EECS 391: Introduction to AI

Soumya Ray

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Office hours: Tue 2:30-4:00 or by appointment

Today

- Course mechanics
- Short questionnaire

Course Website

- http://vorlon.case.edu/~sray/eecs391_sp12/index.html
- All notes, assignments, announcements will appear here, please check regularly
- I will also post course materials on Blackboard

Textbook

- "Artificial Intelligence: a modern approach", by Stuart Russell and Peter Norvig, 3 ed.
  - Link to amazon.com on website
  - Should be available in bookstore
  - 2 hour reserve at KSL

- I will provide supplementary materials as needed

Syllabus

- Four broad areas
  - Problem solving with Search
  - Logic and Automated Planning
  - Probability and Machine Learning
  - Decision Making Under Uncertainty
- Detailed list of lectures and chapters on the website

- We will cover a large portion of the textbook

Office hours and TAs

- Office hours: Tue 2:30-4:00 (Olin 516)
- Or send email for other times

- TAs to be announced shortly

Email

- Announcements to the class or messages to individual students will go to your "official" address in SIS

- My email address is sray@case.edu

- PLEASE put EECS 391 in the subject
  - E.g. "EECS 391: Question about homework 1"

Communication

- Please feel free to ask questions in class if something is not clear
  - Or come to office hours
  - Or visit TAs

- But don’t sit quietly and hope you will miraculously understand---you might not
  - Your friends probably don’t understand either if you don’t

Assignments

- Regular reading, homework assignments, programming assignments

- Reading assignments will be chapters from text or supplementary material
  - I will expect you to know this material even if we don't cover some of it in detail in class

Homework

- One written homework about every two weeks (7 total)
- Will be posted on website and announced in class
- Due by 5pm on due date

Programming

- One programming assignment every two to three weeks (5 in all)
- To be coded in Java
- We will use Blackboard for submission

Programming: SimpleRTS

- We will use a strategy game as a framework for the programming assignments
  - Similar to Age of Empires, Warcraft, Starcraft etc, but simplified for teaching and research
  - Developed by students here
- You will write agents that will learn to play (parts of) this game
- Available on website later today

Late Policy

- Homework assignments are due by 5pm
- Programming assignments will need to be turned in to Blackboard by the end of the day on the due date
- Late assignments will lose credit @ 10% for each late day
- If you have a genuine reason, such as illness, please see me and ask for an extension

Collaboration policy

- All written and programming assignments can be done in pairs with no penalty
  - Each pair submits one assignment
  - Both individuals receive the same grade

Collaboration Policy

- You are free (and encouraged) to talk to fellow students, TAs and me about assignments to clarify/refine your ideas

- But your submitted work MUST be your own
  - Do not copy from any source

Examinations

- There are no midterms or final exams

- There will be 7 quizzes in class, about 1 every two weeks
  - Dates and topics are listed on the course web page

Late Policy (2)

- We will post the solutions of written assignments the day before the respective Quiz
  - If you turn in the homework after that you lose an additional 50% of your grade

Grade Distribution

- Homework 30%
- Programming assignments 40%
- Quizzes 30%
  - Of the 7 quizzes, I will take the best 6
  - 7^{th} counts as “extra credit”
- Class Participation: 2% (extra)

Course Load

- Quite high
- I recommend setting aside about 6-8 hours each week to work on this course (besides class hours)
- Do timely work

Ideal Background

- Mathematics: a little calculus, linear algebra and some exposure to logic
- Computer Science: all fundamentals including algorithms, data structures, programming
- Some exposure to probability and statistics

Class composition

Reading assignment

- Please read chapters 1 and 2 of the textbook