

In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.






6 credits

30.0 h + 30.0 h

Q1

Teacher(s)	Deville Yves ;
Language :	English
Place of the course	Louvain-la-Neuve
Main themes	<ul style="list-style-type: none"> • Problem solving by searching : formulating problems, uninformed and informed search search strategies, local search, evaluation of behavior and estimated cost, applications • Constraint satisfaction : formulating problems as CSP, backtracking and constraint propagation, applications • Games and adversarial search : minimax algorithm and Alpha-Beta pruning, applications • Propositional logic : representing knowledge in PL, inference and reasoning, applications • First-order logic : representing knowledge in FOL, inference and reasoning, forward and backward chaining, rule-based systems, applications • Planning : languages of planning problems, search methods, planning graphs, hierarchical planning, extensions, applications • AI, philosophy and ethics : "can machines act intelligently ?", "can machines really think ?", ethics and risks of AI, future of AI
Aims	<p>Given the learning outcomes of the "Master in Computer Science and Engineering" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes:</p> <ul style="list-style-type: none"> • INFO1.1-3 • INFO2.2-4 • INFO5.2, INFO5.5 • INFO6.1, INFO6.4 <p>Given the learning outcomes of the "Master [120] in Computer Science" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes:</p> <ul style="list-style-type: none"> • SINF1.M4 • SINF2.2-4 • SINF5.2, SINF5.5 • SINF6.1, SINF6.4 <p>Given the learning outcomes of the "Master [60] in Computer Science" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes:</p> <p>1</p> <ul style="list-style-type: none"> • 1SINF1.M4 • 1SINF2.2-4 • 1SINF5.2, 1SINF5.5 • 1SINF6.1, 1SINF6.4 <p>Students completing successfully this course will be able to</p> <ul style="list-style-type: none"> • explain the basic knowledge representation, problem solving and reasoning methods in artificial intelligence • assess the applicability, strength, and weaknesses of the basic knowledge representation, problem solving and reasoning in solving particular engineering problems • develop intelligent systems by assembling solutions to concrete computational problems • discuss the role of knowledge representation, problem solving and reasoning in intelligent-system engineering <p>Students will have developed skills and operational methodology. In particular, they have developed their ability to:</p> <ul style="list-style-type: none"> • master a new programming language using online tutorial • deal with deadlines and competitiveness in developing the most efficient solution. <p>----</p>

	<i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i>
Evaluation methods	<p>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</p> <ul style="list-style-type: none"> • Exam : 70% • Assignments : 30%. <p>Assignments must be personal (team of 2). No collaboration between groups. No copying from Internet. Cheating = 0/20 all assignments. In case of failure of the missions the weight of this part will be more important.</p> <ul style="list-style-type: none"> • Assignments may be realized only during the quadrimester of the course. It's not possible to realize the assignments during another quadrimester or for the exam session of september.
Teaching methods	<p>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</p> <ul style="list-style-type: none"> • Problem-Based Learning • Learning by doing • 5 assignments (one per two weeks) • Team of two students • Limited teaching (1 hour / week) • Feed-back of problems (1/2 hour) • Discussion of current problem (1/2 hour)
Content	<ul style="list-style-type: none"> • Introduction • Search • Informed search • Local search • Adversarial search • Constraint Satisfaction Problem • Logical Agent • First-order logic and Inference • Classical Planning • Planning in the real world • Learning from examples • Philosophical foundations & Present and future of AI
Inline resources	https://moodleucl.uclouvain.be/course/view.php?id=8082
Bibliography	<ul style="list-style-type: none"> • Stuart Russell, Peter Norvig, Artificial Intelligence : a Modern Approach, 3rd Edition, 2010, 1132 pages, Prentice Hall • transparents en ligne
Faculty or entity in charge	INFO

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Aims
Master [120] in Data Science Engineering	DATE2M	6		
Master [120] in Biomedical Engineering	GBIO2M	6		
Master [120] in Computer Science and Engineering	INFO2M	6		
Master [60] in Computer Science	SINF2M1	6		
Master [120] in Computer Science	SINF2M	6		
Master [120] in Data Science: Information Technology	DAT12M	6		