



Teaching Guide

Identifying Data					2023/24
Subject (*)	Foundations of Artificial Intelligence	Code	614522003		
Study programme	Mestrado Universitario en Bioinformática para Ciencias da Saúde				
Descriptors					
Cycle	Period	Year	Type	Credits	
Official Master's Degree	1st four-month period	First	Optional	6	
Language	SpanishGalician				
Teaching method	Face-to-face				
Prerequisites					
Department	Ciencias da Computación e Tecnoloxías da InformaciónComputación				
Coordinador	Moret Bonillo, Vicente	E-mail	vicente.moret@udc.es		
Lecturers	Morán Fernández, Laura	E-mail	laura.moranf@udc.es		
	Moret Bonillo, Vicente		vicente.moret@udc.es		
Web	moodle.udc.es				
General description	In this subject the student will be introduced to the basic concepts of artificial intelligence (AI), from the beginnings to the current techniques. It is intended that the student knows the fundamentals of AI and knowledge representation techniques.				

Study programme competences / results

Code	Study programme competences / results
A2	CE2 ? To define, evaluate and select the architecture and the most suitable software for solving a problem in the field of bioinformatics
A3	CE3 ? To analyze, design, develop, implement, verify and document efficient software solutions based on an adequate knowledge of the theories, models and techniques in the field of Bioinformatics
A4	CE4 - Ability to acquire, obtain, formalize and represent human knowledge in a computable form for the resolution of problems through a computer system in any field of application, particularly those related to aspects of computing, perception and action in bioinformatics applications
B1	CB6 - Own and understand knowledge that can provide a base or opportunity to be original in the development and/or application of ideas, often in a context of research
B2	CB7 - Students should know how to apply the acquired knowledge and ability to problem solving in new environments or little known within broad (or multidisciplinary) contexts related to their field of study
B6	CG1 -Search for and select the useful information needed to solve complex problems, driving fluently bibliographical sources for the field
B7	CG2 - Maintain and extend well-founded theoretical approaches to enable the introduction and exploitation of new and advanced technologies
C1	CT1 - Express oneself correctly, both orally writing, in the official languages of the autonomous community
C6	CT6 - To assess critically the knowledge, technology and information available to solve the problems they face to.

Learning outcomes

Learning outcomes	Study programme competences / results		
Knowledge and application of the fundamental principles and techniques of AI and their practical application	AJ2 AJ3 AJ4	BJ1 BJ2 BJ6 BJ7	CJ1 CJ6

Contents

Topic	Sub-topic



1. Introduction	<ul style="list-style-type: none"> 1.1. An historical perspective 1.2. Preliminary aspects 1.3. General considerations
2. Problem-solving	<ul style="list-style-type: none"> 2.1. Introduction to solving problems in AI 2.2. The state space concept. Searching 2.3. General characteristics of searching processes 2.4. Pure search strategies 2.5. Search strategies in state space
3. Structured Knowledge Representation	<ul style="list-style-type: none"> 3.1. Introduction 3.2. Declarative methods 3.3. Procedural methods 3.4. Examples and a practical case 3.5. Production systems
4. Reasoning in AI	<ul style="list-style-type: none"> 4.1 Basics of categorical reasoning 4.2 Basics of Bayesian reasoning

Planning				
Methodologies / tests	Competencies / Results	Teaching hours (in-person & virtual)	Student?s personal work hours	Total hours
Supervised projects	B2 B6 B7 C6 C1	12	36	48
Problem solving	B2 B6 B7 C1 C6	12	36	48
Guest lecture / keynote speech	A2 A3 A4 B1	14	28	42
Personalized attention		12	0	12

(*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies	
Methodologies	Description
Supervised projects	Estudo e desenvolvemento de aplicacións de Intelixencia Artificial en diversos aspectos do contido teórico da asignatura
Problem solving	Use of Symbolic Artificial Intelligence techniques to solve problems.
Guest lecture / keynote speech	Teaching the contents of the course, promoting involvement of students.

Personalized attention	
Methodologies	Description
Problem solving Guest lecture / keynote speech Supervised projects	Attendance and involvement of the students will be evaluated

Assessment			
Methodologies	Competencies / Results	Description	Qualification
Problem solving	B2 B6 B7 C1 C6	Valorarase a entrega en prazo, así como a asistencia ás horas asignadas á realización de prácticas.	30
Guest lecture / keynote speech	A2 A3 A4 B1	Written test to evaluate the knowledge about the course	30
Supervised projects	B2 B6 B7 C6 C1	Entrega de traballos relativos as distintas partes da materia	40

Assessment comments



Sources of information

Basic	<ul style="list-style-type: none">- Moret et al. (20015). Fundamentos de inteligencia artificial. Servicio de publicaciones de la UDC (2ª ed, 2ª imp)- José T. Palma, Roque Marín Morales et al. (2008). Inteligencia artificial - Técnicas, métodos y aplicaciones. McGraw Hill (1ª ed.)- Russell & Norvig (2004). Inteligencia artificial: un enfoque moderno. . Pearson (2ª ed)
Complementary	

Recommendations

Subjects that it is recommended to have taken before

Introduction to programming/614522001

Subjects that are recommended to be taken simultaneously

Subjects that continue the syllabus

Computational intelligence for high dimensional data/614522024

Computational intelligence for bioinformatics/614522012

High performance computing in bioinformatics/614522011

Other comments

(*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.