

Study Program: Informatics			
Type and level of studies: Bachelor studies			
Course name: Basics of Artificial Intelligence			
Lecturer: Denić M. Nebojša			
Status: Elective			
ECTS: 10			
Attendance Prerequisites: /			
Course aims Introduction to the basic postulates of intelligent problem-solving techniques, artificial intelligence and neural networks, as well as advanced techniques for searching, machine learning and knowledge representation.			
Course outcome Gaining theoretical knowledge and the ability to implement the methods and algorithms of computer intelligent systems and artificial neural networks through software.			
Course content <i>Theoretical part</i> Basics of artificial intelligence. Knowledge representation. Searching as a problem solving method. State space. Search strategies. Search management strategies. Heuristic search. Evolutionary and genetic programming. Methods for implementing search and knowledge representation. Production systems. Expert Systems. Inference Mechanisms. Probabilistic and fuzzy approach to inference. Machine learning. Artificial neural networks. Bioinformatic algorithms. <i>Practical part /Student research work</i> Project work			
Literature 1. A.P. Engelbrecht, <i>Computational Intelligence: An Introduction</i> , John Wiley & Sons, 2007 2. Rajendra Akerka, Priti Sajja: <i>Knowledge-Based Systems</i> , Jones & Bartlett 2009 3. R. L. Haupt, S. E. Haupt: <i>Practical Genetic Algorithms</i> , Wiley-Interscience 2004 4. Timothy J. Ross: <i>Fuzzy Logic with Engineering Applications</i> , Wiley 2004 5. J. S. R. Jang, C. T. Sun, E.: <i>Mizutani Neuro-Fuzzy and Soft Computing</i> , Prentice-Hall 1997 6. R. R. Murphy: <i>An Introduction to AI Robotics</i> , MIT Press 2000 7. William R. Sherman, Alan B. Craig: <i>Understanding Virtual Reality: Interface, Application, and Design</i> , Morgan Kaufmann 2003			
Number of active classes			Other classes
Lectures: 4	Practical classes: 4	Other forms of teaching:	
			Students' research work
Teaching methods Lectures on topics listed in <i>course content</i> . Computer practice and independent students' research work.			
Assessment (maximum 100 points)			
Course assignments	noe points na	Final exam	Points
activity during lectures	10	written exam	20
practical classes	20	oral exam	20
term test(s)	15	
seminar(s)	15		
Total	60		40