From Fall 2010 Semester of KBAI.
Note that this is *not necessarily* a project for this semester. However, it should give you a feel for the level of difficulty to expect in this course's projects.

Assignment 1:

Goal:
The goal of the project is to learn about the close relationship between learning and problem solving. On one hand, results of learning often help us solve problems. On the other, we often learn what we need to address some problem. The task here is to address A:B::C:x? analogy problems from Miller's test of intelligence. We discussed these in class on August 25th.

Deliverable:
You will need to deliver two items. (1) A computer program that addresses the given problems. (2) A report that explains and justifies the design of the architecture and algorithms of your program and experiments you conducted with it. (3) Add your code,report and any other material in an archive called yourgtID_p1.zip (4) Please make sure to include a README file on how to run your code on standard CoC machines.

Input:
The input to your computer program will be a set of three (3) problems represented propositionally. We will also supply you with the visual representations of the problems, but these are only for your benefit - your program will not read them. Instead, you should use these visual representations to construct your own propositional representations which will act as the input.

Output:
The output of your program is simply your program's answer for each of the problems.