

Course Schedule

Textbook

- Rothman, D. (2020). *Artificial Intelligence By Example* (2nd ed.). Packt Publishing.
<https://cityu.alma.exlibrisgroup.com/leganto/readinglist/lists>

Modules	Topics	Readings	Assignments
1 07/07 – 07/13	Introduction to Reinforcement Learning	Chapter 1	<ol style="list-style-type: none"> 1. Introduce Yourself 2. The Muddiest Point 3. Concept Test 4. Discussion Board 5. Hands-On Skill 6. Programming Exercise 7. Knowledge Check 8. Team Project Proposal Announcement
2 07/14 – 07/20	Reinforcement Learning: Rewards, Evaluation, and Convergence	Chapter 2, 3	<ol style="list-style-type: none"> 1. The Muddiest Point 2. Concept Test 3. Discussion Board 4. Hands-On Skill 5. Programming Exercise 6. Knowledge Check
3 07/27 – 08/3	K-Means Clustering and Decision Tree	Chapter 4, 5	<ol style="list-style-type: none"> 1. The Muddiest Point 2. Concept Test 3. Discussion Board 4. Hands-On Skill 5. Programming Exercise 6. Knowledge Check 7. Team Project Proposal Submission
4 08/03 – 08/10	K-Nearest Neighbors Algorithm	Chapter 6	<ol style="list-style-type: none"> 1. The Muddiest Point 2. Concept Test 3. Discussion Board 4. Hands-On Skill 5. Programming Exercise 6. Knowledge Check 7. Team Project Progress Announcement