \text{Midterm} & 13\% \\ \text{Final Exam} & 23\% \\ \text{Attendance} & 5\% \end{array}$

Course Outline

I. Searching in graphs

A. Applications

- 1. Google page rank.
- 2. Google maps, Mapquest.
- 3. Big Blue Chess.
- 4. Watson Jeopardy.
- B. Review of some basic graph theory.
- C. Fundamental search algorithms. Depth first search and breadth first search.
- D. Constraint satisfaction. Backtracking, game trees, alpha-beta pruning.
- E. Optimal paths in graphs.
 - 1. Dijkstra's algorithm.
 - 2. The A^* algorithm.
 - 3. Bidirectional algorithms.
 - 4. Landmarks, reaches, shortcuts.

II. Machine Learning

A. Applications

1. Netflix movie suggestions.

- 2. Amazon purchases preferences.
- 3. Spam filtering.
- 4. Handwriting analysis.
- 5. Speech recognition.
- 6. Robot navigation.
- 7. Climate modeling.
- B. Review of basic probability and statistics.
- C. Supervised learning.
 - 1. Classification problems.
 - 2. Regression.
- D. Unsupervised learning.
- E. Everything in between.
- F. Specific examples.