

Bachelor in Computer Science Engineering

Course information

Year 2019-20

GENERAL SPECIFICATIONS			
English name			
Bioinspired Models and Search Techniques			
spanish name			
Modelos Bioinspirados y Heurísticas de Búsqueda			
Code		Type	
606010239		required	
Time distribution			
	Total	In class	Out class
Working hours	150	60	90
ECTS: 6			
Standard group		Small groups	
	Classroom	Lab	Practices
3		0	0
Departments		Knowledge areas	
Year		Semester	
4º		2º	

TEACHING STAFF			
Name	E-Mail	Telephone	Office
Miguel Ángel Rodríguez Román	Miguel.rodriguez@dti.uhu.es	959217372	134/ETSI

SPECIFIC INFORMATION OF THE COURSE
1. Contents description
1.1. In English:
<ul style="list-style-type: none"> - Introduction and classification of metaheuristics, usefulness and justification of approximate solutions. - Metaheuristics based on paths and environments: Basic Local search algorithms, simulated annealing, tabu search based on multiple paths and methods: multi-boot, GRASP, ILS and VNS. - Methods based on populations: genetic algorithms. - Study on the balance between intensification and diversification in the search algorithms. - Metaheuristics distributed and parallel search. - Hybrid metaheuristics search: memetic algorithms, scatter search, etc. - Introduction to computer models based on natural models: models of social, evolutionary adaptation, and others.
1.2. In Spanish
<ul style="list-style-type: none"> - Introducción y clasificación de las metaheurísticas, utilidad y justificación de las soluciones aproximadas. - Metaheurísticas basadas en trayectorias y entornos: Búsqueda local básica, algoritmos de enfriamiento simulado, búsqueda tabú y métodos basados en

trayectorias múltiples: multiarranque, GRASP, ILS y VNS.

- Métodos basados en poblaciones: Algoritmos genéticos.
- Estudio sobre el equilibrio entre intensificación y diversificación en los algoritmos de búsqueda.
- Metaheurísticas de búsqueda distribuida y paralela.
- Metaheurísticas de búsqueda híbridas: Algoritmos meméticos, búsqueda dispersa, etc.
- Introducción a los modelos de computación basada en modelos naturales: modelos de adaptación social, evolutivos, y otros.

2. Background

2.1. Situation within the Degree:

Subject to extend knowledge in the area of search paths based on heuristics, or bio-inspired environments, useful for solving optimization problems and search that can't be done by other algorithms.

2.2. Recommendations:

artificial Intelligence subject completed (2nd Grade)

3. Objectives (as result of teaching):

Since students already know by mandatory and / or core subjects of the degree overview of the IA and optimization algorithms and based search metaheuristics in particular, this elective course aims to provide additional and detailed training some of the most use and have greater height at this time, so that not only have a basic theoretical knowledge of them but applied and adaptable to real problems.

4. Skills to be acquired

4.1. Specific Skills:

- **CE3-C:** Ability to evaluate the computational complexity of a problem, meet algorithmic strategies that can lead to resolution and recommend, develop and implement one that guarantees the best performance according to the requirements.
- **CE4-C:** Ability to know the basics, paradigms and own techniques of intelligent systems and analyze, design and build systems, services and applications that use these techniques in any scope

4.2. General Skills:

- CB4: Be able to convey information, ideas, problems and solutions to both specialized and non specialised audiences.
- CG0: Capacity for analysis and synthesis: Find, analyze, critique (critical thinking), relate to structure and synthesize information from different sources and integrate ideas and knowledge.
- G02: Oral and written communication in academic and professional field with special emphasis on writing technical documentation
- G03: capacity to solve problems
- G04: Ability to make decisions based on objective criteria (experimental data, scientific or simulation available) and ability to argue logically justify those decisions, knowing how to accept other views
- G05: Capacity for teamwork.
- G06: Capacity for autonomous learning and initiative and entrepreneurship
- TC2. Develop a critical attitude, being able to analyse and synthesize.
- TC3. Develop an attitude of inquiry that permanently enables to review and deepen in the knowledge.
- TC4. Acquire Computer and Information Skills (CI2) and apply them working.

5. Training Activities and Teaching Methods

5.1. Training Activities:

- Theory sessions on the contents of the program.
- Troubleshooting sessions.
- Practical sessions in specialized laboratories or Computer Room.
- Academically Guided activities by teachers: seminars, conferences, development work, debates, group tutorials, and self-evaluation activities.

