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**Proposing Department/Unit\*** Computer Science **Contact Phone\*** 7-4492

**Course Level\*** undergraduate-level

### Course Revisions

(Check all that apply;fill out categories below as specified; i.e. if only changing a course title, only complete Category A)

Category A:

Category B:

catalog\_desc\_change  
mod\_prereq

course\_revision

*\* Teacher Education: Please complete the Teacher Education section of this form (below)*

*\* Liberal Studies: Please complete the Liberal Studies section of this form (below)*

*\* Distance Education: Please complete the Distance Education section of this form (below)*

### Rationale for Proposed Changes (All Categories)

**(A) Why is the course being revised /deleted:**

Modifications are being made to the catalog description and student learning outcomes to reflect more up-to-date topics and techniques in artificial intelligence. The modifications also address requirements of the ABET accreditation agency. Additionally, a grade of C or better will be required for the prerequisite COSC 310 to ensure that students are prepared for the rigorous programming tasks required.

**(B) University Senate Summary of Rationale**

*Please enter a single paragraph summary/rationale of changes or proposal for University Senate.*

Modifications are being made to the catalog description and student learning outcomes to reflect more up-to-date topics and techniques in artificial intelligence. The modifications also address requirements of the ABET accreditation agency. Additionally, a grade of C or better will be required for the prerequisite COSC 310 to ensure that students are prepared for the rigorous programming tasks required.

**(C) Implications of the change on the program, other**

**programs and the Students:**

Current Course Information

Proposed Changes

**Category A**

<b>(D) Curr ent Prefix</b>	COSC	<b>Propo sed Prefix</b>	
<b>(E) Curr ent Num ber</b>	405	<b>Propo sed Number</b>	
<b>(F) Curr ent Cour se Title</b>	Artificial Intelligence	<b>Propo sed Course Title</b>	
<b>(G) Prer equi site (s)</b>	COSC 310	<b>Propo sed Prereq uisite (s)</b>	Grade of C or better in COSC 310
<b>(H) Curr ent Catal og Desc ription</b>	An introduction to the field of artificial intelligence, i.e., the study of ideas that enable computers to process data in a more intelligent way than conventional practice allows. Covers many information representation and information processing techniques. Explores the underlying theory including matching, goal reduction, constraint exploration, search, control, problem solq of ideas that .41 6.75 Tf 1 gDaBT /F2 6.f6.1 Tm (Catabrs 0 1 (Propos)Tj ET BT /F16.75 Tf 1 0 0 1 33		
	<ol style="list-style-type: none"> <li>1.</li> <li>2.</li> <li>3.</li> <li>4.</li> <li>5.</li> <li>6.</li> <li>7.</li> <li>8.</li> <li>9.</li> <li>10.</li> <li>11.</li> <li>12.</li> </ol>		<ol style="list-style-type: none"> <li>1.</li> <li>2.</li> <li>3.</li> <li>4.</li> <li>5.</li> <li>6.</li> <li>7.</li> <li>8.</li> <li>9.</li> </ol>

<p>(K) Dual Listed Courses Only:</p> <p>List Current Learning</p> <p>Objectives for the</p> <p>Higher- Level Course</p>		<p>Dual Listed Courses Only:</p> <p>List Proposed Learning</p> <p>Objectives for the</p> <p>Higher- Level Course</p>	
	<p>(L) Brief Course Outline</p> <p><i>As outlined by the federal definition of a "credit hour", the following should be a consideration regarding student work - For every one hour of classroom or direct faculty instruction, there should be a minimum of two hours of out of class student work.</i></p> <p><i>(It is acceptable to copy from old syllabus)</i></p> <p><b>A. Introduction</b> <b>3 hours</b></p> <ul style="list-style-type: none"> <li>a. What is AI</li> <li>b. The foundations of AI</li> <li>c. The History of AI</li> <li>d. Intelligent agents</li> <li>e. Agent based system</li> </ul> <p><b>B. Search</b> <b>6 hours</b></p> <ul style="list-style-type: none"> <li>a. Searching for solution</li> <li>b. Uninformed/Blind search</li> <li>c. Informed/ Heuristic search</li> <li>d. A* search</li> <li>e. Hill-climbing search</li> <li>f. Genetic algorithms</li> <li>g. Constraint satisfaction problems</li> </ul> <p><b>C. Game</b> <b>5 hours</b></p> <ul style="list-style-type: none"> <li>a. Games</li> <li>b. Optimal decision in games</li> <li>c. Minimax algorithm</li> <li>d. Alpha-Beta pruning</li> </ul>		

