

朝陽科技大學 099學年度第1學期教學大綱  
Artificial Intelligent 人工智慧系統

當期課號	2586	Course Number	2586
授課教師	許志宇	Instructor	HSU,CHIH YU
中文課名	人工智慧系統	Course Name	Artificial Intelligent
開課單位	資訊與通訊系(四日)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	本課程的主要宗旨將提供學生以對人工智慧的領域的實務理解。學生被教導發展基於規則和基於框架的專家系?，並設計一個模糊系?，探索人爲神經系統網絡和實施一個????作爲一種基因算法。學習本課程以後，學生將有人工智能的基本的概念。	Objectives	The main objective of the course is to provide the students with practical understanding of the field of computer intelligence. In the courses, the students is being taught to develop small rule-based and frame-based expert systems, to design a fuzzy system, to explore artificial neural networks, and to implement a simple problem as a genetic algorithm. After the courses, the students will have elementary concepts on artificial intelligence.
教材	1.Artificial Intelligence: A Guide to Intelligent Systems (2nd Edition) <a href="http://findbook.tw/book/9780321204660/basic">http://findbook.tw/book/9780321204660/basic</a> 2.Russell & Norvig, Artificial intelligence -- A modern approach, Prentice Hall, 2nd ed., 2003, 東華書局代理。 3. Luger, Artificial intelligence -- Structures and strategies for complex problem solving, Addison Wesley, 4th ed., 2001, 東華書局代理。 4. 歐陽渭城 編譯，圖解人工智慧入門，初版，全華，民81年。	Teaching Materials	1.Artificial Intelligence: A Guide to Intelligent Systems (2nd Edition) <a href="http://findbook.tw/book/9780321204660/basic">http://findbook.tw/book/9780321204660/basic</a> 2.Russell & Norvig, Artificial intelligence -- A modern approach, Prentice Hall, 2nd ed., 2003, 3. Luger, Artificial intelligence -- Structures and strategies for complex problem solving, Addison Wesley, 4th ed.,
成績評量方式	計畫報告 10% 作業+軟體 30% 期末考 30% 期中考 30%	Grading	Project 1 20% Project 2 20% Midterm Exam 30% Final Exam 30%
教師網頁	<a href="http://www.cyut.edu.tw/~tccnchs/">http://www.cyut.edu.tw/~tccnchs/</a>		
教學內容	1.基於知識的人工智慧系統介紹 2.基於規則的專家系統 3.基於規則的專家系統的不確定性管理 4.模糊的專家系統 5.基於框架的專家系統 6.人工神經網路 7.演化式計算 8.混合式智慧系統 9.知識工程和資料探勘	Syllabus	1. Introduction to knowledge-based intelligent systems 2. Rule-based expert systems 3. Uncertainty management in rule-based expert systems 4. Fuzzy expert systems 5. Frame-based expert systems 6. Artificial neural networks 7. Evolutionary computation

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