

FACULTY W-8 / DEPARTMENT.....					
SUBJECT CARD					
Name in Polish Wprowadzenie do sztucznej inteligencji					
Name in English ... Introduction to Artificial Intelligence					
Main field of study (if applicable): Computer Science					
Specialization (if applicable):					
Level and form of studies: 1st/ 2nd *-level, full-time / part-time *					
Kind of subject: obligatory / optional / university-wide *					
Subject code INZ0279W1					
Group of courses YES / NO *					
	Lecture	Classes	Laboratory	Project	Seminar
Number of hours of organized classes in University (ZZU)	30		30		
Number of hours of total student workload (CNPS)	60		60		
Form of crediting	Examination / crediting with grade *	Examination / crediting with grade *	Examination / crediting with grade *	Examination / crediting with grade *	Examination / crediting with grade *
For group of courses mark (X) final course	X				
Number of ECTS points	2		2		
including number of ECTS points for practical (P) classes	0		2		
including number of ECTS points for direct teacher-student contact (BK) classes	1,2		1,2		

*delete as applicable

PREREQUISITES RELATING TO KNOWLEDGE, SKILLS AND OTHER COMPETENCES

1. K2INF_W01
2. K2INF_W02
3. K2INF_U01
4. K2INF_U02

SUBJECT OBJECTIVES

- C1: Introducing students to the area of artificial intelligence
 C2: To familiarize students with the basic methods for specific types of problems.
 C3: To teach how to select an appropriate intelligent technique to a given problem.

SUBJECT EDUCATIONAL EFFECTS

relating to knowledge:

PEK_W01: Has basic knowledge of search and planning problems.

PEK_W02: Has basic knowledge of knowledge representation and inference methods.

PEK_W03: Know simple, popular methods of uncertain knowledge processing.

PEK_W04: Understands concepts related to the acquisition of knowledge from data and machine learning.

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relating to skills:

PEK_U01: Is able to choose the appropriate intelligent method to a problem.

PEK_U02: Ability to analyze the results and prepare a report on the experiments.

PEK_U03: He can practically use the selected tools and systems.

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relating to social competences:

PEK_K01

PEK_K02

PROGRAMME CONTENT

Form of classes - lecture		Number of hours
Lec 1	Artificial Intelligence – basic concepts, research area, application area	2
Lec 2	Introduction to nature inspired methods – evolutionary computation in pill	2
Lec 3	Constraint satisfaction Problems – problem formulation, methods	2
Lec 4	Planning task as an example of search of state space – Forward State Propagation, backward State Propagation	2
Lec 5	Search methods	2
Lec 6	Games – game tree, MINMAX algorithm, Alpha-beta pruning	2
Lec 7	Supervised and unsupervised learning – idea, examples, selected methods	4
Lec 8	Role of knowledge in computer systems. Knowledge Based Systems and Expert Systems	2
Lec 9	Knowledge representation methods	2
Lec 10	Knowledge processing – Forward Chaining and Backward Chaining	2
Lec 11	Imprecise knowledge. Using probability calculus; Certainty Factor	2
Lec 12	Imprecise knowledge – fuzzy logic inference and other approaches	2
Lec 13	Building expert systems. Knowledge gathering form experts and data	2
Lec 14	Summary of the course. History and perspectives of AI	2
	Total hours	30
Form of classes - class		Number of hours
Cl 1		
Cl 2		
Cl 3		
Cl 4		
..		
	Total hours	
Form of classes - laboratory		Number of hours

Lab 1	General information, requirements, introduction to the first exercise (Exercise 1)	2
Lab 2	Using evolutionary computation to selected problem solving (Exercise 1)	6
Lab 3	Constraint satisfaction problem – experimental comparison of two methods (Exercise 2)	8
Lab 4	Game playing using selected game (Exercise 3)	6
Lab 5	Pattern recognition using selected method of machine learning (Exercise 4)	6
Lab 6	Summing the exercises	2
	Total hours	30
Form of classes - project		Number of hours
Proj 1		
Proj 2		
Proj 3		
Proj 4		
...		
	Total hours	
Form of classes - seminar		Number of hours
Sem 1		
Sem 2		
Sem 3		
...		
	Total hours	
TEACHING TOOLS USED		
N1. Projector, slides presentations N2. E-learning system used for the publication of teaching materials N3. Computers in laboratory N4. Discussions		

EVALUATION OF SUBJECT EDUCATIONAL EFFECTS ACHIEVEMENT

Evaluation (F – forming (during semester), P – concluding (at semester end))	Educational effect number	Way of evaluating educational effect achievement
F1 Presentation of the 1 st laboratory exercise.	PEK_W01; PEK_U02;	Evaluation of Exercise 1; student can receive maximum 10 points.
F2 Presentation of the 2 nd laboratory exercise.	PEK_W01; PEK_U02;	Evaluation of Exercise 2; student can receive maximum 10 points.
F3 Presentation of the 3 rd laboratory exercise.	PEK_W01; PEK_U02;	Evaluation of Exercise 3; student can receive maximum 10 points.

