

Dr. Jill Zimmerman
Julia Rogers 1111111₂
jill.zimmerman AT goucher.edu
<http://phoenix.goucher.edu/~jillz>

Office Hours:

10:30 - 11:30 M
8:30 - 9:30 T
12:30 - 1:30 Th
others by drop in or appointment

Course web page <http://phoenix.goucher.edu/~jillz/cs440>

Course Description:

What does it mean for a computer agent to be intelligent? Can we build computers that act or reason intelligently? This course will introduce some of the basic ideas and techniques underlying the design of intelligent computer systems.

Course Objectives:

By the end of this course, you will have built autonomous agents that efficiently make decisions in fully informed, partially observable and adversarial settings. Your agents will draw inferences in uncertain environments. The techniques you learn in this course apply to a wide variety of artificial intelligence problems and will serve as the foundation for further study in any application area you choose to pursue.

Course Resources:

You will be writing python code throughout the course. Starter code will be provided on both the course website and through Canvas.

Course Mechanics:

For each topic module you will work on lab assignments in which you will create intelligent Pacman agents to solve various problems. All the lab assignments are to be done individually but discussions with your classmates about concepts and approaches are strongly encouraged. The rule of thumb is that you may discuss work but when it comes time to write the code, it needs to be done by you alone. *Online sources for these projects is not allowed* (See Academic Dishonesty section below.)

Additionally, there will be two contests where your agents will go up against your classmates for some extra-credit rewards.

Rather than have high-stakes exams, we will instead have a bunch of "mini-exams". Basically, I have divided all the exam questions that would ordinarily comprise a midterm and final, and have repackaged them into five short mini-exams. Each mini-exam will cover just a small amount of course material so you can focus in on a single topic.

Academic Dishonesty:

Turning in work that was produced by someone else is cheating and will be subject to an [Honor code](#) violation. I am aware that there is code available online for projects similar to those that are assigned in this course. If I discover that you have taken ANY code from online sources I will advocate before the honor board for the strongest possible penalty.

I will give you a lot of opportunity to collaborate with your fellow students and ask me for assistance, but if you violate that trust and cheat by submitting work that is not your own you will be hurting yourself and others in the following ways:

1. You would be failing to engage in the authentic learning and mastery of the academic material and thus harming your own education.
2. You would be reducing the enjoyment of accomplishments earned through genuine effort.
3. You would be creating an environment of broken trust, which then limits the ability of students to work on projects of this type.
4. You would be harming your reputation and face serious consequences.

Grading:

Your course grade will be based on the following:

Lab Assignments and Contests	50%
5 Mini-exams (10% each)	50%
Total	100%