



## Teaching Guide

Identifying Data					2024/25
Subject (*)	Fundamentals of Machine Learning	Code	614G03018		
Study programme	Grao en Intelixencia Artificial				
Descriptors					
Cycle	Period	Year	Type	Credits	
Graduate	2nd four-month period	Second	Obligatory	6	
Language	Spanish				
Teaching method	Face-to-face				
Prerequisites					
Department	Ciencias da Computación e Tecnoloxías da Información				
Coordinador	Rivero Cebrián, Daniel	E-mail	daniel.rivero@udc.es		
Lecturers	Fernández Blanco, Enrique Rivero Cebrián, Daniel Rodríguez Tajés, Álvaro	E-mail	enrique.fernandez@udc.es daniel.rivero@udc.es a.tajes@udc.es		
Web					
General description	This course presents an overview of machine learning. The syllabus explains the different techniques and methods. In the practical part, real cases will be solved.				

## Study programme competences / results

Code	Study programme competences / results
A1	Capacidad para utilizar los conceptos y métodos matemáticos y estadísticos para modelizar y resolver problemas de inteligencia artificial.
A2	Capacidad para resolver problemas de inteligencia artificial que precisen algoritmos, aplicando correctamente metodologías de desarrollo software y diseño centrado en usuario/a.
A12	Conocer los fundamentos de los algoritmos de la inteligencia artificial y la optimización, entender su complejidad computacional y saber aplicarlos a la resolución de problemas.
A15	Conocer y saber aplicar y explicar correctamente las técnicas de validación de las soluciones de inteligencia artificial.
B3	Que el alumnado tenga la capacidad de reunir e interpretar datos relevantes (normalmente dentro de su área de estudio) para emitir juicios que incluyan una reflexión sobre temas relevantes de índole social, científica o ética.
B5	Que el alumnado haya desarrollado aquellas habilidades de aprendizaje necesarias para emprender estudios posteriores con un alto grado de autonomía.
B7	Capacidad para resolver problemas con iniciativa, toma de decisiones, autonomía y creatividad.
B9	Capacidad para seleccionar y justificar los métodos y técnicas adecuadas para resolver un problema concreto, o para desarrollar y proponer nuevos métodos basados en inteligencia artificial.
B10	Capacidad para concebir nuevos sistemas computacionales y/o evaluar el rendimiento de sistemas existentes, que integren modelos y técnicas de inteligencia artificial.
C3	Capacidad para crear nuevos modelos y soluciones de forma autónoma y creativa, adaptándose a nuevas situaciones. Iniciativa y espíritu emprendedor.

## Learning outcomes

Learning outcomes	Study programme competences / results		
Know, understand and know how to use the fundamentals of machine learning processes.	A1 A12	B5 B10	C3
Know the fundamentals of regression, classification and clustering models.	A2 A12	B3 B7 B9	



Know how to build advanced statistical models for data analysis.	A2 A12 A15	B7 B9	C3
Know how to base modeling and problem solving using machine learning techniques.	A1 A2 A12	B5 B7 B9	C3
Know how to build machine learning models for regression, classification and clustering.	A1 A2 A12 A15	B5 B7 B9 B10	C3

Contents	
Topic	Sub-topic
Introduction	Introduction to Machine Learning Learning Paradigms Inductive Learning No Free Lunch Theorems
Supervised learning	Introduction Artificial Neural Networks Logistic Regression Support Vector Machines Decision Trees Instance-based learning ML Models for Regression
Methodologies in data analysis	Training, evaluation and model selection methodologies Methodologies of a data analysis project
Evolutionary Computation	Genetic Algorithms Genetic Programming Swarms and other Evolutionary Computation techniques
Clustering	Clustering methods

Planning				
Methodologies / tests	Competencies / Results	Teaching hours (in-person & virtual)	Student?s personal work hours	Total hours
Guest lecture / keynote speech	A12 A15 B5 B9 B10 C3	30	38	68
Laboratory practice	A1 A2 B3 B7 C3	15	24	39
Supervised projects	A1 A2 A15 B3 B7 B10	15	24	39
Objective test	A1 A12 B5 B7 B10	2	0	2
Personalized attention		2	0	2

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

Methodologies	
Methodologies	Description
Guest lecture / keynote speech	Theoretical teaching of the subject matter of the course
Laboratory practice	Development of code related to the content of the subject
Supervised projects	Solving a real-world problema and writing of the report explaining the resolution of this problem
Objective test	Written assessment test in which the student must demonstrate the knowledge acquired from the subject.



