1 Course Overview

Imagine that you are traveling to San Francisco for work and a friend tells you that you "absolutely must" try the same restaurant that she ate at when she went to SF. However, she only remembers that it started with a A and was in Chinatown. You look it up on your handheld device with only the clues above and it finds the place, makes a reservation, and calls you a taxi to get there. You don’t have to worry about any taxi accidents since the taxi is completely automated and is much safer than any human driving. Imagine planning a dinner for all of your friends and not having to worry about shopping for any ingredients because the minute you tell your smart house the planned menu, it pre-orders exactly the right ingredients to arrive fresh in time for your cooking.

This semester, you will learn how to create intelligent agents such as these. Although the full scenario is futuristic, they are possible with intelligent searches and networks of agents (just look at what Google can do already). You will create intelligent teams of agents in a game that must search, adapt, and communicate in order to thrive. As with agents in a heterogenous real-world environment, these agents will require you to design and implement them to fit into an existing software framework.

We will cover about 1/2 of the AIMA book. This course primarily focuses on the foundations of AI: search, planning, and learning. In the search category, we will cover breadth-first search, depth-first search, $A^*$, adversarial search and constraint satisfaction. We will cover the complexities of each method. For learning, we will cover decision trees, clustering, and instance-based learning. There is a separate course (CS 4033/5033) that focuses entirely on machine learning. For planning, we will focus on multi-agent systems and you will learn how to specify actions and effects in a formal manner.
2 General Information

Class time: TR 12-1:15pm

Class location: Price Hall, Room 2030

Prerequisites: CS 2413 or CS 4005. Note that prior programming experience is assumed.

Required materials: Artificial Intelligence: A modern approach, by Stuart Russell and Peter Norvig, Second Edition, Prentice Hall. This book has a green cover. Do not use the older edition (brown cover). Note that the authors have a very good website for the book: http://aima.cs.berkeley.edu/. This includes errata and sample code.

Instructor: Dr. McGovern

- Office: EL 144A
- Phone: 325-5427 (voice mail available)
- URL for class: http://learn.ou.edu
- Personal URL: http://www.cs.ou.edu/~amy
- Email: amcgovern@ou.edu
- Office hours: Patrick: Monday and Wednesday 1:30-2:20, Dr. McGovern: Tuesday 10:00-11:30, Thursday 1:30-2:45. Dr. McGovern is also available via appointment and via AIM at dramymcgovern.

Teaching assistant: Patrick Yost (patrick.a.yost-1@ou.edu)

3 Evaluation

To help us all move towards the potential futures described above, you will be learning and practicing many aspects of artificial intelligence. What you get out of a course will depend on what you put into it! In order to give you a fair grade at the end of the semester, I will evaluate you on a combination of your projects (40%), homeworks and quizzes (20%), exams (30%), and class participation (10%). Participating in class is one of the best ways to learn so please ask questions and attend class. If you complete at least 80% of the minute papers, you will automatically be given 80% of your possible class participation grade. The remainder of the grade must come from your actual class participation.
Grade questions: To maintain fairness in grading, the items should be brought to the person who graded it. Homeworks and projects should first be brought to the TA and exams should be brought to Dr McGovern. To maintain fairness, all disagreements about the grading of projects or homework should be brought to our attention within one week of when the item was returned. For exams, I ask that you either discuss the dispute with me during the class that I return the item or that you return the exam and discuss it during office hours. In fairness to all students, once a test has been removed from the classroom after it has been returned, the grade is final.

Online Grade Summary: Desire2Learn has a grade book that I will use to store all of your grades. It is your responsibility to verify that the grades on D2L are correct. If an error is found, bring the document to me and I will correct Desire2Learn.

Borderline grades: Borderline final grades will be decided by two factors: class participation and your final exam grade. If you are close to a border and you did well on the final, that can push you over a grade boundary. Likewise, being an active participant in class can push you over a grade boundary.

Final Examination: The final examination is Friday May 15 from 1:30-3:30. No final examinations can be given early, except as required by University policy.

Due dates: To be fair to everyone and to minimize disruption to class, homeworks are due at the beginning of class, 12 noon on the day listed in the schedule. No late homeworks will be accepted. Projects can be turned in up to three days late with the grade dropping 10% per day that it is late. No project will be accepted beyond 72 hours after the original due date. In addition, you have one “slack” day to spend however you choose during the semester. This will entitle you to turn in one assignment or project up to one day late with no penalty. Keep in mind that you only get one of these so use it wisely.

Projects: Your final project will be due the last week of classes. Per university policy, you may turn this project in prior to pre-finals week if you have completed the project. Please contact me if you wish to present prior to pre-finals week as well.

