



Subject card

Subject name and code	Advanced AI Techniques, PG_00068334						
Field of study	Informatics						
Date of commencement of studies	February 2026	Academic year of realisation of subject			2025/2026		
Education level	second-cycle studies	Subject group			Optional subject group Specialty subject group 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	1	Language of instruction			English		
Semester of study	1	ECTS credits			4.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Computer Architecture -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology						
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. inż. Julian Szymański					
	Teachers	dr hab. inż. Julian Szymański					
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	E-learning hours included: 0.0						
	eNauczanie source address: https://enauczanie.pg.edu.pl/2025/course/view.php?id=4525						
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		8.0		62.0	100
Subject objectives	The aim of the course is to familiarize students with selected advanced methods and algorithms of artificial intelligence, with particular emphasis on modern neural network models and tools enabling their practical application.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_W08] knows and understands, to an increased extent, the fundamental dilemmas of modern civilisation, the main development trends of scientific disciplines relevant to the field of education	The student is able to apply selected artificial intelligence models, in particular transformer-based models, large language models (LLMs), and graph neural networks, using modern programming tools and libraries.	[SW1] Assessment of factual knowledge
	[K7_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, making assessment and critical analysis of the prepared software as well as a synthesis and creative interpretation of information presented with it	The student knows the contemporary directions of development of artificial intelligence methods and their significance for the development of information systems.	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools
	[K7_W04] knows and understands, to an increased extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or other elements or programmable devices specific to the field of study, and organization of work of systems using computers or such devices	The student understands the operation and applications of artificial intelligence models, in particular, modern neural network architectures such as transformers and graph neural networks.	[SW1] Assessment of factual knowledge
Subject contents	<p>Course content – lecture</p> <ul style="list-style-type: none"> • Introduction to large language models and the Hugging Face library. • Introduction to natural language processing. • Methods for text representation and classification. • Encoder-type models and named entity recognition tasks. • Retrieval-augmented generation methods. • Graph neural networks <p>Course content – laboratory</p> <ul style="list-style-type: none"> • Running and configuring large language models (LLMs). • Chat-based models and conducting dialogue with large language models. • Fine-tuning large language models. • Text classification. • Token classification and named entity recognition (NER). • Retrieval-augmented generation (RAG) systems. • Graph neural networks (GNNs). 		
Prerequisites and co-requisites	Knowledge of the Python programming language and basic concepts of neural networks, in particular training using the backpropagation algorithm.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Laboratory grade	50.0%	50.0%
	Exam grade (lectures)	50.0%	50.0%
Recommended reading	Basic literature	<ul style="list-style-type: none"> • <i>Natural Language Processing with Transformers, Revised Edition</i> Lewis Tunstall, Leandro von Werra, Thomas Wolf • <i>Dive into Deep Learning</i> Aston Zhang, Zachary Lipton, Mu Li, Alex Smola • <i>Graph Representation Learning</i> William L. Hamilton 	
	Supplementary literature	<ul style="list-style-type: none"> • <i>Speech and Language Processing</i> Daniel Jurafsky, James H. Martin 	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • use of large language models for text generation • implementation of text classification using transformer-based models • named entity recognition in text • fine-tuning language models for a selected NLP task 		
Practical activities within the subject	Not applicable		