Course title: Artificial intelligence 1 (code: I151)

Status: obligatory for the module of Computer science, optional for module of Information technology

ECTS: 7

Requirements: Data structures and algorithms 1 (I021); Elements of mathematical logic (I111) or Theoretical foundations of informatics 1 (I211)

Learning objectives
Teaching students theoretical basics of artificial intelligence (AI) principles as well as a practical implementation of the software applications with the elements of knowledge representation, search and inference.

Learning outcomes
Minimum: Students should understand the basic AI concepts and should be able to implement software application for solving problems by searching state space, implementation of the intelligent player in two-player games, as well as the implementation of the knowledge-based agent.
Desirable: Students should be able to implement the knowledge-based systems with deep understanding of logical inference and complex principles of AI.

Syllabus
Theoretical instruction

Practical instruction

Weekly teaching load | Theory: 2 | Practice: 3