CS 457 Introduction to Artificial Intelligence

Spring, 2014

Case Study Assignment

This class as you know, is an introductory course. The purpose of this assignment is for you to “sink your teeth” more deeply into a topic of interest and share your findings with the class. This assignment will provide you greater knowledge and will give the class greater exposure to topics as well. Ideally, the final group projects are extensions of these topics provided or at least, might draw upon knowledge from the Case Studies.

Presentations will be given from March 11th meeting through the April 29th meeting. Look ahead in the syllabus and the text for perspective topics. Example topics are:

AI for Advanced Computer Games

Knowledge Bases Expert Systems

Neural Networks Automated Planning

Intelligent Agent Processing Robotics

Natural Language Processing Search Inspired by Nature

Uncertainty Inference: Fuzzy Logic, Belief Networks

Evolutionary computing (Genetic algorithms, genetic programming)

Others …?

You have 2 Options on this Assignment:

1. It can be a straight-forward research paper reporting your findings.
2. It can be an investigative introduction, an application implementation, and reported findings of your implementation.

Note: With either approach, you must first research and investigate the topic. You must include reputable references.

The Case Study Assignment includes:

1. A case study proposal

Includes:

* 1. Title
  2. Few paragraphs of overview prose
  3. References

1. A 5-page double-spaced paper with references
2. A short 4-7 minute presentation with questions

This Assignment counts for 20% of your final grade.