2. Course details

2.1 Course objective

- To give an overview of the contemporary artificial intelligence as a scientific discipline and engineering endeavor.
- After the course, students should
  - have a general understanding of the fundamental challenges in generation of intelligent behavior, and
  - be familiar with the basic methodologies used in AI.
- An opportunity to work hands-on to solve practical AI problems.

2.2 Prerequisites

- Curious mind
- Willingness to work hard
- Knowledge of basic data structures and adequate programming skills
- Familiarity with calculus and predicate logic is beneficial, not required

2.3 Material

- All material is published on the course website. This includes:
  - Lecture notes
  - Homework assignments
  - Project:
    - Background information and instructions
    - Tasks
    - Teams
    - Grading policy
  - Additional readings
- No textbook

2.4 Schedule

- Lectures by Tei Laine:
  - Tuesday, Thursday 10-12, D122
- Discussion session by Tomi Silander:
  - Monday 16-18, C222
- Neither of the above is mandatory.
- Office hours
  - Lecturer: make appointment by email, or drop by whenever present in the office.
  - Assistant: during the discussion session.
- Other communication by email to the instructors.

2.5 Required components

- 2 exams
  - take-home or in-class open book
  - Account for 40% of the grade
- (Bi-)weekly homework assignments
  - Account for 30% of the grade
- Semester long programming project
  - Accounts for 30% of the grade
- Passing grade is 51% of the total points, and 51% of the exam points.

2.6 Homework assignments

- Weekly or bi-weekly written or programming assignments.
- Published on the course website each Friday afternoon by 16:00.
- Submitted for grading by 16:00 the following Friday, either
  - By email (plain text or pdf) to the assistant
  - Tag the subject line with homework number [HW #]
- No late submissions unless notified beforehand (with an acceptable reason)

- Written assignments (also applies to exams)
  - Use proper language.
  - Format the text: use paragraphs, complete and grammatical sentences, punctuation, and capital letters etc.
  - State your assumptions; we are not mind-readers.
  - Cite your sources
- Programming assignments
  - Follow the instructions exactly
  - Code needs to compile and run with expected inputs on the CS department's Linux system.

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2.7 Project

- Done on a special platform in teams of 3 or 4
- Grade based on placement in competition
  - Cup format — the winner advances to next round
  - Qualifiers determine the bracket: first against the last, second against the last-but-one, etc.
  - Winning team gets the full 30% of the grade, the first round drop-offs 10%.
- Task TBA
- Teams posted to the project website

2.8 Course policies

- No late submissions (no whining)
- Academic conduct and honesty:
  - Only original work accepted
  - If external sources quoted, the acknowledgment is required, otherwise considered plagiarism.
- Questions are encouraged, answers and announcements posted on the course webpage:
  http://www.cs.helsinki.fi/group/cosco/Teaching/AI/2007/index.en.html

2.9 Remember

This course is supposed to be fun!