STUDY MODULE DESCRIPTION FORM

Name of the module/subject **Artificial intelligence**		Code **1010331561010331100**
Field of study **Information Engineering**	Profile of study (general academic, practical) **(brak)**	Year /Semester **3 / 6**
Elective path/specialty **Information Technologies**	Subject offered in: **Polish**	Course (compulsory, elective) **obligatory**
Cycle of study: **First-cycle studies**	Form of study (full-time,part-time) **full-time**	
No. of hours Lecture: **30** Classes: **-** Laboratory: **15** Project/seminars: **-**		No. of credits **4**
Status of the course in the study program (Basic, major, other) **(brak)**	(university-wide, from another field) **(brak)**	
Education areas and fields of science and art **technical sciences** **Technical sciences**		ECTS distribution (number and %) **4 100%** **4 100%**

Responsible for subject / lecturer:

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Prerequisites in terms of knowledge, skills and social competencies:

1	**Knowledge**	Student has an elementary mathematical knowledge including algebra, analysis, logic and probability theory; she/he has basic skills in algorithm design and implementation.
2	**Skills**	Student is able to find information from professional literature, databases and other sources; he/she can also integrate and correctly interpret the gained information and then to conclude and formulate his/her own opinions; a student is able to work individually and in a team; he/she can estimate a time for a given task and prepare a schedule for it.
3	**Social competencies**	Student understands the necessity and knows possibilities of lifelong learning and improving the professional, personal and social competencies; a student realises the responsibility for his/her work done individually or in a team; he/she is also ready to accept the rules of group work.

Assumptions and objectives of the course:

providing students with the scope of artificial intelligence - basic problems, their models and methods of solving; presentation of exemplary applications of artificial intelligence, particularly in contemporary technology.

Study outcomes and reference to the educational results for a field of study

Knowledge:

1. Student has theoretical and practical knowledge on algorithm design and analysis, on abstract data structures and their implementation and on computationally hard problems - [K_W04]
2. Student has theoretical and practical knowledge on artificial intelligence and on expert and multi-agent systems - [K_W09]

Skills:

1. Student is able to create engineer work documentation and to prepare text with the work result discussion - [K_U03]
2. Student is able to apply programming environments and platforms to develop, execute and test simple programs implemented in imperative, object-oriented and declarative languages - [K_U10]
3. Student is able to design and develop a simple expert or multi-agent system - [K_U13]

Social competencies:

1. Student realises the social role of being a technical graduate, in particular he/she understands the need to convey his/her professional knowledge to the others in an understandable way, also using mass media - [K_K06]
2. Student understands the importance of a thorough design of a given project, respecting notation standards, using a proper language and keeping deadlines - [K_K07]

Assessment methods of study outcomes

Lecture: written exam consisting of theoretical questions and simple problems to solve.

Labs: rating a student's activity during exercises; evaluation of the progress on the semestral task including the delivery of reports on time.

More than 50% points are necessary for passing the exam and labs.

Course description

Lecture. Introduction to artificial intelligence. Applications of artificial intelligence in contemporary technology. Knowledge representation and knowledge processing - first-order logic and its subclasses. Solving problems by searching. Constraint satisfaction problems. Basis of automated reasoning. Expert system and rule-based systems. Incompleteness of knowledge - nonmonotonic and temporal reasoning. Truth maintenance systems. Machine learning. Neural networks.

Course update 2017: applications of artificial intelligence in contemporary technology, rule-based systems.

Labs. Every student obtains one semestral task concerning expert or rule-based systems, simple reasoning systems, constraint satisfaction problems, program transformation, two-person games or logic puzzles.

Teaching methods:

- lectures supported by slides and examples presented on the table

- laboratories - a usage of tools enabling students to perform tasks at home, reviewing student reports with a discussion of common errors.

Basic bibliography:

1. A Brief Introduction to Neural Networks, Kriesel D., University of Bonn, 2007

2. Artificial Intelligence: A Modern Approach, Russell S.J., Norvig P., Prentice Hall, New Jersey, 2003

3. Handbook Of Research On Machine Learning Applications and Trends: Algorithms, Methods and Techniques, Olivas E.O. et al. (eds), IGI Global, 2010

4. Intelligent Systems for Engineers and Scientists. Third Edition, Hopgood A.A., CRC Press, 2011

5. Logic, Programming and Prolog, Nilsson U., Małuszyński J., 2 ed, 2000

Additional bibliography:

1. Artificial Intelligence: A New Synthesis, Nilsson N.J., Morgan Kaufmann Publ., 1998

2. Concepts, Techniques, and Models of Computer Programming, Roy P. van, Haridi S., MIT Press, 2004

3. The Art of Prolog. Advanced programming techniques, Sterling L., Shapiro E., 2 ed, MIT Press, 1999

4. The Handbook of Applied Expert Systems, Liebowitz J., CRC Press, 1997

5. Systematic Introduction to Expert Systems, Puppe F., Springer-Verlag, 1993

Result of average student's workload

Activity	Time (working hours)
1. Lectures	30
2. Labs	15
3. Consultations and the exam	5
4. Preparation for labs, preparing the reports	30
5. Preparation for the exam	20

Student's workload

Source of workload	hours	ECTS
Total workload	100	4
Contact hours	50	2
Practical activities	50	2