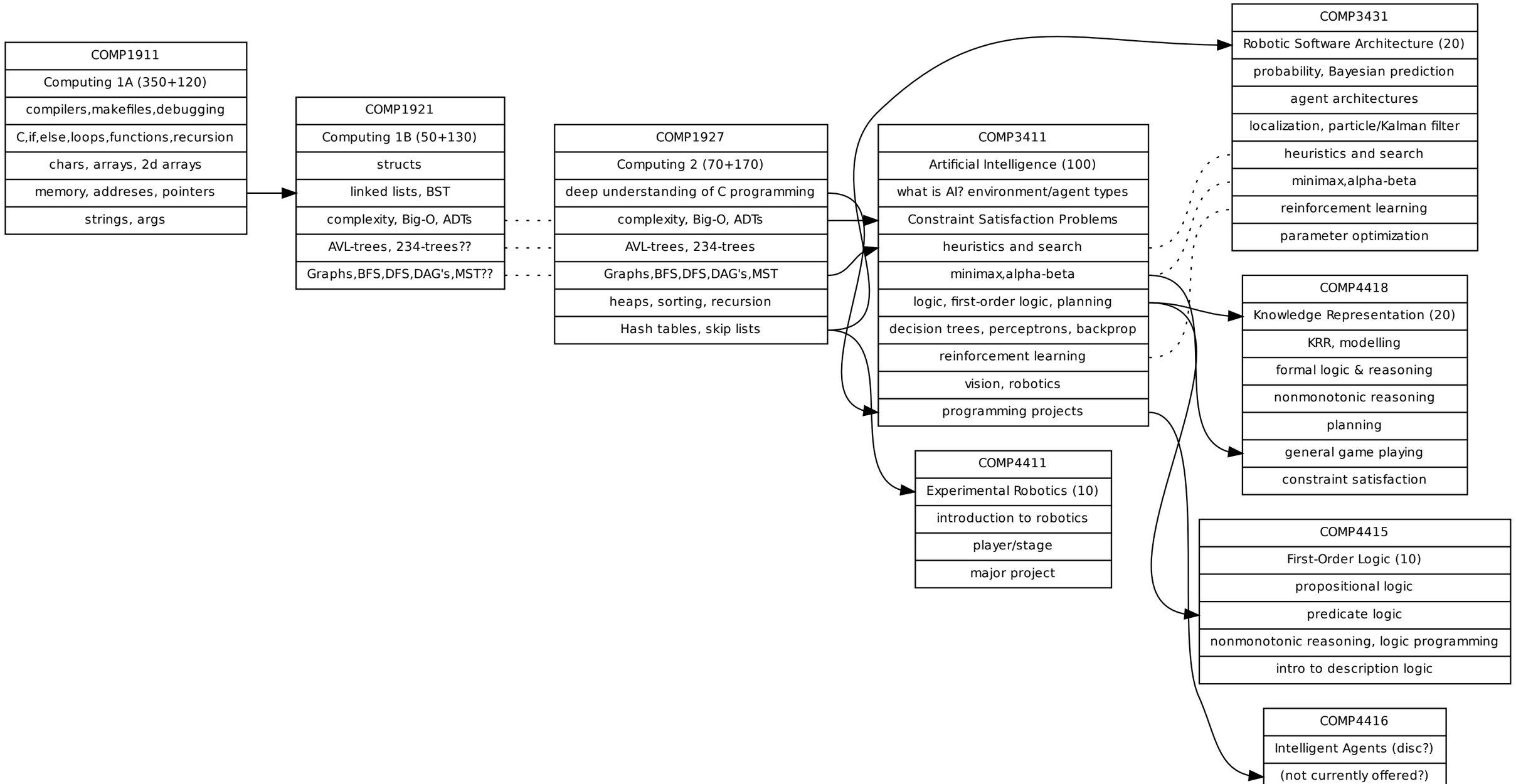

COMP1911
Computing 1A (350+120)
compilers,makefiles,debugging
C,if,else,loops,functions,recursion
chars, arrays, 2d arrays
memory, addreses, pointers
strings, args
COMP1921
Computing 1B (50+130)
structs
linked lists, BST
complexity, Big-O, ADTs
AVL-trees, 234-trees??
Graphs,BFS,DFS,DAG's,MST??
COMP1927
Computing 2 (70+170)
deep understanding of C programming
complexity, Big-O, ADTs
AVL-trees, 234-trees
Graphs,BFS,DFS,DAG's,MST
heaps, sorting, recursion
Hash tables, skip lists
COMP3411
Artificial Intelligence (100)
what is AI? environment/agent types
Constraint Satisfaction Problems
heuristics and search
minimax,alpha-beta
logic, first-order logic, planning
decision trees, perceptrons, backprop
reinforcement learning
vision, robotics
programming projects
COMP3431
Robotic Software Architecture (20)
probability, Bayesian prediction
agent architectures
localization, particle/Kalman filter
heuristics and search
minimax,alpha-beta
reinforcement learning
parameter optimization
COMP4418
Knowledge Representation (20)
KRR, modelling
formal logic & reasoning
nonmonotonic reasoning
planning
general game playing
constraint satisfaction
COMP4411
Experimental Robotics (10)
introduction to robotics
player/stage
major project
COMP4415
First-Order Logic (10)
propositional logic
predicate logic
nonmonotonic reasoning, logic programming
intro to description logic
COMP4416
Intelligent Agents (disc?)
(not currently offered?)