Mirza Mohammad Lutfe Elahi

Teaching

CSE 440/EEE 333/ETE 333- Artificial Intelligence

Fall 2017
Lectures: ST 02:40 PM - 04:10 PM
Room: SAC 309
Instructor: Mirza Mohammad Lutfe Elahi
Office Location: SAC 922
Office hours: ST 01:00 PM - 02:30 PM, MW 09:30 AM - 11:10 AM, 02:30 PM - 04:00 PM
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This course introduces students the methods and tools to build systems that can be interact intelligently with their environments by learning and reasoning about the world.

Course Description

Marks Distribution

Schedule

Grading

Policy

Course Description

Content:
- Introduction to the philosophies and techniques of Artificial Intelligence
- The basic knowledge representation, problem solving, and learning methods of Artificial Intelligence
- Problems in the field of AI and techniques and algorithms for solving those problems

Prerequiasite: CSE 225- Data Structures and Algorithms and MAT 361- Probability and Statistics.

Course Objective:
- To provide a broad survey of AI
- To develop a deeper understanding of several major topics in AI
- To develop the design and programming skills that will help to build intelligent artifacts

Course Learning Outcomes: After successful completion of this course students will be familiar with standard approaches to artficial intelligence, and be able to apply basic artificial intelligence

techniques in problem solving.

Required Text and Materials: Artificial Intelligence: A Modern Approach (3rd Edition) by Stuart Russell, Peter Norvig, Prentice Hall

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Marks Distribution

Item	Weight
Assignments	40%
Midterm Exam	25%
Final Exam	35%

Schedule

Lecture	Date	Topic	Chapters	Assignments
1	24-09	**Overview**		
2	26-09	Uninformed Search		
3	03-10	Uninformed Search (Continued)		**Assignment 1 Due**
4	08-10	Informed Search		
5	10-10	Informed Search (Continued)		
6	15-10	Game Playing		
7	17-10	Game Playing (continued)		
8	22-10	Logical and Inference		
9	24-10	Logical and Inference (continued)		
10	29-10	First-Order-Logic		
11	31-10	First-Order-Logic (continued)		
12	05-11	Planning		
13	07-11	Planning (continued)		
14	**12-**	**Midterm**		

	11	**Exam**		
15	14-11	Probability		
16	19-11	Probability (continued)		
17	21-11	Bayesian Network		
18	26-11	Learning		
19	28-11	Learning (continued)		
20	03-12	Decision Tree		
21	05-12	Decision Tree (continued)		
22	10-12	Neural Network		
23	12-12	Neural Network (continued)		
24	**17-12**	**Final Exam**		

* Special thanks to Dr. Vassilis Athitsos, Department of Computer Science and Engineering, University of Texas at Arlington for allowing to use the course materials.

Grading

Numerical Scores	**Letter Grade**	**Grade Points Per Credit**
93 and above	A Excellent	4.0
90 - 92	A-	3.7
87 - 89	B+	3.3
83-86	B Good	3.0
80 - 82	B-	2.7
77 - 79	C+	2.3
73 - 76	C Average	2.0
70 - 72	C-	1.7
67 - 69	D+	1.3
60 - 66	D Poor	1.0
0 - 59	F*	0.0
	I** Incomplete	0.0
	W** Withdrawal	0.0

	R** Retaken	0.0

* Credits for courses with this grade do not apply towards graduation.

** Credits for courses with this grade do not apply towards graduation and they are not accepted in the calculation of the grade point average.

The exact cut off points for assigning letter grades is at the, discretion of individual instructor. The same applies to the assignment of + or - after a letter grade. It is meant to give more flexibility so that shades of performance can be distinguished and rewarded. The + and - has a value of 0.3 grade point.

Policy

Exams: Exams will be closed book and closed notes. No electronic devices except non-programmable calculators will be allowed during exams. Calculators cannot be shared with friends. There will be no makeup exams. If you miss any exam, you will get zero for that.

Assignment: There will be several assignments both hand written and programming throughout the semester. No late submission will be accepted. To be successful in the exam, you should solve assignment problems independently, although you may discuss with your friends to understand a more comprehensive picture of the problems.

Class performance: Means coming to class, asking questions, taking part in discussions, not falling asleep, and so on.

Class etiquette: Distracting others in class is violating others rights to be attentive. So, laptop, tablets, cell phones or any other devices cannot be turned on during class time. You have to share any talk with the whole class. Attendance will be counted at the beginning of the class and if you are late then no late attendance will be counted.

Grade dispute: If you dispute your grade on any assignments, exam, you have one week time from the date that the graded paper was returned to you to request a change in the grade. After this time, no further change in grade will be considered.

General course administration: The class presentations will be interactive lectures. Instructor will provide lecture slides after the lecture sessions.

Academic Honesty: Any means of unauthorized assistance in preparing materials which a student submits as original work is deemed to be cheating and constitutes grounds for disciplinary action. Instructors are expected to use reasonably practical means of preventing and detecting cheating. Any student judged to have engaged in cheating might receive a reduced grade for the work in question, a failing grade in the course, or such other lesser penalty, as the instructor deems appropriate. Serious instances may be referred to the Disciplinary Committee in the Office of the Vice Chancellor.