

## MODULE                      ARTIFICIAL INTELLIGENCE

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| <b>CODE</b>              | BSCH-4-2-09  |
| <b>STAGE</b>             | IV   |
| <b>NUMBER OF CREDITS</b> | 4 semester credits / 6 quarter units                                       |
| <b>STATUS</b>            | ELECTIVE   |
| <b>THEME</b>             | Business Solutions & Design  |
| <b>ASSESSMENT</b>        | Continuous Assessment        30%<br>Examination                        70% |

### Aims

The purpose of this module is to give the student an in-depth understanding of Artificial Intelligence methodologies, techniques, tools and results. Students will learn the theoretical and conceptual components of this discipline (from both symbolic and subsymbolic perspectives) and firm up their understanding by using at least one AI-language (such as LISP or Prolog) in laboratory assignments.

### Learning Outcomes

Upon completion of this module, a student will be able to:

- Identify and discuss the major challenges facing AI, the complexity of typical problems within AI, and the current research trends within AI.
- Recognise when AI techniques are necessary to solve a problem.
- Explain the principal techniques used in implementing machine learning.
- Describe the operation of neural networks and fuzzy logic.
- Become competent in natural language processing and computer vision.
- Be capable of implementing basic Artificial Intelligence algorithms in an AI programming language.

### Indicative Content

| Topic  | Description  |
|--|--|
| <b>Introduction to Artificial Intelligence</b> | Definitions of intelligence and artificial intelligence;<br>Approaches to AI;<br>Applications of AI;<br>Formal Systems |

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|------------------------------------|--|
| <b>Predicate Calculus Review</b>   | Predicate Calculus as a knowledge representation technique;<br>Reasoning with predicate calculus;<br>Resolution;   |
| <b>Non-monotonic Logic</b>         | Limitations of First Order Predicate Logic;<br>Plausible inference;<br>Default logic;  |
| <b>Machine Learning</b>            | Difficulties of machine learning;<br>Learning by rote;<br>Learning by instruction;<br>Analytic learning;<br>Learning by induction – generalisation, specialisation;<br>Learning programmes – Winston’s blocksworld, Version Spaces;  |
| <b>Computer Vision</b>             | Human vision - human visual system;<br>Marr’s Framework – underlying physical assumptions, gray-level images to primal sketch, convolution with Gaussians, convolution with masks, seeing the world in depth;  |
| <b>Artificial Neural Networks</b>  | Biological foundations – neurons;<br>Perceptrons – structure, similarities to neuron, Hebb Rule. linear separability, convergence theorem;<br>Multi-layered neurons – backpropagation, delta rule. ADALINE network;<br>Cascade Correlation;  |
| <b>Evolutionary Computing</b>      | Social and Emergent systems – evolutionary computing;<br>Biological terms – chromosomes, crossover, mutation, elitism;<br>Society-based learning – Game of Life, Cellular Automata;  |
| <b>Natural Language Processing</b> | Difficulties of representing natural language;<br>Levels of natural language analysis – prosody, phonetics, morphology, syntax, semantics, pragmatics, world knowledge;<br>Syntax – languages, grammars, grammar types, parsing strategies;<br>Semantics – referential, representational and social theories of meaning; |

### Teaching and Learning Methods

The module will be taught using a combination of lectures, tutorials and practical laboratory sessions. Practical sessions will be based on implementing some of the artificial intelligence methods and applications encountered in class in an AI-language such as Prolog or LISP. A number of graded assignments will also be given as part of the course.

### Assessment Methods

Assessment will use both a continuous component and an end of semester examination. The continuous assessment component is used to develop both practical understanding and skills of artificial intelligence applications, as well as an ability to research significant fields in the area.

### Primary Reading List

| <b>Title</b>                               | <b>Author</b>                    | <b>Publisher</b>   |
|--|----------------------------------|--------------------|
| Artificial Intelligence: A Modern Approach | Russell, Stuart and Peter Norvig | Prentice Hall 2003 |

### Recommended Reading List

| <b>Title</b>   | <b>Author</b>   | <b>Publisher</b>        |
|--|---|-------------------------|
| Artificial Intelligence (2 <sup>nd</sup> edition)                              | Rich, Elaine and Kevin Knight                             | Mc-Graw Hill, 1991      |
| Artificial Intelligence: Structures and Strategies for Complex Problem Solving | Luger, George and William Stubblefield                    | Benjamin Cummings, 1997 |
| Prolog Programming for Artificial Intelligence (3 <sup>rd</sup> edition)       | Ivan Bratko   | Longman 2000            |
| The Little Schemer   | Sussman, Gerald, Friedman, Daniel, and Matthias Felleisen | MIT Press 1996          |