4 Course Policies

The following set of rules will help keep us all on the same page all semester and help to ensure fair treatment for all students.
Academic Misconduct: Academic misconduct hurts everyone but particularly the student who does not learn the material. All work submitted for an individual grade should be the work of that single individual and not her friends. It is fine to ask a fellow student for help as long as that help does not consist of copying any computer code, or solutions to other assignments. Students working on joint projects may certainly help one another and are expected to share code within the project group. However, they may not share beyond the group.

1. Collaboration is encouraged for homework and projects. For the projects, you will work within your groups. For the homework, you may form study groups so long as each homework is in your own words. Write your study partners’ names on your homework when you turn it in.

2. Do not show another student (or group) a copy of your projects or homework before the submission deadline. The penalties for permitting your work to be copied are the same as the penalties for copying someone else’s work.

3. Make sure that your computer account is properly protected. Use a good password, and do not give your friends access to your account or your computer system. Do not leave printouts or thumb drives around a laboratory where others might access them.

Upon the first documented occurrence of academic misconduct, I will report it to the Campus Judicial Coordinator. The procedure to be followed is documented in the University of Oklahoma Academic Misconduct Code\(^1\). In the unlikely event that I elect to admonish the student, the appeals process is described in http://www.ou.edu/provost/integrity-rights/.

Project code: Your project code and writeups must be written exclusively by you or your group. Use of any downloaded code or code taken from a book (whether documented or undocumented) is considered academic misconduct and will be treated as such. Exceptions from this policy (such as a project that builds on an existing open-source project) may be granted but you MUST speak with me first.

Classroom Conduct: Disruptions of class will not be permitted. Examples of disruptive behavior include:

- Allowing a cell phone or pager to repeatedly beep audibly.
- Playing music or computer games during class in such a way that they are visible or audible to other class members.

\(^1\)http://www.ou.edu/studentcode
• Exhibiting erratic or irrational behavior.
• Behavior that distracts the class from the subject matter or discussion.
• Making physical or verbal threats to a faculty member, teaching assistant, or class member.
• Refusal to comply with faculty direction.

In the case of disruptive behavior, I may ask that you leave the classroom and may charge you with a violation of the Student Code of Responsibilities and Conduct.

Class Web Page: Login to the Desire2Learn website using your 4+4 (first four letters of your last name followed by the last four digits of your student number), using your standard OU password. If you have difficulty logging in, call 325-HELP. This software provides a number of useful features, including a list of assignments and announcements, an electronic mailing list, newsgroups, and grade book. All handouts are available from Desire2Learn. You should check the site daily. When I update the site, I will post an announcement telling you what has been added and where it is located. You are responsible for things posted on the site with a 24 hour delay.

Class Email Alias: Urgent announcements will be sent through email. It is your responsibility to:

• Have your university supplied email account properly forwarded to the location where you read email.
• Make sure that your email address in Desire2Learn is correct, and forwards email to the place where you read it. I’ll send out a test message during the first week of class. If you do not receive this message, it is your responsibility to get the problem resolved immediately.
• Have your email program set up properly so that replying to your email will work correctly the first time. You can send email to yourself and reply to yourself to test this.

If you need assistance in accomplishing any of these tasks, contact 325-HELP.

Newsgroups and Email: The newsgroup on Desire2Learn should be the primary method of communication, outside of class. This allows everyone in the class to benefit from the answer to your question. If you email me a question of general interest, I may post your question and my answer to the newsgroup. Matters of personal interest should
be directed to email instead of to the newsgroup, e.g. informing me of an extended personal illness. Posting guidelines for the newsgroup are available on Desire2Learn.

**Religious Holidays:** It is the policy of the University to excuse the absences of students that result from religious observances and to provide without penalty for the rescheduling of examinations and additional required classwork that may fall on religious holidays.

**Incompletes:** The grade of I is intended for the rare circumstance when a student who has been successful in a class has an unexpected event occur shortly before the end of the class. I will not consider giving a student a grade of I unless the following three conditions have been met. 1. It is within two weeks of the end of the semester. 2. The student has a grade of C or better in the class. 3. The reason that the student cannot complete the class is properly documented and compelling.

**Accommodation of Disabilities:** The University of Oklahoma is committed to providing reasonable accommodation for all students with disabilities. Students with disabilities who require accommodations in this course are requested to speak with the professor as early in the semester as possible. Students with disabilities must be registered with the Office of Disability Services prior to receiving accommodations in this course. The Office of Disability Services is located in Goddard Health Center, Suite 166, phone 405/325-3852 or TDD only 405/325-4173.