H7AI: Artificial Intelligence

Module Code:		H7AI					
Long Title		Artificial Intelligence APPROVED					
Title		Artificial Intelligence					
Module Level:		LEVEL 7					
EQF Level:		6					
EHEA Level:		First Cycle					
Credits:		0					
Module Coordinator:		ТН МАҮСОСК					
Module Author:		ghir Moldovan					
Departments:		ol of Computing					
Specifications of the qualifications and experience required of staff		t/or PhD degree in computer science or cognate discipline. May have industry experience also.					
Learning Outco	mes						
On successful co	ompletion of this modu	ule the learner will be able to:					
#	Learning Outcome	me Description					
LO1	Describe the theory	and concepts underpinning Artificial Intelligence (AI) and outline the historical evolution of AI.					
LO2	Apply the technical a	and practical skills for constructing algorithms used in various real world applications such as natural language processing.					
LO3	Demonstrate the use	use of structures for knowledge representation and logical reasoning systems while solving practical AI problems.					
LO4	Evaluate the architecture of intelligent agents to solve real world problems.						
Dependencies							
Module Recommendations							
No recommendations listed							
Co-requisite Modules							
No Co-requisite modules listed							
Entry requirements		Learners should have attained the knowledge, skills and competence gained from stage 2 of the BSc (Hons) in Data Science					

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Module Content & Assessment							
Indicative Content							
Introduction to Artificial Intelligence Foundations of AI: philosophy, maths, psychology, computing, linguistics, logic, probability theory. Historical evolution of the field. Weak vs Strong AI. Ethical implications of AI							
Agents Precepts, actions, goals, environment. Rational agents. Environments. Agent functions and programs. Simple reflex agents. Reflex agents with state. Goal based agents. Utility pased agents							
Search-Based Problem Solving Utility based agents. Performance. State space search. Uninformed Search strategies: Uniform Cost, Dept-First, Depth-Limited, Iterative Deepening							
Search-Based Problem Solving Informed Search strategies: Greedy Best First Search, A* Search; Heuristic functions; Iterative Improvement algorithms • Hill climbing & Simulated Annealing							
Reasoning Propositional Logic. First Order Logic. Inference in First Order Logic							
Knowledge representation Ontological Engineering. Categories, objects and events. Semantic networks							
Bayesian Networks Quantifying Uncertainty. Bayes' Rules and its use							
Agyesian Networks Probabilistic Reasoning; The semantics of Bayesian Networks; Conditional distributions and efficient representation of them; Inference in Bayesian Networks; Dynamic Bayesian Network							
Natural Language Processing Language models. Retrieval, extraction and classification for natural language processing							
Natural Language Processing Natural language for communication (phrase structures, syntactic analysis, augmented, grammars and semantic interpretation, machine translation, speech recognition) Practical problems, for example using systematic functional linguistics for the identification of latent dehumanisation							
Recommender Systems Recommender systems introduction and examples . Basic models of recommender systems							
Recommender Systems Al techniques for recommender systems; Recommender systems challenges: scalability, sparsity, cold-start, etc							
Assessment Breakdown	%						
Coursework	40.00%						
End of Module Assessment	60.00%						
Assessments							
Full Time							
Coursework							

Coursework								
Assessment Type:	Continuous Assessment	% of total:	Non-Marked					
Assessment Date:	n/a	Outcome addressed:	1,2,3,4					
Non-Marked:	Yes							
Assessment Description: Formative assessment will be provided on the in-class individual or group activities. Feedback will be provided in written or oral format, or on-line through Moodle. In addition, in class discussions will be undertaken as part of the practical approach to learning.								
Assessment Type:	Project (0050)	% of total:	40					
Assessment Date:	n/a	Outcome addressed:	3,4					
Non-Marked:	No							
Assessment Description: Project where the students need to implement AI into an application of their choice (e.g., chess game, chat bot, etc.). This project would built on students' previous skills in programming (e.g. Python), and machine learning.								
Assessment Type:	Easter Examination	% of total:	60					
Assessment Date:	n/a	Outcome addressed:	1,2,3,4					
Non-Marked:	No							
Assessment Description: Written examination held during final terminal exams examining all learning outcomes								
No End of Module Assessment								
No Workplace Assessment								
Reassessment Requirement								
Repeat examination Reassessment of this module will consist of a repeat examination. It is possible that there will also be a requirement to be reassessed in a coursework element.								
Reassessment Description								

The repeat strategy for this module is an examination. Students will be afforded an opportunity to repeat the examination at specified times throughout the year and all learning outcomes will be assessed in the repeat exam.

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Module Workload								
Module Target Workload Hours 0 Hours								
Workload: Full Time								
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload				
Lecture	Classroom & Demonstrations (hours)	24	Per Semester	2.00				
Tutorial	Other hours (Practical/Tutorial)	24	Per Semester	2.00				
Independent Learning	Independent learning (hours)	202	Per Semester	16.83				
Total Weekly Contact Hours								

Recommended Book Resources

Russell, S., and Norvig, P.. (2010), Artificial Intelligence: A Modern Approach (3rd ed), Pearson.

Koski, T. & Noble, J.. (2009), Bayesian Networks: An Introduction, Wiley.

Bird, S., Klein, E. & Loper, E.. (2009), Natural Language Processing with Python: Analyzing Text with the Natural Language Toolkit, O'Reilly.

Jannach, D., Zanker, M., Felfernig, A. & Friedrich, G. (2010), Recommender Systems: An Introduction, Cambridge University Press.

Supplementary Book Resources

Funge, J. D.. (2004), Artificial Intelligence for Computer Games: An Introduction, CRC Press.

Supplementary Article/Paper Resources

Gabrani G., Sabharwal S., Singh V.K.. (2017), Artificial Intelligence Based Recommender Systems: A Survey, Advances in Computing and Data Sciences. ICACDS 2016, p.50-59, https://doi.org/10.1007/978-981-10-5427- 3_6_

This module does not have any other resources

Discussion Note: