

جامعة الزيتونة الأردنية Al-Zaytoonah University of Jordan

كلية العلوم وتكنولوجيا المعلومات

Faculty Of Science & IT



" حيث تصبح الرؤية واقعاً" "When Vision Becomes Reality" Detailed Course Description - Course Plan Development and Updating Procedures/

" عراقة وجودة" Tradition and Quality

Detailed Course Des	QF01/0408-3.0E			
Faculty of Science and Information TechnologyDepartmentArtificial Intelligence / Computer Science				cial Intelligence / outer Science
Course Number	0142346	Course Title	Prol Arti	bability Theory in ficial Intelligence
Number of Credit Hours	3	Pre-Requisite/Co- Requisite	Prin	ciples of AI

**Brief Course Description :** The Probability Theory in Artificial Intelligence is the branch of mathematics that deals with modelling uncertainty. It is important because of its direct application in areas such as genetics, finance and Artificial Intelligence. It also forms the fundamental basis for many other areas in the mathematical sciences including statistics, modern optimization methods and risk modelling. This course introduces probability theory, random variables and Markov processes. Topics covered are: probability axioms, conditional probability; Bayes' theorem; discrete random variables, moments, bounding probabilities, probability generating functions, standard discrete distributions; continuous random variables, uniform, normal, Cauchy, exponential, gamma and chi-square distributions, transformations, the central limit theorem; definition and statistical inference, sample spaces, conditional probability and Bayes' rule, random variables, discrete and continuous probability distributions, expectation, estimation, and hypothesis testing.

	Course Goals and Learning Outcomes		
Goal 1	Presenting the concepts and Benefits of AI.		
Learning Outcomes	<ul> <li>1.1 Understanding the basic concepts and techniques of The Probability Theory.</li> <li>1.2 Learning how to represent The Probability in both theory and practice with careful attention to underlying principles of probability and statistics .</li> </ul>		
Goal 2	Describing concepts of state space search and its strategies.		
Learning Outcomes	<ul> <li>2.1 Learning the probability theory.</li> <li>2.2 Learning the concepts of random variables and Markov processes.</li> <li>2.3 Learning probability axioms, conditional probability; Bayes' theorem; discrete random variables</li> <li>2.4 Learning the concepts of probability generating functions, standard discrete distributions.</li> <li>2.5 Learning statistical inference, sample spaces, conditional probability and Bayes' rule, random variables, discrete.</li> </ul>		
Goal 3	Describing the concepts of production systems.		
Learning Outcomes	<ul><li><b>3.1</b> Understanding the concepts of production systems.</li><li><b>3.2</b> Learning the main components of production systems.</li></ul>		
Goal 4	Presenting basic concepts and roles of AI programming (PROLOG).		
Learning Outcomes	<ul><li>4.1 Learning the concepts of PROLOQ language.</li><li>4.2 Learning the statements, rules and queries of Prolog language.</li></ul>		



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Detailed Course	QF01/0408-3.0E			
Goal 5	Describing Expert Systems and Machine learning.			
Learning Outcomes	Learning Outcomes <b>5.1</b> Learning the concepts of expert systems and applications. <b>5.2</b> Learning the concepts of Knowledge Based Systems. <b>5.3</b> Learning the concepts of machine learning. <b>Textbook</b> Artificial Intelligence: Building Intelligent Systems. (1 <sup>st</sup> edition) by P. Kulkarni and P. Joshi, PHI Learning Private Limited, 2015. ISBN: 978-81-203-5046-5			
Textbook				
Supplementary References	<ul> <li>and F. Joshi, FH Learning Filvate Ennited, 2013. ISBN: 978-81-203-3040-3</li> <li>Russell and Norvig, Artificial Intelligence: A Modern Approach, 3<sup>rd</sup> edition, Pearson Education, Inc., Prentice-Hall-Series, 2010.</li> <li>Jeff Heaton, Artificial Intelligence for Humans, Volume.1, Fundamental Algorithms, Kindle Edition, 2013.</li> <li>Alan Mackworth and David Poole, Artificial Intelligence: Foundations of Computational Agents, Cambridge Canada Press, 2010.</li> <li>Robots Are People Too: How Siri, Google Car, and Artificial Intelligence Will Force Us to Change Our Laws by John F. Weaver. Praeger, Nov. 2013. ISBN: 1440829462 9781440829468</li> </ul>			

