

**Kingdom of Saudi Arabia**  
**Ministry Of Higher Education**  
**Majmaah University**  
**Deanship of Quality assurance**  
**and Human Development**



## **Course Specification**

### **Artificial Intelligence**

#### **CIS 363-Z**

(Summary)

1431/1432

# Course Specification

Institution : **Majmaah University**

College/Department : **College of Science in AL-Zulfi / Computer Science& Information**

## A- Course Identification and General Information

1. Course title and code: **Artificial Intelligence - CIS 363-Z**

2. Credit hours: 3

4. Name of faculty member responsible for the course : **Mohammad Al-Othman**

5. Level/year at which this course is offered: **6 level / 3 year**

6. Co-requisites for this course (if any) : **CIS 153**

7. Location if not on main campus : **College of Science in AL-Zulfi**

## B- Objectives

- 1) Gain a historical perspective of AI and its foundations and establish the cultural background against which it has developed.
- 2) Know characteristics of programs that can be considered "intelligent".
- 3) Provide a thorough understanding of the types of problems solved using AI techniques and understand the different strategies for state space search.
- 4) Write LISP programs to solve AI problems.
- 5) Know a thorough treatment of the different types of heuristic search
- 6) Explore constraint satisfaction problems whose states and goal test conform to a standard, structured, and very simple representation.
- 7) Know classical examples of artificial intelligence such as game playing.
- 8) Provide a thorough treatment of the knowledge representation languages, which includes propositional calculus, predicate calculus, and first order logic.
- 9) The specification of different architectures for AI problem solving and inductive learning.

**C- Course Description** (Note: General description in the form to be used for the Bulletin or Handbook should be attached)

1. Topics to be Covered		
Topics	No Of Week	Contact hours
• Introduction	1	3
• Intelligent Agents	1	3
• Problem Solving • LISP programming	3	9
• Informed search methods	1	3
• Constraint Satisfaction Problems	2	6
• Adversial Search	2	6
• Logical Agents	1	3
• First-Order Logic	1	3
• Inference in First-Order Logic	1	3
• Knowledge Representation	1	3

2. Course components (total contact hours per semester):				
Lecture: 42	Tutorial:	Laboratory: 0	Practical/Field work/Internship	Other:

3. Additional private study/learning hours expected for students per week. (This should be an average: for the semester not a specific requirement in each week)

## D- E-Learning Resources.

1. Required Text(s) :
<ul style="list-style-type: none"><li>• <b>Artificial Intelligence A Modern Approach ,Stuart Russell &amp; Peter Norvig ,Prentice Hall,2003, 3 edition .</b></li></ul>
2. Essential References :
<ul style="list-style-type: none"><li>• <b>Artificial Intelligence: structures and strategies for complex problem solving (2nd ed), by George F. Luger and William A. Stubblefield, Addison Wesley, 1998.</b></li><li>• <b>Essentials of Artificial Intelligence, by Matt Ginsberg, Morgan Kaufmann</b></li></ul>
3- Recommended Books and Reference Material (Journals, Reports, etc) (Attach List)
<ul style="list-style-type: none"><li>• <b>Common Lisp: The Language; Steele, G. L.; 2nd edition, Bedford MA, Digital Press 1990</b></li></ul>
4-.Electronic Materials, Web Sites etc
<ul style="list-style-type: none"><li>• <a href="http://www.aima.cs.berkeley.edu">www.aima.cs.berkeley.edu</a></li><li>• <a href="http://www.lispworks.com">www.lispworks.com</a></li></ul>
5- Other learning material such as computer-based programs/CD, professional standards/regulations

## E- Assessment

<b>Assessment Policy</b>		
<b>Assessment Type</b>	<b>Week</b>	<b>Weight</b>
First Exam	6	20%
Second Exam	12	20%
Final Exam		60%
Total		100%