F4 Presentation of the 4 th laboratory exercise.	PEK_W01; PEK_U02;	Evaluation of Exercise 4; student can receive maximum 10 points.
F5 During the classes will be two announced quizzes corresponding to the content of current carried out the exercise.	PEK_W01; PEK_U01; PEK_U02;	Student can receive 8 point max. For each quiz
P1 The final grade of the laboratory	PEK_W01; PEK_W02; PEK_U02;	The final evaluation will be issued in accordance with the following scale: 0 - 28: 2.0 29 - 35: 3.0 36 - 40: 3.5 41 - 45: 4.0 46 - 50: 4.5 51 - 56: 5.0 Two unexcused absences are allowed. For each subsequent absence grade is reduced by 0.5.
P2 The final grade of the lecture	PEK_W01; PEK_W02; PEK_W03; PEK_W04; PEK_U01;	Exam. The exam is a written exam, checking knowledge of the lecture. It consists of open-ended questions, with known points for each. The student to pass the course should obtain more than 50% of all possible points (50%+1 point). % of points: <u>grade</u> [0%, 50%]: 2.0 [50%+1 point, 60%): 3.0 [60%, 70%): 3.5 [70%, 80%): 4 [80%, 90%): 4.5 [90%, 100%]: 5.0 Final grade for the course is an average from both parts – laboratory and lecture, both have to be positive

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PRIMARY AND SECONDARY LITERATURE

PRIMARY LITERATURE:

[1] Artificial Intelligence and Expert Systems for Engineers. by C.S. Krishnamoorthy; S. Rajeev. CRC Press, CRC Press LLC, ISBN: 0849391253 Pub Date: 08/01/96

[2] Clever Algorithms: Nature-Inspired Programming Recipes. © Copyright 2011 Jason Brownlee. Some Rights Reserved. First Edition. LuLu. January 2011 ISBN: 978-1-4467-8506-5

[3]

[4]

SECONDARY LITERATURE:

[1] Russel S.J., Norvig Peter, Artificial Intelligence. A Modern Approach. Prentice Hall Series in Artificial Intelligence, 1995 (or a newer issue)

[2] MITCHELL TOM M., Machine Learning. McGraw-Hill companies, Inc., 1997.

[3] JIAWEI HAN: Data mining : concepts and techniques. Morgan Kaufmann Publishers, 2000

SUBJECT SUPERVISOR (NAME AND SURNAME, E-MAIL ADDRESS)

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**MATRIX OF CORRELATION BETWEEN EDUCATIONAL EFFECTS FOR
 SUBJECT
 Introduction to Artificial Intelligence
 AND EDUCATIONAL EFFECTS FOR MAIN FIELD OF STUDY
Computer Science..
 AND SPECIALIZATION**

Subject educational effect	Correlation between subject educational effect and educational effects defined for main field of study and specialization (if applicable)**	Subject objectives***	Programme content***	Teaching tool number***
PEK_W01	K1INF_W17; K1INF_W15;	C1, C2, C3	W1-W5	N1, N3
PEK_W02	K1INF_W17; K1INF_W15;	C1, C2, C3	W6-W8	N1, N3
PEK_W03	K1INF_W17; K1INF_W15; K1INF_W16	C1, C2, C3	W9,W10	N1, N3
PEK_W04	K1INF_W17; K1INF_W15; K1INF_W16	C1, C2, C3	W11-W15	N1, N3
PEK_U01 (skills)	K1INF_U15; K1INF_U16;	C3	L1-L15;W1-W15	N1,N2,N3
PEK_U02	K1INF_U15; K1INF_U16;	C2, C3	L1-L15	N2,N3
PEK_U03	K1INF_U15; K1INF_U16;	C2, C3	L1-L15	N2,N3
PEK_K01 (competences)				
PEK_K02				
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** - enter symbols for main-field-of-study/specialization educational effects

*** - from table above