Artificial Intelligence (C003756)

Due to Covid 19, the education and evaluation methods may vary from the information displayed in the schedules and course details. Any changes will be communicated on Ufora.

Course size (nominal values; actual values may depend on programme)

Credits 6.0   Study time 180 h   Contact hrs   60.0 h

Course offerings and teaching methods in academic year 2020-2021

A (semester 1)	Dutch	Gent	project	15.0 h
			seminar: coached exercises	5.0 h
			lecture	30.0 h
			seminar: practical PC room classes	10.0 h

Lecturers in academic year 2020-2021

Saeys, Yvan		WE02	lecturer-in-charge

Offered in the following programmes in 2020-2021   crdts   offering

Bachelor of Science in Computer Science	6	A

Teaching languages

Dutch

Keywords

Knowledge representation and inference, machine learning, search and heuristics, neuaral networks and deep learning, natural language processing

Position of the course

Artificial intelligence (AI) is the study of solutions for problems that are difficult or impractical to solve with traditional methods. It is used pervasively in support of everyday applications such as email, word-processing and search, as well as in the design and analysis of autonomous agents that perceive their environment and interact rationally with the environment. The solutions rely on a broad set of general and specialized knowledge representation schemes, problem solving mechanisms and learning techniques. They deal with sensing (e.g., speech recognition, natural language understanding, computer vision), problem-solving (e.g., search, planning), and acting (e.g., robotics) and the architectures needed to support them (e.g., agents, multi-agents).
The study of Artificial Intelligence prepares the student to determine when an AI approach is appropriate for a given problem, identify the appropriate representation and reasoning mechanism, and implement and evaluate it.

Contents

Introduction to AI
- History of AI
- Turing Test
- Applications of AI today
- Ethical aspects of AI

Searching and planning
- Search problems
- Search strategies: uniformed search (DFS, BFS, UCS), Informed search (heuristics, greedy search, A*), graph search
- Adversarial search: adversarial games, minimax, alfa-beta pruning, expectimax
- Constraint satisfaction problems:
  - Backtracking
  - Heuristics
  - CSPs and tree search
  - Local search

- Metaheuristics
  - Genetic Algorithms
  - Estimation of Distribution algorithms
  - Nature inspired search
- Planning:
  - Partial order planning
  - Planning graphs (GraphPlan, SATplan)

Knowledge representation and inference
- Inference in propositional logic and first order logic:
  - generalized resolution
  - forward chaining, backward chaining
  - Horn logic, completeness, generalized resolution rule (Robinson), CNF, INF
  - Heuristics for resolution
- Dealing with uncertainty in logic: fuzzy logic.
- Bayesian networks:
  - (conditional) independence
  - inference
  - d-separation
  - Bayesian classifiers
  - Markov models
  - Hidden Markov models (Viterbi algorithm)
- Reinforcement learning

Neural networks
- introduction to supervised, unsupervised and semi- supervised learning
- Backpropagation
- Auto-encoders
- Deep neural networks

Interacting with the environment
- Natural language processing
  - Basics of speech recognition
  - Hiden Markov Models for ASR
  - Ambiguity in natural language (waterfall model)
  - Parsing, POS tagging
  - Sentiment analysis
  - Word sense disambiguation
  - Applications of NLP

Basics of Robotics
- Computer vision (basics)
- Simultaneous localization and mapping (SLAM)

Initial competences

Final competences

1 Describe Turing test and the Chinese Room thought experiment. [Familiarity]
2 Differentiate between the concepts of optimal reasoning/behavior and human-like reasoning/behavior. [Familiarity]
3 Determine the characteristics of a given problem that an intelligent system must solve. [Assessment]
4 Formulate an efficient problem space for a problem expressed in natural language (e.g., English) in terms of initial and goal states, and operators. [Usage]
5 Describe the role of heuristics and describe the trade-offs among completeness, optimality, time complexity, and space complexity. [Familiarity]
6 Describe the problem of combinatorial explosion of search space and its consequences. [Familiarity]
7 Select and implement an appropriate uninformed search algorithm for a problem, and characterize its time and space complexities. [Usage]
8 Select and implement an appropriate informed search algorithm for a problem by designing the necessary heuristic evaluation function. [Usage]
9 Evaluate whether a heuristic for a given problem is admissible/can guarantee optimal solution. [Assessment]
10 Formulate a problem specified in natural language (e.g., English) as a constraint satisfaction problem and implement it using a chronological backtracking algorithm or stochastic local search. [Usage]
11 Compare and contrast basic search issues with game playing issues. [Familiarity]
12 Translate a natural language (e.g.,English) sentence into predicate logic statement. [Usage]
13 Convert a logic statement into clause form. [Usage]
14 Apply resolution to a set of logic statements to answer a query. [Usage]
15 Make a probabilistic inference in a real-world problem using Bayes' theorem to determine the probability of a hypothesis given evidence. [Usage]
16 List the differences among the three main styles of learning: supervised, reinforcement, and unsupervised. [Familiarity]

17 Identify examples of classification tasks, including the available input features and output to be predicted. [Familiarity]
18 Explain the difference between inductive and deductive learning. [Familiarity]
19 Describe over-fitting in the context of a problem. [Familiarity]
20 Apply the simple statistical learning algorithm such as Naive Bayesian Classifier to a classification task and measure the classifier's accuracy. [Usage]

Conditions for credit contract

Access to this course unit via a credit contract is determined after successful competences assessment

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Lecture, project, seminar: coached exercises, seminar: practical PC room classes

Extra information on the teaching methods

Due to COVID19 altered working forms can be used if this would be deemed necessary.

Learning materials and price

Lecture material will be made available through Ufora

References

"Artificial Intelligence: A Modern Approach" (3rd ediction) Stuart Russell and Peter Norvig ISBN-13: 978-0136042594

Course content-related study coaching

Personal contact with the lecturer, by e-mail or by appointment

Evaluation methods

end-of-term evaluation and continuous assessment

Examination methods in case of periodic evaluation during the first examination period

Written examination with open questions

Examination methods in case of periodic evaluation during the second examination period

Written examination with open questions

Examination methods in case of permanent evaluation

Oral examination, skills test, report

Possibilities of retake in case of permanent evaluation

examination during the second examination period is possible

Calculation of the examination mark