## **Subject Description Form**

Subject Code	COMP4431							
Subject Title	Artificial Intelligence							
Credit Value	3							
Level	4							
Pre-requisite / Co- requisite / Exclusion	Pre-requisite: COMP2011/COMP2013							
Objectives	The objectives of this subject are to:							
	1. introduce the fundamental concepts of artificial intelligence;							
	2. equip students with the knowledge and skills in the programming of artificial intelligence techniques;							
	3. master the problem formulation and the typical intelligent algorithms;							
	4. understand the technical development of artificial intelligence; and							
	5. make students become aware of the ethical issues related to artificial intelligence.							
Intended Learning Outcomes	Upon completion of the subject, students will be able to:							
	Professional/academic knowledge and skills							
	(a) understand the history, development, and technical trend of artificial intelligence;							
	(b) understand the important concepts in artificial intelligence and the problems addressed by intelligent techniques;							
	<ul> <li>(c) master programming languages and tools to implement artificial intelligence techniques;</li> </ul>							
	<ul> <li>(d) able to apply the skills and techniques in machine learning, such as decision tree induction, support vector machine, and artificial neural networks;</li> </ul>							
	(e) learn the design rationale and the typical algorithms of problem- solving agents, in particular, search algorithms and their applications in real world;							
	(f) deal with the ethical issues related to artificial intelligence;							

	<ul> <li><u>Attributes for all-roundedness</u></li> <li>(g) explore the nature of human intelligence and its role in problem-solving; and</li> <li>(h) deepen thoughts and understanding of human abilities such as learning, reasoning and planning</li> </ul>							
Subject Synopsis/ Indicative Syllabus	Торіс							
	1. Introduction to Artificial Intelligence							
	Definition of artificial intelligence; basic concepts of human intelligence; scope of classical artificial intelligence problem; the birth, golden time, and the winter of artificial intelligence.							
	2. Agent and Knowledge Base							
	Definition of agents and rationality; design an intelligen agent; knowledge-based agents and knowledge representation language; inference using forward chain and backward chain uncertainty and Bayesian networks.							
	3. Problem-solving Agents							
	Problem-solving agents; uninformed search strategies and typical algorithms; informed search strategies and typical algorithms; heuristic functions; hill-climbing search, simulated annealing search, genetic algorithms; constraint satisfaction problem and game problem.							
	4. Machine Learning							
	Supervised learning, unsupervised learning, and reinforcement learning; classification, clustering, and regression; decision tree; support vector machine, artificial neural networks.							
	5. Applications and Ethical Issues							
	Latest development of artificial intelligence; typical applications; ethical issues of artificial intelligence techniques and applications; benefits and risk to human society.							
Teaching/ Learning Methodology	During the lecture, students will come across the concepts, algorithms and applications in artificial intelligence, and will be supplemented by exercises, labs, and project.							

Assessment Methods in Alignment with Intended Learning	Specific assessment methods/tasks	% weighting	g Intended subject learning outcomes to be assessed								
Outcomes			а	b	с	d	e	f	g	h	
	1. Continuous Assessment	55%	~	~	~	~	~	~	~	~	
	2. Final Examination	45%	~	~	~	~	~	~			
	Total	100 %									
	Explanation of the appropriateness of the assessment methods assessing the intended learning outcomes:										
	Continuous assessments consist of a project, lab exercises, and quizzes, which are designed to facilitate students to achieve intended learning outcomes. Lab exercise is designed to encourage students to acquire good understanding of the relevant knowledge, practice in order to enrich their hands-on experience with various software tools. The project is designed to enhance students' ability to acquire the understanding of and using different knowledge, principles, techniques, tools to solve a real problem through teamwork. Quizzes are to ensure the students understand the concepts.										
Student Study Effort Expected	Class contact:										
•	• Class activities including lecturers, tutorial, and labs						39 Hrs.				
	Other student study effort:										
	Coursewor	Coursework and Project					80 Hrs.				
	Total student study	udy effort					119 Hrs.				
Reading List and	Textbooks:										
Keterences	1. Russell, Stuart and Norvig, Peter, <i>Artificial Intelligence: A Modern Approach</i> , 3 <sup>rd</sup> Edition, Pearson, 2009.										
	Reference Books:										
	1. Pal, Sankar K. and Shiu, Simon C. K., <i>Foundations of Soft Case-Based Reasoning</i> , John Wiley, 2004.										
	<ol> <li>Negnevitsky, Michael, Artificial Intelligence: A Guide to Intelligent Systems, 2<sup>nd</sup> Edition, Addison Wesley, 2005.</li> </ol>										