

Subject card

Subject name and code	Computational intelligence, PG_00155222						
Field of study	Informatics						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	postgraduate studies		Subject group		Obligatory subject group in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		7.0		
Learning profile	academic		Assessment form				
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		mgr Grzegorz Madejski				
	Teachers		mgr Grzegorz Madejski				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	30.0	0.0	0.0	60
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	60		0.0		115.0	175
Subject objectives	The aim of the course is to familiarize students with the possibilities and techniques of computational intelligence. It is assumed that the participant will learn the basic techniques and acquire the ability to select appropriate models and algorithms for tasks and discuss solutions.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[INFMU2_U06] can solve problems using artificial intelligence methods and algorithms	- is able to analyze a problem and then choose an appropriate model from the field of computational intelligence to solve it; - is able to optimize a computational intelligence algorithm solving a given problem and then verify if the model works effectively using appropriate measures; - is able to prepare documentation of the completed project, present research results, describe the method used, and justify it; - is able to use tools that facilitate solving problems using computational intelligence methods, such as Python libraries like pygad, numpy, pandas, sklearn, keras, or tensorflow.	[SU2] presentation/project/paper/report [SU5] implementation of a problem task [SU8] observation of student's independent or team work
	[INFMU2_W06] is well acquainted with the principles of health and safety in the IT profession	- knows the ethical and legal risks associated with the use of artificial intelligence - knows the safety principles of working with large datasets, including the protection of personal and sensitive data	[SW4] test/exam - oral or written [SW1] oral statement/conversation/discussion
	[INFMU2_W05] knows standard methods, algorithms and techniques of artificial intelligence, their properties and importance in practical computer applications	- knows algorithms and techniques of computational intelligence: bio-inspired metaheuristic algorithms, machine learning algorithms and techniques, neural networks, basics of fuzzy logic; - knows methods for optimizing computational intelligence algorithms and methods for evaluating their effectiveness; - knows practical applications of computational intelligence techniques and algorithms	[SW4] test/exam - oral or written
	[INFMU2_K03] is able and ready to formulate opinions on basic IT issues	- is able to recognize the benefits and risks arising from the development of artificial intelligence	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
Subject contents	• Biologically inspired metaheuristic algorithms, with particular emphasis on the genetic algorithm. • Supervised machine learning. Classification and regression tasks. • Unsupervised machine learning. Clustering and association rule mining. • Artificial neural networks. • Deep learning: networks processing images, text, generative. B • asics of reinforcement learning. • Fuzzy logic.		
Prerequisites and co-requisites	• basics of programming in Python • basics of algebra, statistics, and probability calculus		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Solving tasks	0.0%	25.0%
	Projects	0.0%	50.0%
	Exam	0.0%	25.0%

Recommended reading	Basic literature	• David E. Goldberg: Algorytmy genetyczne i ich zastosowanie, WNT 2003 • Marcin Szeliga: Praktyczne uczenie maszynowe, PWN 2019 • Joel Grus: Data science od podstaw, Helion 2018 • Drew Conway, John Myles White: Uczenie maszynowe, Helion 2015 • Marcin Szeliga: Data Science i Uczenie Maszynowe, PWN 2017 • Sebastian Raschka, Vahid Mirjalili: Python. Uczenie Maszynowe, wyd. 2, Helion 2019 • Seth Weidman: Uczenie głębokie od zera. Podstawy implementacji w Pythonie, Helion 2020 • Jacek Tabor, Marek Śmieja, Łukasz Struski Przemysław: Uczenie głębokie. Wprowadzenie, Helion 2022 • Maciej Wenerski: Podstawy logiki rozmytej i wnioskowania rozmytego, 2013 • Internet tutorials
	Supplementary literature	-
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	• Solving the knapsack problem using the genetic algorithm. • Finding an appropriate algorithm for diagnosing diabetes in individuals with given medical parameters (classification in medicine). • Creating a system based on fuzzy logic to calculate tips. • Creating a neural network to recognize whether there is a dog or a cat in a photo. • Q-Learning/DQN for controlling an agent in a virtual environment (Gymnasium).	
Work placement	Not applicable	

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