Artificial intelligence (AI) poses two of the most fundamental and challenging questions in computer science: can we build intelligent machines? How? This course will address these questions by providing an introduction to selected topics in AI including search, game playing, agents, and machine learning.

Professor: Oren Etzioni (580 Allen Center, etzioni@cs.washington.edu). Office hours: TBD
Throughout the course, if you have comments or suggestions regarding the course. I’d be happy to talk about them in office hours or to receive e-mail.
If you have questions about an assignment, I’d prefer to answer them in class so everyone can benefit from the answer.

TA: Brian Ferris (bdferris@cs).

Texts:

2. Distributed: supplementary handouts, papers.

Course Outline

1. Introduction to AI, chapter 1.
2. Search, chapters 3, 4.
3. Constraint Satisfaction, Chapter 5.
5. Planning, agents, chapter 11, papers.
7. The Big Questions (final week) chapters 26, 27.

This outline is approximate and will be modified.
Problem sets

- Problem sets will be handed out on Fridays.
- Problem sets are due at the beginning of class on Friday (a week after they are handed out). \textbf{Late problem sets will receive 0 credit.}
- You can drop your lowest problem set score.
- The TA will hand problem sets back one week after they are received along with solution sets.
- Some problem sets will be build on each other to create a project.

Reading Assignments

The reading assignment is “due” a week after it’s assigned. Think critically about what you’re reading and come to class with questions, ideas, counter-arguments, you name it.

Grading

Your grade in the course will be determined as follows:

- 50% problem sets.
- 25% midterm.
- 25% final.

- 10% class participation.
  Note: class participation can only improve your grade.