

In-class exercises There will be some (unannounced) in-class exercises over the semester at irregular intervals in order to reinforce material during a class. These will be collected and either graded or checked off. There are no make-up exercises given.

Final Examination There will be a final examination to be scheduled by the registrar during the examination period (December 15–17 and 20–21).

Grading

Your final grade will be determined according to the following (tentative) breakdown:

45%	Assignments
25%	Quizzes
5%	In-class exercises
25%	Final examination

To ensure that students completing this course have breadth and experience commensurate with the scope of the course, students are required to receive a passing grade on at least four of Assignments 2–7 in order to receive a passing grade for the course.

Course policies

The following policies will be clarified or revised as necessary during the semester. The course home page will be updated with the current versions.

Late work

Unless you make *prior* arrangements with the instructor, assignments are due at the beginning of class (12:00 noon) on the day they are due.

Within a certain time period after the deadline, I believe there is value in encouraging students to complete an assignment, so I do accept late work. However, late work delays the grading of assignments and is unfair to those students who turn in their work on time.

The late policy for this class is a two-tiered system. Here are the details

1. A late assignment turned in by the first-tier late deadline will be assessed a 7.5% penalty. A late assignment turned in by the second-tier late deadline will be assessed a 15% penalty.
2. Late penalties are rounded up and apply separately to each “component” of an assignment. The written work will generally be a single component, and a component for electronic code submission will consist of all code submitted to a single web tester.
3. The first-tier late deadline will be 5pm on Friday, and the second-tier late deadline will be 5pm on Monday.
4. Late written work should be turned in either in class or to Owen Kellet’s mailbox in the CS lounge (on the first floor of Amos Eaton).

Please note that a two week assignment will generally not be a “one night” assignment and manage your time accordingly.

Academic honesty

I encourage you to discuss the readings and assignments and to prepare for quizzes and the final examination with others. However, I expect that any assignment, quiz, or examination that you turn in to be your own work — the product of your understanding of the course material and your own efforts in completing the assignment, quiz, or examination.

In particular, academic honesty has sometimes been a problem on programming assignments. Students naturally want to work together, and they can learn a great deal by doing so. Getting help is often the best way to interpret error messages and find bugs, even for experienced programmers. In response to this, the following rules will be in force for programming assignments:

- Students may work together in designing algorithms, in interpreting error messages, in discussing strategies for finding bugs, but *not* in writing code or detailed debugging.
- Students may not share code, they may not copy code, and they may not discuss code in detail while it is being written or afterwards. This extends until after the second-tier late deadline.
- Students may not “show” their code to other students as a means of “helping them”.

We use an automatic code comparison tool to help spot assignments that have been submitted in violation of these rules. However, a final determination is made by the instructional staff after reviewing the evidence.

The Rensselaer Handbook of Student Rights and Responsibilities defines several types of academic dishonesty, all of which are applicable to this class, as well as procedures for responding to academic dishonesty. While a first infraction may result only in a 0 for that assignment or a reduction in that student’s final grade, a repeated or egregious infraction may result in the student receiving a failing grade for this course.

Please contact the instructor if there is any question about academic (dis)honesty.

Attendance

I expect you to attend class; however, I do not take attendance. You are responsible for knowing all material covered in class. If you should miss a class, please contact a classmate first to learn what was covered that day. We will attempt to keep the syllabus on the course home page up to date.

Since there are no make-up quizzes, you must attend class to take the quizzes. The same holds for the in-class exercises.

Excuses

If there is some good reason that you will need an extension on an assignment, contact me *in advance*. If you do not contact me in advance, I will ask you to get a letter from the Dean of Students. They will verify excuses and write a memo. This way I can be assured of a valid excuse without needing to know details of students’ personal lives.

Grading appeals

If you disagree with the grading on an assignment or quiz, you should appeal to the TA first; this is to maintain consistency in grading. If you are not satisfied with the outcome, then you should contact the instructor. Appeals must be made within two weeks after the assignment or quiz is returned.

Resources

We will be making extensive use of the course home page: most handouts will be available online through the web page, and additional information about assignments will be posted on the web page. We will be using WebCT for the discussion groups and for storing grade records.

There are a number of items on reserve at the library. The course home page has a list of these items.

The instructor and TAs will hold regular office hours; you can feel free to drop in during these times. You may also make an appointment to see the instructor or TAs outside of these times.

Changes

There may be changes to the policies, deadlines, and schedule described in this syllabus. You can expect me to give you reasonable notice of any changes. All changes will be announced in class and appear either on the course web page or on WebCT.

Tentative Schedule

Week	Date	Topic	Reading	Assignment
1	M Aug 30	Intro: What is AI? Scheme I	1	A0 out
	R Sep 2	Intro: Overview of AI techniques; Scheme II	2	A1 out
2	M Sep 6	NO CLASS — Labor day		
	R Sep 9	Intro/Search: Search problems; Scheme III	3.1–3	A1 due; A2 out
3	M Sep 13	Intro/Search: DFS & BFS; Scheme IV	3.4	Quiz 1
	R Sep 16	Search: Blind search	3.4–5	A2 due; A3 out
4	M Sep 20	Search: Heuristic search	4.1–2	Quiz 2
	R Sep 23	Search: Iterative improvement searches	4.3–6	
5	M Sep 27	Search: Other search methods	3.6, 4.4–6	Quiz 3
	R Sep 30	Search: Constraint satisfaction searches	5	A3 due; A4 out
6	M Oct 4	Search: Game playing search	6.1–2, 6.4	Quiz 4
	R Oct 7	Search: Game playing search	6.3, 6.5–8	A4-I due
7	T Oct 12	Knowledge: Introduction; Propositional logic	7	Quiz 5
	R Oct 14	Knowledge: First Order logic (FOL)	8	A4-II due
8	M Oct 18	Knowledge: Inference in FOL	9.1–4	Quiz 6
	R Oct 21	Knowledge: Resolution in FOL	9.5–6	A4-III due
9	M Oct 25	Learning: Introduction; Decision trees	18	Quiz 7
	R Oct 28	Learning: Probability, bayes rule	13.1–6, 17	A5 out
10	M Nov 1	Learning: Utility & decision making	16, 17	Quiz 8
	R Nov 4	Learning: Reinforcement learning	21	
11	M Nov 8	Learning: Perceptrons & neural networks	20.1–5	Quiz 9
	R Nov 11	Learning: neural networks & kernel machines	20.5–6	A5 due; A6 out
12	M Nov 15	Learning: Bayesian classifiers		Quiz 10
	R Nov 18	Learning: Bayesian classifiers		
13	M Nov 22	Applications: Introduction to planning	11.1–2	Quiz 11
	R Nov 25	NO CLASS — Thanksgiving break		
14	M Nov 29	Applications: Partial-order planning	11.3–7	A6 due; A7 out
	R Dec 2	Applications: TBA		
15	M Dec 6	Applications: TBA		Quiz 12
	R Dec 9	Applications: TBA		A7 due
	TBA	Final Exam (during exam period)		

The readings refer to chapters and sections of our text.

Tentative assignment topics

assignment	topic
1	Scheme programming
2	Scheme programming
3	A* search (sliding block puzzles)
4	Game playing search (Connect 4)
5	Logic
6	Learning (decision trees/classifiers)
7	Learning (game playing?)