- a. Knowledge-based agents
- b. Syntax of First Order Logic
- c. Semantics of First Order Logic
- d. Reasoning patterns in propositional logic
- e. First order logic
- f. Inference in first order logic
- g. Unification and lifting
- h. Forward and backward chaining
- i. Resolution

**E. Planning  
5 hours**

- a. The planning problem
- b. Planning with state space search
- c. Partial order search
- d. Planning with propositional logic
- e. Planning and acting in the real world

**F. Learning  
5 hours**

- a. Learning from observation
- b. Knowledge in learning
- c. Statistical learning methods
- d. Reinforcement learning

*Choose any two of the following:*

**G. Robotics  
5 hours**

- a. Robotics hardware
- b. Perception
- c. Planning to move and moving
- d. Software architecture

**H. Vision  
5 hours**

- a. Digitization
- b. Low-level processing
- c. Noise removal
- d. Feature detection
- e. Segmentation and the Hough transformation
- f. Recovering 3D information
- g. The waltz algorithm
- h. Active vision
- i. Object recognition
- j. Scene recognition

**I. Natural  
Languages  
hours**

- a. Signal processing
- b. Syntax

- c. Reinforcement learning
- d. Knowledge acquisition

**H. Uncertainty**

- a. Hidden Markov models
- b. Bayesian networks
- c. Dempster-Shafer
- d. Fuzzy Logic

**I. Soft Computing Techniques**

- a. Neural networks
- b. Genetic algorithms

**J. Ethical issues in AI**

<ul style="list-style-type: none"> <li>c. Parsing</li> <li>d. Semantics</li> <li>e. Meaning</li> <li>f. Pragmatics</li> <li>g. Natural language generation</li> </ul>			
<b>J. Expert Systems hours</b>	5		
<ul style="list-style-type: none"> <li>a. Examples</li> <li>b. History</li> <li>c. Advantages of expert system</li> <li>d. AI as an experimental discipline</li> </ul>			

## Distance Education Section

- Complete this section only if adding Distance Education to a New or Existing Course

<b>Course Prefix/Number</b>	
<b>Course Title</b>	
<b>Type of Proposal</b>	<i>See CBA, Art. 42.D.1 for Definition</i>
<b>Brief Course Outline</b>	<p><i>Give an outline of sufficient detail to communicate the course content to faculty across campus. It is not necessary to include specific readings, calendar or assignments</i></p> <p><i>As outlined by the federal definition of a "credit hour", the following should be a consideration regarding student work - For every one hour of classroom or direct faculty instruction, there should be a minimum of two hours of out of class student work.</i></p>
<b>Rationale for Proposal (Required Questions from CBA)</b>	
<b>How is/are the instructor(s) qualified in the Distance Education delivery method as well as the discipline?</b>	
<b>For each outcome in the course, describe how the outcome will be achieved using Distance Education technologies.</b>	
<b>How will the instructor-student and student-student interaction take place? (if applicable)</b>	



<p><b>Liberal Studies courses require the reading and use by students of at least one non-textbook work of fiction or non-fiction or a collection of related articles. Please describe how your course will meet this criterion.</b></p>	
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**Teacher Education Section**

*- Complete this section only for a new Teacher Education course or Teacher Education course revision*

<b>Course Designations:</b>	
<b>Key Assessments</b>	
	<p>For both new and revised courses, please attach (see the program education coordinator):</p> <ul style="list-style-type: none"> <li>• The Overall Program Assessment Matrix</li> <li>• The Key Assessment Guidelines</li> <li>• The Key Assessment Rubric</li> </ul> <p style="text-align: center;"><b>File    Modified</b></p> <hr style="width: 20%; margin: auto;"/>
<b>Narrative Description of the Required Content</b>	<i>How the proposal relates to the Education Major</i>

<b>For Deans Review</b>