Course: CS4440 : Artificial Intelligence
Location/Time 09:30AM-10:45AM, Tuesday/Thursday, CAP 243
Description: This course will cover topics such as problem solving, representations of knowledge; heuristic programming; significant techniques such as expert systems, connectionism, genetic algorithms, and intelligent agents. Student projects will involve Java programming.

Instructor Barry L. Kurtz (www.cs.appstate.edu/~blk)
Office/Phone 119 CAP Bldg., 828-262-7008
Office hours MWF 10:00-12:00 or TuTh 10:45-12:00 or by appointment


Grading Policy:
- Exercises/Homework/Class participation 10%
- Small Programming Projects 25%
- Course Project and Presentation 15%
- Midterm Exam 20%
- Final Exam 30%
These percentages represent guidelines and may vary during the semester. Examination grades will be curved when the exams are returned so that you will have a good indication of your relative class standing.

Programs
Small programs will be completed in Java and will be worth 25% of the grade. Often times the Java code will not need to be modified and only data need be supplied to test the concept being explored. This work will be individual unless otherwise noted on the assignment.

Course Project
The course project will involve developing a substantial application in Java where you add intelligent agents to the application. You may work in teams on the course project, which will include a classroom presentation.

Program/Project Submission Policy
All materials will be submitted via the cs machine on the UNIX system using the following command:
   /u/csd/blk/bin/submit4440  <directory name> <files>
The directory names will be sequentially p1, p2, p3, and so forth for programs and project for the course project. Remember multiple files can be submitted with one submission and wildcards are possible.

IMPORTANT: Final Exam 3-5:30 PM, Tuesday, 5/4/2004
Teaching Philosophy
This course will follow the textbook closely. Supplemental materials from the recommended textbook will also be included. Notes from the lecture will be available on the instructor’s website. Exams will be based on lecture materials, exercises, and programming assignments.

Attendance Policy
All students are expected to attend class unless absent with a valid, documented excuse, such as a note from the infirmary. Although not formally included in the percentages of the course grade, the instructor reserves the right to raise (e.g., B+ to A-) or lower (e.g., B+ to B) a student’s grade by one level based on class attendance.

Late Submission Policy
No programs, exercises, or other course components will be accepted late unless accompanied by a valid, documented excuse, such as a note from the infirmary.

Communications Policy
Your email account on the “cs” machine will be used to communicate detailed course information. You are required to check your email once a day during the school week.

Collaboration Policy
PROGRAMMING ASSIGNMENTS
Discussion of the assignment with the instructor is encouraged. Discussion of the assignment requirements in a natural language (e.g., English) with fellow students is allowed, but sharing code in any manner (files, printouts, screen images) is forbidden unless it is a group assignment, in which case you can share with group members.

PROJECT
Each team will consist of a pair of students. If there are an odd number of students in the class at the time the projects are started, one student may volunteer to work alone with a reduced set of expectations. Each team will submit a single project as a group and both be involved in the project presentation to the class.

EXAMS
No discussion of any kind, except with the instructor, is allowed during exams. Access to books, notes or other material is strictly forbidden.