

# CS 5332 Introduction to Artificial Intelligence

## Department of Computer Science and Engineering Technology

### Course Outline and Tentative Schedule

Week	Tuesday (virtual)	Thursday (face-to-face)
1	1/13 Review course syllabus; Review/learn Python	1/15 Game playing
2	1/20 Game playing	1/22 Game playing
3	1/27 Uninformed search	1/29 Informed search
4	2/3 Simulated Annealing and Local Search	2/5 Simulated Annealing and Local Search
5	2/10 Review for Exam 1	2/12 <b>Exam 1</b>
6	2/17 Constraint satisfaction	2/19 Constraint satisfaction
7	2/24 Probability	2/26 Probability
8	3/3 Bayes Nets	3/5 Bayes Nets
	3/10 Spring Break	3/12 Spring Break
9	3/17 Bayes Nets	3/19 Bayes Nets
10	3/24 Review for Exam 2	3/26 <b>Exam 2</b>
11	3/31 Machine learning – Bayes Learning	4/2 Machine learning – Gaussian Mixture models
12	4/7 Pattern recognition through time	4/9 Pattern recognition through time
13	4/14 Pattern recognition through time	4/16 Logic and planning
14	4/21 Logic and planning	4/23 Logic and planning
15	4/28 Review	4/30 <b>Final Exam</b> 7:00pm- 9:30pm

**Note:** This is a tentative schedule, and any changes will be timely communicated to the class and posted in Canvas.

### PREPARED BY

Hong Lin  
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