



Subject card

Subject name and code	Artificial Intelligence in Automatic Control, PG_00047568						
Field of study	Automatic Control, Cybernetics and Robotics						
Date of commencement of studies	October 2021	Academic year of realisation of subject			2022/2023		
Education level	first-cycle studies	Subject group			Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
Mode of study	Full-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	4	ECTS credits			3.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Decision Systems and Robotics -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. inż. Wojciech Jędruch					
	Teachers	dr hab. inż. Wojciech Jędruch					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours		Self-study		SUM
	Number of study hours	30	3.0		42.0		75
Subject objectives	The lecture provides the basic knowledge of artificial intelligence methods						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K6_W05] Knows and understands, to an advanced extent, methods of supporting processes and functions, specific to the field of study		Student knows and can apply basic methods of artificial intelligence		[SW3] Assessment of knowledge contained in written work and projects		
	[K6_W01] Knows and understands, to an advanced extent, mathematics necessary to formulate and solve simple issues related to the field of study		Student knows and can apply basic methods of artificial intelligence		[SW3] Assessment of knowledge contained in written work and projects		
Subject contents	1. Organization of the course and assessment criteria 2. Definitions of AI, overview of methods and applications 3. Philosophy of AI 4. Graph searching methods: breadth first, depth-first, Dijkstra, A* 5. Graph searching methods: ant colony optimization 6. AND/OR graph searching methods: introduction 7. AND/OR graph searching methods: minimax and alpha-beta pruning methods 8. AND/OR graph searching methods: computer chess 9. Knowledge representation and reasoning: introduction to first order logic 10. Knowledge representation and reasoning: resolution 11. Knowledge representation and reasoning: examples and refinements 12. Knowledge representation and reasoning: frames and description logic 13. Fuzzy inference systems: Mamdani and Sugeno inferences 14. Bayesian networks: overview and types of applications 15. Bayesian networks: methods of computing of probabilities 16. Machine learning: overview of types of learning, algorithms of learning and learned structures 17. Machine learning: gradient and Levenberg Marquardt algorithms 18. Machine learning: random search and simulated annealing algorithms 19. Machine learning: evolutionary algorithms 20. Machine learning: genetic programming 21. Machine learning: particle swarm optimization 22. Machine learning: artificial immune system algorithms 23. Machine learning: artificial neural networks, structures and basic properties 24. Machine learning: artificial neural networks - supervised learning 25. Artificial neural networks - recurrent networks 26. Machine learning: learning of fuzzy systems (ANFIS) 27. Machine learning: decision trees construction 28. Machine learning: generalization problems, VC dimension and Vapnik inequality 29. Reinforcement learning: overview and types of multistage decision processes 30. Reinforcement learning: reinforcement learning algorithms 31. Unsupervised learning: clustering algorithms and self-organizing features maps. 32 Elements of deep learning: autoencoding, convolutional networks.						
Prerequisites and co-requisites	Elementary knowledge of Boolean algebra, probability theory, calculus, and basics in computer programming						

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Written exam (midterm and final exams)	50.0%	100.0%
Recommended reading	Basic literature	Russel S., Norvig P.: Artificial Intelligence, Prentice-Hall, London. 2009	
	Supplementary literature	Nielsen M.: Neural networks and deep learning , 2019 neuralnetworksanddeeplearning.com	
	eResources addresses	Adresy na platformie eNauczenie:	
Example issues/ example questions/ tasks being completed	What is relation between Turing test and the Searle's 'chinese room' model? Show the leaves in a given tree which value has no influence on the final result of alpha-beta method. Using resolution refutation algorithm proof some example taska. Compute output value of some simple fuzzy system. Compute the some conditional probability in a given Bayesian network. Compute and plot one step of the steepest descent method in a shown contour of a given function. Plot a one step trajectories of a few points moving according to the PSO method. Compute the weights of an ANN classifying few given training poits. Explain the two stages during training of ANFIS systems. Construct a simple decision tree using ID3 algorithm. Explain the Vapnik inequality. Plot a trajectory of clusters in a simple example of the k-means method. Compute the values of Q in a simple deterministic example of a multistages process.		
Work placement	Not applicable		