



## KURSPLAN **Artificial Intelligence, 7,5 högskolepoäng**

*Artificial Intelligence, 7.5 credits*

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<b>Kurskod:</b>	TAIK19	<b>Utbildningsnivå:</b>	Grundnivå
<b>Fastställd av:</b>	VD 2019-06-01	<b>Utbildningsområde:</b>	Tekniska området
<b>Gäller fr.o.m.:</b>	2019-08-01	<b>Ämnesgrupp:</b>	DT1
<b>Version:</b>	1	<b>Fördjupning:</b>	G1F
		<b>Huvudområde:</b>	Informatik

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### Lärandemål

After a successful course, the student shall

Kunskap och förståelse

- Display knowledge of search algorithms for production systems
- Display knowledge of formalisms for reasoning under uncertainty
- Show familiarity with game theory and its applications in AI

Färdighet och förmåga

- Demonstrate the ability to apply production systems, and the accompanying search algorithms to various representations and problem instances
- Demonstrate the ability to develop programs in Prolog that handle the concepts addressed in the course, including constraint logic programming
- Demonstrate the ability to use resolution for inferencing in predicate and propositional logic
- Demonstrate the ability to Implement the Minimax algorithm, including some standard improvements
- Demonstrate the ability to implement algorithms for finding optimal policies in Markov decision processes

Värderingsförmåga och förhållningssätt

- Demonstrate an understanding of how representations and algorithms can be used for solving basic AI-problems described in a formal or informal way

### Innehåll

The course is a basic course in artificial intelligence with a focus on traditional AI, i.e., GOFAI. The course covers many different basic and intermediate topics in the field, alternating theory with practice. After completing the course, the student shall have acquired a basic, but broad, knowledge in the field of artificial intelligence. Specifically, the student should understand and know how to apply all the theoretical concepts covered.

The main concepts included in the course are:

- Traditional AI: Problem representation, production systems, search with and without

heuristics, planning, expert systems, automated reasoning, propositional logic, predicate logic, resolution

- Reasoning under uncertainty: Bayesian inferencing and other approaches
- Programming in Prolog: Basic syntax and semantics, lists, structures, recursion, ADT's, implementation of production systems and search algorithms. Constraint logic programming
- Intelligent agents: terminology, environments, different types of agents
- Basic game theory, the minimax algorithm, agents for game playing
- Agents for Markov decision processes

### Undervisningsformer

The teaching in the course consists mainly of lectures, assignments and tutoring.

Undervisningen bedrivs på engelska.

### Förkunskapskrav

Grundläggande behörighet samt 60 hp i huvudområdet datateknik alt. elektroteknik (med relevanta kurser inom datateknik) eller motsvarande. Dessutom krävs Engelska 6/B.

### Examination och betyg

Kursen bedöms med betygen 5, 4, 3 eller Underkänd .

The final grade will only be issued after satisfactory completion of all assessments.

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Inlämningsuppgifter	7,5 hp	5/4/3/U

### Kurslitteratur

The literature list for the course will be provided one month before the course starts.

The Principal texts:

Title: Artificial Intelligence a modern approach, 3rd ed

Author: Russel, S. & Norvig, P.

Publisher: Pearson Education Ltd.

ISBN: 978-0132071482

Title: PROLOG Programming for Artificial Intelligence, 4th ed

Author: Bratko, I.

ISBN: 978-0321417466