## Personalized attention

Methodologies	Description
Laboratory practice	Practical work carried out with the advice of the teacher.
Supervised projects	Writing of the explanatory report under the teacher's supervision.  Office hours: Office hours will be used to solve students' doubts related to the contents of the subject. These office hours can be both face-to-face and virtual (via email, virtual campus or Microsoft Teams platform).  Virtual Classroom: This subject will have a virtual classroom where students will be provided with all the necessary material in digital format. Different communication tools will also be provided to support both teaching and office hours, including videoconferencing, chat, e-mail, forums...

## Assessment

Methodologies	Competencies / Results	Description	Qualification
Laboratory practice	A1 A2 B3 B7 C3	Development of code related to the content of the subject.	25
Supervised projects	A1 A2 A15 B3 B7 B10	Resolution of a real world problem using the methodology, for which several techniques explained in theory will be used, and the student will be stimulated to generate new ideas for the resolution of this problem. Writing of the report on the resolution of the real problem carried out in the laboratory practices. The writing of the report will include a bibliographic review of the most important works related, written in English for the most part, documentation on the problem to be solved, methodology used, and comparison of the results found in the application of the different techniques, as well as a critical evaluation of both the results obtained and the information used.	25
Objective test	A1 A12 B5 B7 B10	Test questions about the contents of the course.	50

## Assessment comments

In order to pass the subject, the student must obtain a minimum score of 5 out of 10 in the result of combining the grades of the objective test, the laboratory practices and the supervised works. In addition, the student must obtain a minimum score of 4.5 points out of 10 (2.25 points out of 5) in the objective test. If the student does not obtain this minimum grade, the grade of the subject will be that corresponding to the grade of the objective test. In the second opportunity, the grade obtained in the laboratory practices and supervised works will be maintained, not being able to obtain again a grade since it results from the continuous evaluation of the work during the credits of practice of the subject. The student can retake the examination of the objective test, the criteria for obtaining the total score being those indicated at the beginning of this section.

Part-time students must deliver in their reports on the same dates as full-time students, and attend the RGTs in which they will be corrected. Similarly, it is recommended that they attend the practice classes.

The student will receive the qualification of "no-show" when he/she does not take the final exam.

All aspects related to "academic exemption", "study dedication," "continuity," and "academic fraud" will be governed in accordance with the current academic regulations of the UDC.

## Sources of information



<b>Basic</b>	<ul style="list-style-type: none"><li>- D. Borrajo, J. González, P. Isasi (2006). Aprendizaje automático. Sanz y Torres</li><li>- T.M. Mitchell (1997). Machine Learning. McGraw Hill</li><li>- Basilio Sierra Araujo (2006). Aprendizaje automático: conceptos básicos y avanzados. Aspectos prácticos utilizando el software WEKA. Pearson Education</li><li>- Saso Dzeroski, Nada Lavrac (). Relational Data Mining. Springer</li><li>- David Aha (). Lazy Learning. Kluwer Academics Publishers</li><li>- Andrew Webb (2002). Statistical Pattern Recognition. Wiley</li><li>- Ethem Alpaydin (2004). Introduction to Machine Learning. MIT Press</li><li>- Marcos Gestal, Daniel Rivero, Juan Ramón Rabuñal, Julián Dorado, Alejandro Pazos (2010). Introducción a los Algoritmos Genéticos y a la Programación Genética. Servicio de Publicaciones de la Universidade da Coruña</li></ul>
<b>Complementary</b>	

## Recommendations

### Subjects that it is recommended to have taken before

Programming I/614G03006  
Programming II/614G03007  
Discrete Mathematics/614G03003  
Algebra/614G03001  
Calculus and Numerical Analysis/614G03002  
Statistics/614G03004  
Algorithms/614G03008  
Basic Algorithms of Artificial Intelligence/614G03019  
Knowledge Representation and Reasoning/614G03020

### Subjects that are recommended to be taken simultaneously

Mathematical Optimisation/614G03005

### Subjects that continue the syllabus

Deep Learning/614G03022  
Advanced Models of Machine Learning II/614G03023  
Advanced Models of Machine Learning I/614G03021

### 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.