5.2. Teaching Methods:

- Participative Master Class.
- Development Practices in specialized laboratories or Computer Rooms in small groups.
- Troubleshooting and practical exercises.
- Approach, Realization, tutoring and presentation of work.
- Evaluations and reviews.

5.3. Development and Justification:

- Theoretical sessions: Presentation of techniques and study them. Session length: 1h Total sessions: 26.
- Laboratory practical sessions: Application of theoretical concepts into practical developments. Session Duration: 2h. Total sessions 15
- Seminars, exhibitions and debates: Sporadic to improve specific issues.
- Resolution and delivery problems / practices: Realized in part in practical laboratory sessions and theory. In the remainder as student work outside of class. The practices consist of three deliverables three key aspects of the subject in which they are explained the details of software architecture in practical classes. Problems are case studies and proposals discussed in class on issues that do not have a practice which allows implementation.
- assessable theoretical tests in class unplanned theory, assessments of proposed problems will be made as well as issues develop. It is necessary to overcome the theoretical tests for media with other concepts.
- Classwork theory will be mostly in small groups.

6. Detailed Contents:

- BLOCK I. Based Methods trajectories and Environments
- Topic 1.1. Metaheuristics: Introduction and classification
- Topic 1.2. Local search algorithms Basic
- Topic 1.3. Simulated Cooling algorithms
- Topic 1.4. I Tabu Search algorithms
- Agenda item 1.5. Based Methods multipath I: Basic methods Multiboot and GRASP
- Topic 1.6. Trajectories II based on multiple methods: ILS and VNS Topic 1.7 Introduction to Social Adaptation based models Item 1.8. Optimization Based on Particle Theme Clouds 1.9 Metaheuristics in Decentralized Systems
- BLOCK II: Models Bioinspired
- Topic 2.1 Natural based computing models
- Topic 2.2 Evolutionary Computation
- Item 2.3. Genetic algorithms I. Basic Concepts
- Topic 2.4. Genetic Algorithms II. Diversity and Convergence
- Topic 2.5. Genetic algorithms III. Multimodal problems
- Topic 2.6. multiobjective
- Topic 2.7. Evolutionary strategies
- Topic 2.8. Memetic algorithms
- Topic 2.9. ants
- Theme 2.10 Artificial Neural Networks
- Theme 2.11 Other computer models bioinspirados

7. Bibliography

7.1. Basic Bibliography

- . D. Corne, M. Dorigo, F. Glover (Eds.). NEW IDEAS IN OPTIMIZATION. McGraw-Hill, 1999.
- . A. Diaz and others. OPTIMIZATION AND NEURAL NETWORKS HEURISTICS. Paraninfo, 1996.
- . AE Eiben, JE Smith. INTRODUCTION TO EVOLUTIONARY COMPUTING. Springer, 2003.
- . F. Glover, GA Kochenberger (Eds.). HANDBOOK OF METAHEURISTICS. Kluwer Academic Press,

2003.

. T. Back, Evolutionary Algorithms in Theory and Practice. Oxford, 1996.

. T. Back, D. Fogel, Z. Michalewicz, Handbook of Evolutionary Computation. Institute of Physics Publishing and Oxford University Press, 1997.

. W. Banzhaf, P. Nordin, RE Keller, FD Francone, Genetic Programming. An Introduction. Kaufmann Publishers, 1998.

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. Rojas, R. Neural Networks. A systematic Introduction. Springer Verlag, 1995.

. Haykin, S. Neural Networks. A comprehensive Foundation. Prentice Hall, 1999.

. Bishop, C. Neural Networks for Pattern Recognition. Clarendon Press-Oxford, 1995.

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7.2. Additional Bibliography:

. Reed, R. Marks, RJ Neural Smoothing, Supervised Learning in Feedforward Artificial Neural Networks. The MIT Press, 1999.

. E. Bonabeau, M. Dorigo, T. Theraulaz. From Natural to Artificial Intelligence Swarm. Oxford University Press, 1999

. M. Chambers (Ed.), Practical Handbook of Genetic Algorithms, Vols. I, II, and III. CRC Press, 1995, 1998.

. D. Corne, M. Dorigo, F. Glover (Eds.), New Ideas in Optimization. McGraw-Hill, 1999.

. M. Dorigo, T. Stützle, Ant Colony optimization. The MIT Press, 2004.

. AE Eiben and JE Smith, Introduction to Evolutionary Computing. Springer, 2003.

. DB Fogel, Evolutionary Computation. IEEE Press, 1995.

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. DE Goldberg, Genetic Algorithms in Search, Optimization, and Learning. Addison Wesley, 1989.

