

SUMMER 2013

Computer Science Special Topics

CS 491-201 / CS 591-201

Monday, Wednesday, Friday

3:40 – 5:30 p.m.

PARK 107

Instructors –

Dr. Shahram Rahimi & Dr. Norman Carver

Machine Intelligence: Modeling, Learning, and Prediction

This course introduces students to the use of Game Theory for modeling and prediction of complex phenomena and processes. This is an increasingly important new approach relevant to Machine Intelligence, Machine Learning, and Data Mining. The content of this course is of major interest to numerous international companies particularly in the areas of finance and energy (such as ExxonMobil and Bloomberg). Instead of traditional classroom lectures, this course will make extensive use of free web-based books and videos on Game Theory and related topics. Weekly discussion sessions and several lab projects will solidify students understanding of core concepts.

Prerequisites: Graduate student standing or CS 220 (or equivalent).

Open to students with no previous background in Game Theory or Machine Learning. Students that have taken previous CS Dept. courses on Game Theory are also welcome to take this course.

Those with additional questions should contact Prof. Rahimi.