

## **COURSE SYLLABUS**

### **CSC14003 – Introduction to Artificial Intelligence**

#### **1. GENERAL INFORMATION**

|                              |   |
|------------------------------|---|
| Course name:                 | Introduction to Artificial Intelligence   |
| Course name (in Vietnamese): | Cơ sở Trí tuệ nhân tạo  |
| Course ID:                   | CSC14003  |
| Knowledge block:             | Compulsory course   |
| Number of credits:           | 4   |
| Credit hours for theory:     | 45  |
| Credit hours for practice:   | 30  |
| Credit hours for self-study: | 90  |
| Prerequisite:                | None  |
| Prior-course:                | Data Structures and Algorithms  |
| Instructors:                 | Bui Tien Len, PhD<br>Ngoc-Thao Nguyen, PhD<br>Nguyen Tien Huy, PhD<br>Bui Duy Dang, PhD |

#### **2. COURSE DESCRIPTION**

The course is designed to provide students with a foundational understanding of Artificial Intelligence (AI) through the perspective of a rational agent. The content is organized into three parts, reflecting the evolution of agents' capabilities. Part I: Search explores how agents effectively accomplish tasks by applying various search strategies across diverse environments, considering factors like multiple agents and complex state spaces. Part II: Knowledge Reasoning focuses on the use of algorithms, such as forward/backward chaining and resolution, to enable reasoning based on a logic-based knowledge base. This separation of knowledge and inference enhances the agent's adaptability to changing conditions. Part III: Machine Learning introduces techniques such as decision trees and neural networks, allowing the agent to operate autonomously. Throughout the course, students engage in

lectures and hands-on exercises to develop their skills in AI, gaining exposure to relevant methods, processes, and techniques for understanding and building AI agents.

### 3. COURSE GOALS

At the end of the course, students are able to

| ID | Description  | Program LOs  |
|----|--|--|
| G1 | Apply AI concepts in the right context and interpret AI from different aspects | 1.4.1, 2.4.5   |
| G2 | Demonstrate simple AI agents using the approaches introduced in the course     | 1.4.1, 4.1.1, 4.1.2, 4.1.3, 5.1.1, 5.1.2               |
| G3 | Manipulate tools and libraries for developing AI agents                        | 1.4.1, 4.1.1, 4.1.2, 4.1.3, 4.1.4, 4.2.1, 4.2.2, 4.2.3 |
| G4 | Promote personal aptitudes of logical thinking and communication               | 2.1.7, 2.1.9, 2.2.2                                    |

### 4. COURSE OUTCOMES

| CO   | Description   | I/T/U |
|------|---|-------|
| G1.1 | Interpret fundamental AI concepts, and apply them in the right context  | T     |
| G1.2 | Identify the mission, trends, and future of AI in academic research and real-life applications  | I     |
| G2.1 | Formulate a given problem from the perspective of a search agent  | T     |
| G2.2 | Appraise search strategies according to the problem formulation (i.e., the search space landscape, the number of agents, the availability of prior knowledge, etc.) | T     |
| G2.3 | Represent a complex world and perform reasoning using logic   | T/U   |
| G2.4 | Explain the fundamental concepts of machine learning  | T     |
| G2.5 | Illustrate basic machine learning algorithms (e.g., ID3 decision tree, multi-layer perceptron) on well-prepared datasets  | T     |
| G3.1 | Develop Python programming skills to set up simple AI agent programs  | T/U   |
| G3.2 | Manipulate open-source libraries and tools available for AI   | T/U   |
| G4.1 | Develop practical personal communication skills, both oral and writing  | U     |
| G4.2 | Develop the personal aptitudes of logical thinking  | U     |

## 5. TEACHING PLAN

| Week | Topic  | Course outcomes  | Teaching/Learning Activities  |
|------|--|------------------|---|
| 1    | Introduction to AI<br>Problem solving by Search: Problem Formulation   | G1.1-2<br>G2.1   | Lecturing and Discussion  |
| 2    | Problem solving by Search: Search strategies                           | G1.1<br>G2.1-2   | Lecturing and Practicing case studies   |
| 3    | Adversarial search   | G1.1<br>G2.1-2   | Lecturing and Practicing case studies<br><a href="#">H1: Problem solving by search</a>  |
| 4    | Constraint satisfaction problem  | G1.1<br>G2.1-2   | Lecturing and Practicing case studies<br><a href="#">Q1: Search strategies</a>          |
| 5    | Logical inference with Propositional logic                             | G1.1<br>G2.3     | Lecturing and Practicing case studies<br><a href="#">H2: Adversarial search and CSP</a> |
| 6    | <b>Midterm Examination</b><br>Logical inference with First-order logic | G1.1<br>G2.3     | Lecturing and Practicing case studies   |
| 7    | Logical inference with First-order logic                               | G1.1<br>G2.3     | Lecturing and Practicing case studies<br><a href="#">Q2: PL and FOL inference</a>       |
| 8    | Machine learning: Basic concepts and Recent advances in AI             | G1.1-2<br>G2.4   | Lecturing and Discussion<br><a href="#">H3: Logical and Probabilistic inference</a>     |
| 9    | Machine learning: ID3 Decision tree                                    | G1.1<br>G2.4-5   | Lecturing and Practicing case studies   |
| 10   | Machine learning: Multi-layer perceptron                               | G1.1<br>G2.4-5   | Lecturing and Practicing case studies<br><a href="#">Q3: Machine learning</a>           |
| 11   | Review   | G1.1-2<br>G2.4-5 | Practicing case studies<br><a href="#">H4: Machine learning</a>                         |

## 6. LABORATORY WORK PLAN

The teaching assistants are responsible for

- Consolidating students' comprehension by giving tutorials in office hours (on demand),
- Organizing review sessions for midterm and/or final examinations, and
- Giving, correcting, and grading in-class quizzes, and homework.

