

Bachelor in Computer Science Engineering

Course information

Year 2019-20

GENERAL SPECIFICATIONS			
English name			
Knowledge representation			
Spanish name			
Representación del Conocimiento			
Code		Type	
606010236		Mandatory	
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	
Information Technology		Computer Science and Artificial Intelligence	
Year		Semester	
3º		2º	

TEACHING STAFF			
Name	E-Mail	Telephone	Office
Carpio Cañada, Jose	jose.carpio@dti.uhu.es	959217658	TU PB14

SPECIFIC INFORMATION OF THE COURSE
1. Contents description
1.1. In English:
Being able to represent information in an appropriate way is essential to solve a multitude of problems. Logical programming as a method of representing knowledge is a challenge for computer science students. Logical programming, as a paradigm different from imperative programming, requires an additional effort on the part of the student. This process of understanding this method of representing knowledge will take us the greater part of the study of this subject, because a new paradigm of programming can not be understood until after a long period of practice.
Topic 1. Introduction Topic 2: First order logic. Topic 3: Rules to represent knowledge. UNIT 4: Vagueness and Uncertainty. Topic 5. Representation of actions and planning.
1.2. In Spanish
Ser capaz de representar la información de manera apropiada es esencial para resolver una multitud de problemas. La programación lógica como un método para representar el conocimiento es un desafío para los estudiantes de informática. La programación lógica, como un paradigma diferente de la programación imperativa, requiere un esfuerzo adicional por parte del estudiante. Este proceso de comprensión en este

método de representar el conocimiento nos llevará a la mayor parte del estudio de este tema, porque un nuevo paradigma de programación no puede ser comprendido hasta después de un largo periodo de práctica.

Tema 1. Introducción

Tema 2: Lógica de primer orden.

Tema 3: Reglas para representar conocimiento.

Tema 4: Vaguedad e Incertidumbre.

Tema 5. Representación de acciones y planificación.

2. Background

2.1. Situation within the Degree:

Being able to represent information in an appropriate way is essential to solve a multitude of problems. This subject is related to those others that need to handle information such as those related to Artificial Intelligence, Databases or Software Engineering.

2.2. Recommendations:

Be familiar with the basic concepts of data structures and algorithm design techniques and analysis.

3. Objectives (as result of teaching):

- Represent knowledge symbolically in a form suitable for automated reasoning, and methods associates of reasoning.
- Combine formal algorithmic analysis with a description of the most recent applications.
- Acquire basic knowledge about computational logic.
- Acquire programming knowledge in Prolog.

4. Skills to be acquired

4.1. Specific Skills:

CE5-C: Ability to acquire, obtain, formalize and represent human knowledge in a computable form for the resolution of problems through a computer system in any field of application, particularly those related to aspects of computing, perception and performance in intelligent environments or environments.

4.2. General Skills:

CB4: That the students can transmit information, ideas, problems and solutions to an audience as much specialized as non-specialized

CG0: Capacity for analysis and synthesis: Finding, analyzing, criticizing (critical reasoning), relating, structuring and synthesize information from various sources, as well as integrate ideas and knowledge.

G03: Ability to solve problems

G04: Ability to make decisions based on objective criteria (experimental, scientific or simulation data) available) as well as the ability to logically argue and justify said decisions, knowing how to accept others points of view

G06: Capacity for autonomous learning as well as initiative and entrepreneurial spirit

G07: Motivation for quality and continuous improvement, acting with rigor, responsibility and professional ethics.

G08: Ability to adapt to technologies and future environments updating professional skills.

G09: Ability to innovate and generate new ideas.

CT2: Development of a critical attitude in relation to the capacity of analysis and synthesis.

CT3: Development of an attitude of inquiry that allows the revision and permanent advancement of knowledge.

CT4: Ability to use Computer and Information Competencies (C12) in professional practice.

5. Training Activities and Teaching Methods

5.1. Training Activities:

- Theory sessions on the contents of the Program.
- Problem Solving sessions.
- Practical sessions in specialized laboratories or computer rooms.

<ul style="list-style-type: none"> • Activities Academically Directed by the Faculty: seminars, conferences, development of works, debates, • collective tutorials, evaluation activities and self-evaluation.
5.2. Teaching Methods:
<ul style="list-style-type: none"> • Participatory Master Class. • Development of Practices in Specialized Laboratories or Computer Classrooms in small groups. • Problem solving and practical exercises. • Individual or Collective Tutorials. Direct interaction teachers-students. • Approach, Realization, Tutoring and Presentation of Works. • Conferences and Seminars. • Evaluations and Exams.
5.3. Development and Justification:
<p>To develop the skills to acquire in this subject will be used the following groups of teaching activities formative: - Theoretical / practical classes and problems: 70% - Laboratory / computer practices: 25% - AAD (Collective tutorials, cross-cutting activities ...): 5%</p>

6. Detailed Contents:
<p>Topic 1. Introduction 1.1 Basic concepts. 1.2 Systems based on knowledge. 1.3 Reasoning. Topic 2: Introduction to logic programming with Prolog. Topic 3: Knowledge representation techniques with logical programming and lists. Topic 4: Knowledge representation techniques with logical programming and trees. Topic 5: Knowledge representation techniques with logical programming and graphs. Topic 6: Other knowledge representation techniques.</p>
7. Bibliography
7.1. Basic Bibliography
<ul style="list-style-type: none"> - Programación declarativa. Manual para la docencia [95]. José Carpio Cañada, Gonzalo Antonio Aranda Corral, José, Marco de la Rosa. Servicio de Publicaciones, Universidad de Huelva, 2010 - Prolog Programming for Artificial Intelligence, Ivan Bratko, Addison Wesley; 3rd edition (2000) - Representación del conocimiento en sistemas inteligentes, Gregorio Fernández Fernández - http://www.gsi.dit.upm.es/~gfer/ssii/rcsi/ - Real World, Haskell, Bryan O'Sullivan, John Goerzen y Don Stewart, Ed. O'Reilly (2008) http://book.realworldhaskell.org/
7.2. Additional Bibliography:
<ul style="list-style-type: none"> - Knowledge Representation and Reasoning, Ron Brachman and Hector Levesque http://www.sciencedirect.com/science/book/9781558609327

8. Systems and Assessment Criteria

8.1. System for Assessment:

- Theory / problems exam
- Defense of Written Works and Reports
- Exam of practices

8.2. Assessment Criteria and Marks:

- Theory / Problem Exam 69%
- Defense of Works and Reports 1%
- Practical Examination 30%
- Students who take part in the final single evaluation must complete the following tests in a single academic act:
 - 1.- 50% theory test, consisting of questions about the theoretical concepts seen in class.
 - 2.- Practical test 50%, will consist of exercises on the concepts seen in class. To pass the subject you must obtain a minimum of 50% of the total score including the two parts