

University of Illinois at Chicago
Fall 2013

CS 411 — Artificial Intelligence I

Course Syllabus

Room: BH209

Time: MWF 2:00 – 2:50

URL: via Blackboard / Piazza

Staff

Instructor: Barbara Di Eugenio

Office: 916 SEO

Phone: 6-7566

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Office Hours: TBA (most likely MW afternoon)

Teaching Assistant: TBA

TA's email: TBA

TA's Office Hrs: TBA

Course Objectives

The aim of this course is to introduce students to the field of Artificial Intelligence (AI). Specifically, the course will provide the theoretical foundations that underlie AI, and practice in building components of rational agents.

Textbooks

Stuart J. Russell and Peter Norvig. Artificial Intelligence — A Modern Approach. **Third Edition**. Prentice Hall, 2010. **(Required)**

Prerequisites

CS 202 (old curriculum) / CS 251 (new curriculum)

Notes

- I use email and Blackboard/Piazza a lot to communicate with the whole class. Please check your email frequently, especially around deadlines (homeworks and exams).
- The web page on Blackboard will contain all materials relevant to the class, syllabus, assignments, lecture notes etc. You can also see your own grades.

Tentative Schedule

Dates	Topic	Readings
Week 1 (9/2)	Introduction, Intelligent Agents Labor Day, no class	Ch. 1-2
Week 2-3	Problem Solving: Search	Ch. 3-4
Week 4	Problem Solving: Game Playing, Constraint Satisfaction	Ch. 5-6
Week 5-7	Knowledge Representation: Logic	Ch. 7-9
Week 8-9	Planning	Ch. 10-11
Week 10-11	Probabilistic Reasoning	Ch. 13-15
Week 12-13	Machine Learning	Ch. 18-21
Week 14-15	Current applications, Catch up, etc ...	

Important Dates: Exams

Date	Event
10/4 (Fr)	Midterm 1
11/8 (Fr)	Midterm 2
Finals week (12/9-13)	Final

Grading Criteria

You will be graded out of 1000 points total.

- **Homework 0 (Zero)** (worth 20 points): during weeks 2-3 of class, come to introduce yourself to the instructor or TA **during office hours**. The purpose of this “assignment” is to make students comfortable in coming to office hours later in the semester.
- **3-4 Homework Assignments** (30-32% total): Each homework will be worth between 8 and 10% of the grade.
Homeworks will be a mix of pen-and-pencil and programming/ implementation. For some homeworks, we will use the code repository available on the book web site <http://aima.cs.berkeley.edu/code.html>. Homeworks will have to be handed in via Blackboard. More details will be available later.
- **3 Exams:** 2 midterms (18-20% each), 1 final (30%).
 1. The two midterms will be given during class time; consequently, **no make-ups** will be given.
 2. Exams will be closed-book.
 3. The final is cumulative, with more emphasis on the last part of the class.

Important Note: To pass the class you must get at least 60% of the total available points for the three exams.

Letter grades will be decided **only at the end**. However, the following guidelines will be adhered to:

Overall Score (undergraduate)	Overall Score (graduate)	Letter grade
88%	92%	A
78%	82%	B
68%	72%	C

General Policies on homeworks and exams

1. Late homeworks will not be accepted in any case, unless there is a **documented** personal emergency. Arrangements must be made with the instructor as soon as possible after the emergency arises, preferably before the homework due date.
Advice: If for whatever reason you don't manage to finish an assignment, hand in what you have. Partial credit may be given at the grader's discretion.
2. Statute of Limitations: **Three weeks!** No grading questions or complaints — **no matter how justified** — will be listened to **three** weeks after the item in question has been returned.

Policy on Academic Integrity

Academic dishonesty will not be tolerated. Please see the CS department policy below on the topic; this policy specifies penalties for violations.

What is academic dishonesty? To hand in any work which is not 100% the student's creation, unless you are explicitly allowed to do so. Thus:

1. **Exams.** All work on all exams must be individually performed.
2. **Homeworks:** no student may give any other student any portion of their solutions or code, through any means. Students are not allowed to help each other debug the code, or to show each other any portions of code or homework.

Important Note: almost every semester somebody is caught red-handed and as a consequence fails the class. Isn't it better to get a B or a C than an F?

CS department policy on academic dishonesty

The CS Department will not tolerate cheating by its students. The MINIMUM penalty for any student found cheating will be to receive an F for the course and to have the event recorded in a department and/or College record. The maximum penalty will be expulsion from the University.

Cheating includes all the following, though this is not a complete list:

- Copying or any other form of getting or giving assistance from another student during any test, quiz, exam, midterm, etc.
- Plagiarism—turning in writing that is copied from some other source.
- Obtaining solutions to homework by posting to the Internet for assistance, purchasing assistance, obtaining copies of solutions manuals for instructors, and obtaining copies of previous year's homework solutions.
- Computer programs: Any time you look at another student's code, it is cheating. (Exception: If you are EXPLICITLY told that you may do so by the instructor.)

For computer programs, if for some reason we cannot determine who copied from whom, we may, at our discretion, give failing grades to both students.

It is the responsibility of all engineering and computer science professionals to safeguard their company's "trade secrets." An employee who allows trade secrets to be obtained by competitors will almost certainly be fired. So, YOU are responsible for making sure that your directories have permissions set so that only you can read your files, for being sure to log out at the end of working in the computer lab, etc.