Today’s class

• Course overview
• Introduction
  – Brief history of AI
  – What is AI? (and why is it so interesting?)
  – What’s the state of AI now?
This course provides a general introduction to Artificial Intelligence concepts and techniques. We will cover a good part of the material in our text, *Artificial Intelligence: A Modern Approach* by Stuart Russell and Peter Norvig, including the agent paradigm in AI systems, problem solving, search, game playing, knowledge representation and reasoning, natural language processing, planning, machine learning and philosophical issues.

See the [about 471](http://bit.ly/471s19) page and the [schedule](http://bit.ly/471s19) for a more detailed breakdown but be aware that the order and timing is subject to change.
Homework and grading policies

• Six to eight short homework assignments (mix of written and programming)
  – One-time extensions of up to a week may be granted if requested in advance
  – Last-minute requests for extensions probably will not be granted

• Do the reading before each class!
Programming

• Programming assignments in Python
  – We’ll use Python in the notes and examples
• We’ll use GitHub to share code, Jupyter notebooks and for HW submission
• Some assignments may require using other systems
  – E.g., C5 decision tree learning system, Weka Machine learning environments
Exams

• Midterm exam
  – In class in mid October
  – About 15% of grade

• Final exam
  – At regularly scheduled time
  – About 25% of grade
  – Comprehensive, but with an emphasis on the last half of material (e.g., 30/70 split)
Instructor availability

1. Professor Finin, finin@umbc.edu
   – Office hours: by arrangement
   – Drop in whenever my door is open
   – Direct general questions to Piazza first
   – We will try to respond to discussion list postings within 24 hours

• TA: TBD