. JH Holland, Adaptation in Natural and Artificial Systems. MIT Press, 1992.

. JR Koza, Genetic Programming. MIT Press, 1992.

. Z. Michalewicz, Genetic Algorithms + Data Structures = Evolution Programs. Springer-Verlag, 1996.

. HP. Schwefel, Evolution and Optimum Seeking. John Wiley, 1995.

. M. Shipper. Machine Nature. The Coming Age of Bio-Inspired Computing. McGraw-Hill, 2002.

8. Systems and Assessment Criteria

8.1. System for Assessment:

- Defense Practice
- Defense Jobs and Reports Writings
- Individual Student Tracking

8.2. Assessment Criteria and Marks:

The principles of the subject evaluation criteria are preferably continuous evaluation, meaning the diversified assessment is carried out at different times of the academic year in progress. This diversified assessment only applies to June and September . It is made using the following evaluation systems face and weights:

- 60% delivery and oral defense practices (DP) consist in making practices and presentational defense in a timely manner described in the description of the practice. To consider superseded this part must meet the following requirements
- An oral examination on the content of it. The student should know that each section corresponds theoretical part developed and be able to explain it with the support of the material ithe student may bring to the event.
 - Mandatory parties established in each practice must be properly implemented as is indicated in the subject and have to match with what is explained in theory. If code and documentation did not have a sufficient level this part is considered unsurpassed.
- 30% Class activities (AC): 4 activities will be carried with equal weight, not necessarily planned, on some issues, in theory sessions or practices involving any of these tasks:
 - Search and / or presentation of information in class about a particular concept
 - Questions and brief reasoning on any of the topics covered in the subject
 - Theoretical and practical approaches to developing a problem in class
- 10% Academic Activities (AA), consisting of optional parts or optional work practices. To pass

the subject is required to have more than a 5 by applying the previous formula of and overcome the practical part.

In September:

- Approved practices and activities are only saved until September.
- Unsurpassed activities or practices will recover the day of the September session. These will be assessed by delivery and defense in the same way. The practice / activity course or other similar content will be published with at least two weeks in advance in moodle. If there are no specific activities / practices on that date the same ones raised during the course will be applicable.

For all other calls will apply the single assessment.

Those students who so choose may consider making one final evaluation. In this case they must submit an application in the General Register of the University, in any RECORDS AUXILIARY or electronic register, addressed to the management of the department and the coordinator of the subject. The only final evaluation will consist of a single academic act, for all official announcements, it will consist of the following tests:

- **theory** (40%): Covers the evaluation systems AC (30%) and AA (10%) and consist of a examination of theoretical / problems that may include development in pseudocode to solve similar to those developed in practical problem questions, has a classroom and individual character and last for an hour and a half. The matter under consideration will be treated all along the course. Only it is used documentation provided by the teaching staff on the day of the test. As far as possible, it is held in a computer room.
- **practices** (60%): Covers the evaluation systems (DP). It will consist of an examination in which a practical statement is similar to those contained DP. This statement may refer to more than one thematic block. It will have an individual character and a duration of 4 hours. 3 hours to resolution and time at the end to defend it in the same conditions as the practices during the course. Only documentation provided by the teaching staff on the day of the test will be available. As far as possible, it will be held in a computer room.

It will be necessary to obtain an average of 5 (using the formula a above) and at least 5 in the practical part to pass the course.

will not be done in any case actions to increase partial or final qualifications,

The mention of Distinction may be awarded to students who have achieved a score equal to or greater than 9.0. As a general rule, these references will go in descending order granting the final grade obtained. In any case the number of "Distinction" will be granted above the maximum set for the subject in the current academic year. In case of a tie, obtained regularity prevail over all proposed evaluation systems. If the tie persists, the students involved would be proposed conducting a new assessment test.

For all materials submitted by students implicitly it assumes the statement of originality thereof, understood in the sense that it did not use sources without properly citing them. Detection of plagiarism in any of these materials, and under Article 15 of Regulation Evaluation for degrees and official master's degree from the University of Huelva, will lead the numerical grade of zero on the subject, regardless of other qualifications the students had obtained. In addition, the appropriate disciplinary proceedings before the Commission of Teaching Department will start.

the acquisition of skills as follows guaranteed: by the work carried out in practice, skills: C-CE3, CE4-C, G02, G03, G04 and; through active participation in the theoretical sessions, skills: CE3-C, CB4, CG0, G02, G04 G05, G06 and T01; and by the academically supervised activities, skills: CE3-C, C-CE4, G02, G03, G04, G05, G06 and T01.