The lab instructors are responsible for

- Consolidating students' problem-solving and programming skills on typical AI toy/practical problems, and
- Organizing one Q&A session (or more) for each project announcement, and
- Giving, correcting, and grading lab works and projects.

Students will not have weekly classes for laboratory work. Instead, they will contact TA or lab instructors when necessary.

| Week | Topic  | Course outcomes                | Teaching/Learning Activities   |
|------|--|--------------------------------|--|
| 1    | Python programming review                          |                                | Self-study activities  |
| 2    | Global search and local search strategies          | G1.1, G2.1-2<br>G3.1-2         | Self-study activities  |
| 3    | Adversarial search: Minimax and Alpha-beta pruning | G1.1, G2.1-2<br>G3.1-2         | Self-study activities  |
| 4    | Constraint satisfaction problem                    | G1.1, G2.1-2<br>G3.1-2, G4.1-2 | Self-study activities<br><b>P1: Problem solving by search</b>        |
| 5    | FC/BC using First-order logic                      | G1.1, G2.3<br>G3.1-2           | Self-study activities  |
| 6    | FC/BC using First-order logic                      | G1.1-2, G2.3<br>G3.1-2         |  |
| 7    | Recent advances in AI                              | G1.1-2                         |  |
| 8    | ID3 Decision tree                                  | G1.1, G2.4-5<br>G3.1-2         |  |
| 9    | Multi-layer perceptron                             | G1.1, G2.4-5<br>G3.1-2, G4.1-2 | <b>P2: Knowledge representation and inference / Machine learning</b> |
| 10   | Review   |                                | Self-study activities  |

## 7. ASSESSMENTS

| ID        | Topic  | Description   | Course outcomes                | Ratio (%) |
|-----------|--|---|--------------------------------|-----------|
| <b>A</b>  | <b>Coursework (including but not limited to)</b> |   |                                | <b>50</b> |
| <b>A1</b> | <b>Personal assignments</b>                      |   |                                | <b>10</b> |
| A11       | In-class Quizzes (Q1 → Q3)                       | 30 minutes, closed-book, in-class written assignments.<br>They are on any topics in any lecture covered and any reading material assigned up to the time the quiz is administered.                    | G1.1, G2.1-5                   | 10        |
| <b>A2</b> | <b>Group assignments</b>                         |   |                                | <b>40</b> |
| A21       | Projects (P1 → P2)                               | 3-4 weeks, take-home coding assignments, 4 members per group<br>Each project includes a Python program sufficient for solving practical AI problems and a written report.                             | G1.1-2, G2.1-5, G3.1-2, G4.1-2 | 30        |
| A22       | Homework (H1 → H4)                               | 2 weeks, take-home assignments, exactly 2 members per group. <i>OPTIONAL</i> .<br>They are on any fundamental topics in any lecture covered and any advanced topics found in other reading materials. | G1.1-2, G2.1-5, G4.1-2         | 10        |
| <b>B</b>  | <b>Examinations</b>                              |   |                                | <b>60</b> |
| B1        | Midterm exam                                     | 60 minutes, closed-book, in-class written exam.<br>They are on any topics in any lecture covered and any reading material assigned up to the time the exam is administered                            | G1.1-2<br>G2.1-2, G4.1-2       | 20        |
| B2        | Final exam                                       | 90 minutes, closed-book, in-class written exam.<br>They are on any topics in any lecture covered and any reading material assigned up to the time the exam is administered                            | G1.1-2, G2.1-5, G4.1-2         | 40        |

## 8. RESOURCES

### Textbooks

- Stuart Russell and Peter Norvig. **Artificial Intelligence: A Modern Approach** (4th ed.). Pearson, 2020.
- Lê Hoài Bắc and Tô Hoài Việt. **Giáo trình Cơ sở Trí tuệ nhân tạo**. Khoa Công nghệ Thông tin, Nhà xuất bản Khoa học kỹ thuật, 2014.

### Others

- Richard S. Sutton and Andrew G. Barto. **Reinforcement learning: An introduction** (2nd ed.). The MIT Press, 2018.

### Tools, libraries, software

- IDE for Python 3 programming
- SWI-Prolog for logic programming
- Weka software and scikit-learn library for machine learning algorithms

## 9. GENERAL REGULATIONS & POLICIES

- All students are responsible for reading and following strictly the regulations and policies of the school and university.
- Students who are absent for more than three theory sessions are not allowed to take the exams.
- For any kind of cheating and plagiarism, students will be graded 0 for the course. The incident is then submitted to the school and university for further review.
- Students are encouraged to form study groups to discuss the topics. However, individual work must be done and submitted on your own.
- **Students who are absent for mid-term exam or final exam and students who have less than 10% project scores are considered unqualified for course completion.**