Course Timeline					
Week	Number of Hours	<b>Course Topics</b>	Pages (Textbook)	Notes	
01	1 1 1	<ol> <li>Introduction to         <ul> <li>probability axioms,</li> <li>conditional probability;</li> <li>Bayes' theorem; discrete random variables,</li> <li>moments,</li> </ul> </li> </ol>	TXT: 1-7		
02	1 1	<ul> <li>2. Problem solving</li> <li>– Problem solving process</li> <li>– Formulating problems</li> <li>– Problem types and characteristics</li> </ul>	TXT: 15-20		
02-03	1 1 1	<ul> <li>3. Problem solving <ul> <li>bounding probabilities,</li> <li>probability generating functions,</li> <li>standard discrete distributions;</li> <li>continuous random variables, discrete and continuous probability distributions, expectation, estimation, and hypothesis testing</li> </ul> </li> </ul>	TXT:39-47		
04-05	1	<ul><li>uniform, normal,</li><li>Cauchy, exponential,</li></ul>	TXT- 56-65,		



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Detail	ed Course Descr Co	QF01/0408-3.0E		
	1 1	<ul> <li>gamma and chi-square distributions,</li> <li>transformations, the central limit</li> </ul>	69-83	
06	1 1 1	Revision First exam 20%		
07	1 1 1	<ul> <li>4. Intelligent agents <ul> <li>theorem;</li> <li>definition and statistical inference,</li> <li>sample spaces,</li> <li>conditional probability and Bayes' rule,</li> <li>random variables,</li> </ul> </li> </ul>	TXT: 95-99	
08-10	1 1 1	<ul> <li>7. Knowledge and reasoning <ul> <li>Knowledge representation</li> <li>Knowledge-based agents</li> <li>The Wumpus world</li> <li>Logic</li> <li>Prepositional logic</li> <li>Predicate logic</li> <li>Unification and lifting inference in FOL</li> <li>Representing knowledge using rules</li> <li>Prolog</li> </ul> </li> </ul>	TXT: 134-160, 477-483	
11-12	1 1 1	<ul> <li>8. Uncertain Knowledge and reasoning <ul> <li>Uncertainty and methods</li> <li>Probabilistic reasoning</li> <li>Perception</li> <li>Other techniques in Uncertainty and</li> <li>reasoning process</li> </ul> </li> <li>Second Exam 20%</li> </ul>	TXT:170,171, 176, 182, 190- 192	
13	1 1 1	<ul> <li>9. Planning</li> <li>Planning problem</li> <li>Simple planning agent</li> <li>Planning as a state space search</li> </ul>	TXT: 199-202, 210-212	
14	1 1 1	<ul> <li><b>10. Learning</b> <ul> <li>What is machine learning</li> <li>Learning paradigms</li> </ul> </li> </ul>	TXT: 233-238	
15	1 1 1	<ul> <li>11. Experts systems         <ul> <li>Architecture of experts systems</li> <li>Existing experts systems</li> <li>Rule based expert systems</li> </ul> </li> </ul>	TXT:267-270, 271, 276-277	
16	1	Final Exam 50%		

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Detailed Course Description - Course Plan Development and Updating Procedures/ Computer Information Science Department	QF01/0408-3.0E

Theoretical Course Evaluation Methods and Weight	Participation = 10% First Exam 20% Second Exam 20% Final Exam 50%	Practical (Clinical) Course Evaluation Methods	Semester Students' Work = 50% (Reports, Research, Quizzes, Etc.) Final Exam = 50%
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Approved by Head of Department		Date of Approval	
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Extra information (to be updated every semester by corresponding faculty member)

Name of Teacher	Office Number	
Phone Number (Extension)	Email	<u> </u>
Office Hours		