

Developing Curricula for Artificial Intelligence and Robotics (DeCAIR) 618535-EPP-1-2020-1-JO-EPPKA2-CBHE-JP



DeCAIR Course Syllabus Form

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Activity Number & Title	Activity 2.2: Designing and developing syllabi and content for the agreed upon courses in the new programs			
Work Package Leader	Francesco Masulli, University of Genoa			
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Revision History

Version	Date	Author	Description	Action *	Page(s)
1	9/12/2021	Gheith Abandah	Original (base) document	С	1-6
2				U	
3					
4					

(*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

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Course title	Advanced Topics in Machine Learning			
Course number	0907522			
Credit hours (lecture and lab)	3 (3 + 0)			
ECTS (weekly contact and self- study load)	6 (3 + 3)			
Prerequisites/co-requisites by course number and name	AI and Machine learning (0917451)			
Prerequisites by topic (other than the formal prerequisites above)	Students are assumed to have good background in machine learning and neural networks. Additionally, the students should have good Python programming skills.			
Level and type (compulsory, elective)	BSc elective course			
Year of study and semester	Fifth year, first or second semester			
Catalogue description	Theory and implementation of state-of-the-art machine learning (ML) algorithms for real-world applications. Topics include supervised learning (applications in natural languages processing (NLP), sequence transcription, sentiment analysis, transformers, BERT), unsupervised learning (clustering, density estimation, dimensionality reduction, anomaly detection, and association rule learning), and reinforcement learning (RL). This course has practical assignments and term project.			
Objectives	 Introduce students to advanced techniques used in ML including techniques in supervised, unsupervised, and reinforcement learning techniques. Enable the students to gain practical skills in solving advanced problems using ML techniques. 			
Intended learning outcomes	Upon successful completion of this course, students will be able to:			
	No	Intended learning Outcome (ILO)	Program learning outcome (PLO)*	
	1	Demonstrate a sound understanding of advanced techniques and algorithms in ML.	1	
	2	Solve an advanced AI problem by developing an appropriate ML system.	1	
	3	Communicate the development of a ML system through a detailed technical report.	3	
	4	Use Python and specialized libraries to develop programs for solving ML problems.	2	
		(*) The PLOs are listed in the appendix		
Teaching and learning methods	Develo metho	opment of ILOs is promoted through the following teach ds:	ning and learning	





	• T	he AI lab is open for the students to practice the pra	actical as	pects and
	S	olve the programming homework assignments.		
	• T d	he student attends the class presentations and part iscussions.	cicipates i	n the
	• T	he student joins the related online team/group and	participa	tes in its
	d T	iscussions.		and the second
	• 1	he student studies the reference material, including	g books al	nd videos.
	• 1	ne student solves the programming assignments in	machine	learning.
	•	sing ML techniques	auvanced	problem
	• T	he student develops a professional report for the te	erm renor	+
Learning material type	Textbook	, class handouts, some instructor keynotes, selected	d YouTub	e videos, and
	access to	a personal computer and the internet.		
Resources and references	A- Requir	ed book(s), assigned reading and audio-visuals:		
	1. 2. 3. 4. B- Recom 5. 6. 7.	 H. Lane, C. Howard, and H. Hapke, Natural Language Processing in Action Understanding, analyzing, and generating text with Python, Manning, 2019. Aaron Jones, Christopher Kruger, and Benjamin Johnston, The Unsupervised learning Workshop, Packt Publishing, 2020. Nimish Sanghi, Deep Reinforcement Learning with Python: With PyTorch, TensorFlow and OpenAl Gym, Apress, 2021. Course web page at: Recommended book(s), material and media: Aurélien Géron, Hands-On Machine Learning with Scikit-Learn, Keras and TensorFlow: Concepts: Tools, and Techniques to Build Intelligent Systems, 2nd Edition, O'Reilly Media, Oct 2019. Richard S. Sutton, Andrew G. Barto, Reinforcement Learning: An Introduction, Second Edition, MIT Press, 2019 François Chollet, Deep Learning with Python, Manning Pub. 2018. 		
Topic outline and schedule				
	Week	Торіс	ILO	Resources
	1	Introduction to NLP	1, 2, 4	1, 5
	2	Word tokenization and embedding	1, 2, 4	1
	3	Sentiment analysis and text categorization	1, 2, 4	1
	4	Sequence transcription	1, 2, 4	1
	5	Attention, transformers, and BERT	1, 2, 4	1, 4
	7	Clustering techniques	1, 2, 4	2
	8	Density estimation	1, 2, 4	2
	9	Dimensionality reduction	1, 2, 4	2
	11	Anomaly detection	1, 2, 4	2
	11 11		1, Z, 4	∠





	12	2 Introduction to RL		1, 2, 4	3, 6	
	13	Classical RL techniques		1, 2, 4	3, 6	
	14	Policy gradient algorithms		1, 2, 4	3, 6	
	15	Q learning		1, 2, 4	3, 6	
Evaluation tools	Opportu	inities to demonstrate a	chievem	ent of the ILOs are p	rovided t ⁱ	hrough the
	following assessment tools:					
		Assessment tool	Mark	Topic(s)		Time
	Homev	vork assignments	10%	Programming aspe	cts	W2-W14
	Midter	m exam	30%	Introduction throug	gh	W8
			1.00(density estimation		
	lerm p	roject report	10%	Practical and		W15
	Final or	(2)22	E 09/	communication asp	Jects	N/1C
	Total	(dff)	50% 100%	All material		VV10
	Total		10078			<u> </u>
Student requirements	The stud	lent should have a comp	outer and	d internet connectior	۱.	
Course policies	A- Attendance policies:					
	• Attendance is required. Class attendance will be taken every class and the					
	university polices will be enforced in this regard.					
	B- Absences from exams and not submitting assignments on time:					
	• A makeup exam can be arranged for students with acceptable absence					
	causes.			the set the s		
	Assignments submitted late, but before announcing or discussing the solution can be accented with 25% accelts.					
	solution can be accepted with 25% penalty.					
	C- Health and safety procedures:					
	• All health and safety procedures of the university and the school should be followed.					
	D- Honesty policy regarding cheating, plagiarism, misbehavior:					
	Open-book exams					
	 All submitted work must be of the submitting student. 					
	• Other text or code must be properly quoted with clear source specification.					
	Cheating will not be tolerated.					
	E- Available university services that support achievement in the course:					
	•	Microsoft Teams team a	ind Moo	dle course page		
	•	AI Lab for practicing the	practica	l aspects and solving	; the prog	ramming
	-	assignments.				
	•	Program announcement	s Facebo	ook group		





Additional information	None
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Appendix

Learning Outcomes for the BSc in Computer Engineering

Students who successfully complete the BSc in Computer Engineering will be able to demonstrate:

- 1. an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics
- 2. an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors
- 3. an ability to communicate effectively with a range of audiences
- 4. an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts
- 5. an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives
- 6. an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions
- 7. an ability to acquire and apply new knowledge as needed, using appropriate learning strategies.

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