

## Artificial Intelligence (E016330)

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

**Credits 6.0**

**Study time 180 h**

**Course offerings in academic year 2024-2025**

C (semester 1)

Dutch, English

Gent

**Lecturers in academic year 2024-2025**

Pizurica, Aleksandra

TW07

lecturer-in-charge

**Offered in the following programmes in 2024-2025**

[Master of Science in Computer Science Engineering](#)

**crdts**

6

**offering**

C

### Teaching languages

English, Dutch

### Keywords

knowledge representation, reasoning under uncertainty, Bayesian networks, Hidden Markov Models, belief propagation, deep learning, rational agents and rational decisions, Markov decision processes, reinforcement learning, computer vision

### Position of the course

The course gives an overview of the principles and modern approaches in artificial intelligence. The focus is on intelligent agents, reasoning under uncertainty, and making rational decisions.

### Contents

- Intelligent agents, task environment, agent design (reflex, goal-based, utility-based)
- Solving problems by searching: Tree- and graph-search strategies, informed and local search
- Game playing: Game trees, minimax and expectimax strategies
- Constraint satisfaction problems
- Knowledge representation and reasoning: Logical agents, Resolution, Planning and Acting
- Reasoning under uncertainty: Bayesian networks, Markov Random Fields, Inference in graphical models, Belief propagation, Viterbi algorithm, MCMC samplers
- Probabilistic reasoning over time: Hidden Markov Models, Kalman filtering, Dynamic Bayesian Networks, Particle filtering
- Machine Learning: Inductive learning, Naive Bayesian Classifier, Decision Tree Learning, Artificial Neural Networks
- Deep learning: Convolutional neural networks (CNN), autoencoders, deep belief networks
- Rational decisions: Utility and preferences, Maximizing expected utility, Value of information, Decision networks
- Making complex decisions: Markov Decision Processes (MDP)
- Reinforcement learning: Temporal difference learning, Q-learning, policy search
- Advanced topics: applications in machine vision and robotics

### Initial competences

Principles of probability theory and basics of predicate logic

### Final competences

- 1 Know and apply search strategies for complex problem solving.
- 2 Know and apply principles of logic deduction and reasoning, and techniques for action planning.
- 3 Structure and represent knowledge with predicates, rules, description logic.
- 4 Know and apply principles of reasoning under uncertainty, using Bayesian networks and other graphical models, including Hidden Markov Models and dynamic networks.

- 5 Know and apply basic principles of inductive learning and reasoning.
- 6 Make rational decisions by combining probability and utility theories.
- 7 Understand and apply basic principles of reinforcement learning and understand how these lead to the design of rational autonomous agents.

#### **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**

Seminar, Lecture

#### **Extra information on the teaching methods**

Classroom lectures; Classroom problem solving sessions; Computer-assisted problem solving

#### **Study material**

None

#### **References**

- S. Russel and P. Norvig: Artificial Intelligence, A Modern Approach. Fourth Edition, Prentice Hall, 2020.
- I. Goodfellow, Y. Bengio and A. Courville: Deep Learning. MIT Press, 2017.

#### **Course content-related study coaching**

#### **Assessment moments**

end-of-term and continuous assessment

#### **Examination methods in case of periodic assessment during the first examination period**

Written assessment, Assignment

#### **Examination methods in case of periodic assessment during the second examination period**

Written assessment, Assignment

#### **Examination methods in case of permanent assessment**

Assignment

#### **Possibilities of retake in case of permanent assessment**

examination during the second examination period is possible in modified form

#### **Extra information on the examination methods**

During examination period (PE): written exam, closed book, closed notes except crib sheet on one A4-size paper.

During semester (NPE): graded practicum reports and homework assignments.

Practicums are organized as group work and involve programming in Python. Homework assignments are individual computer exercises. It will not be assumed that you have previous experience with Python, but you will need to learn the basics rapidly and the necessary support will be provided for this including an introductory lab session.

#### **Calculation of the examination mark**

Weighting:

- Exam: 60%
- Practicum reports: 30%
- Homework: 10%

In order to be able to pass this course, the minimum score of 9/20 is required both for PE (exam) and NPE (weighted average of the scores for practicum reports and homework assignments). If these conditions are not met and the total score is still 10/20 or above, the final grade will be brought to 9/20. If the exam score is below 10/20, the maximum obtainable final grade is 10/20 regardless of the total score.

Failing to participate in one or more parts of the evaluation results in the non-passing final grade.