H8AI: Artificial Intelligence

Module Code:		H8AI				
Long Title		Artificial Intelligence APPROVED				
Title		icial Intelligence				
Module Level:		EL 8				
EQF Level:						
EHEA Level:		rst Cycle				
Credits:		10				
Module Coordinator:						
Module Author:		Alex Courtney				
Departments:		School of Computing				
Specifications of the qualifications and experience required of staff		and/or PhD degree in computer science or cognate discipline. May have industry experience also.				
Learning Outcomes						
On successfu	l completion of this modu	ule the learner will be able to:				
#	Learning Outcome	Description				
LO1	Describe the theory	heory and concepts underpinning Artificial Intelligence (AI) and outline the historical evolution of AI.				
LO2	Evaluate and apply t	ate and apply the technical and practical skills for constructing algorithms used in various real-world applications such as natural language processing				
LO3	Demonstrate and ev	nd evaluate the use of structures for knowledge representation and logical reasoning systems while solving practical Al problems.				
LO4	Evaluate the archited	ture of intelligent agents to solve real world problems.				
Dependencie	es					
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 3 of the BSc (Hons) in Computing.				

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Module Content & Assessment

Indicative Content

Introduction to Artificial Intelligence

Foundations of Al: philosophy, maths, psychology, computing, linguistics, logic, probability theory Historical evolution of the field Weak vs Strong Al Ethical implications of Al

Precepts, actions, goals, environment Rational agents Environments Agent functions and programs Simple reflex agents Reflex agents with state Goal based agents Utility based agents

Search-Based Problem Solving

Utility based agents Performance State space search Uninformed Search strategies: Uniform Cost, DeptFirst, Depth-Limited, Iterative Deepening

Reasoning

Propositional Logic First Order Logic Inference in First Order Logic

Knowledge Representation

Ontological Engineering Categories, objects and events Semantic networks

Bavesian Networks

Quantifying Uncertainty Bayes' Rules and its use

Natural Language Processing

Language models Retrieval, extraction and classification for natural language processing

Recommender Systems

Recommender systems introduction and examples Basic models of recommender systems

Assessment Breakdown	%	
Coursework	40.00%	
End of Module Assessment	60.00%	

Assessments

Full Time

Coursework

Formative Assessment Assessment Type:

% 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

% 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

End of Module Assessment

Assessment Type: Terminal Exam **Assessment Date:**

End-of-Semester

Outcome addressed:

1,2,3,4

Assessment Description:

Written examination held during final terminal exams examining all learning outcomes

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

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. 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								
Lecture	Classroom & Demonstrations (hours)		24 Every Week	24.00				
Tutorial	Other hours (Practical/Tutorial)		24 Every Week	24.00				
Independent Learning	Independent learning (hours)		202 Every Week	202.00				
Total Weekly Contact Hours								
Workload: Part Time								
Workload Type	Workload Description	Ho	ours Frequency	Average Weekly Learner Workload				
Lecture	No Description		24 Per Semester	2.00				
Tutorial	No Description		36 Per Semester	3.00				
Independent Learning	No Description		190 Per Semester	15.83				
Total Weekly Contact Hours								

Module Resources

Recommended Book Resources

Stuart Russell, Peter Norvig. (2016), Artificial Intelligence, [ISBN: 9781292153964].

Hobson Lane, Cole Howard, Hannes Hapke. (2019), Natural Language Processing in Action, Pearson Professional, p.420, [ISBN: 978-1617294631].

Dietmar Jannach, Markus Zanker, Alexander Felfernig, Gerhard Friedrich. (2010), Recommender Systems, Cambridge University Press, p.352, [ISBN: 978-0521493369].

Timo Koski, John Noble. (2009), Bayesian Networks, Wiley, p.366, [ISBN: 978-0470743041].

Supplementary Book Resources

lan Millington, John Funge. (2009), Artificial Intelligence for Games, CRC Press, p.872, [ISBN: 978-0123747310].

Recommended Article/Paper Resources

Gabrani G., Sabharwal S., Singh V.K. (2017), Artificial Intelligence Based Recommender Systems: A Survey, Advances in Computing and Data Sciences, https://doi.org/10.1007/978-981-10-5427-3_6

This module does not have any other resources

Discussion Note: