



UNIVERSIDAD  
NACIONAL DE SAN CRISTÓBAL  
DE HUAMANGA  
*Real Pontificia y Nacional*  
1627

**San Cristóbal of Huamanga National University (UNSCH)**  
School of Computer Science  
Syllabus 2024-II

**1. COURSE**

CS361. Computational Vision (Elective)

**2. GENERAL INFORMATION**

- |                                   |   |   |
|-----------------------------------|---|---|
| <b>2.1 Course</b>                 | : | CS361. Computational Vision   |
| <b>2.2 Semester</b>               | : | 8 <sup>th</sup> Semester.   |
| <b>2.3 Credits</b>                | : | 4   |
| <b>2.4 Horas</b>                  | : | 2 HT; 4 HP;   |
| <b>2.5 Duration of the period</b> | : | 16 weeks  |
| <b>2.6 Type of course</b>         | : | Elective  |
| <b>2.7 Learning modality</b>      | : | Face to face  |
| <b>2.8 Prerequisites</b>          | : | CS262. Machine learning. (7 <sup>th</sup> Sem) CS262. Machine learning. (7 <sup>th</sup> Sem) |

**3. PROFESSORS**

Meetings after coordination with the professor

**4. INTRODUCTION TO THE COURSE**

Provee una serie de herramientas para resolver problemas que son difíciles de solucionar con los métodos algorítmicos tradicionales. Incluyendo heurísticas, planeamiento, formalismos en la representación del conocimiento y del razonamiento, técnicas de aprendizaje en máquinas, técnicas aplicables a los problemas de acción y reacción: así como el aprendizaje de lenguaje natural, visión artificial y robótica entre otros.

**5. GOALS**

- Realizar algún curso avanzado de Inteligencia Artificial sugerido por el curriculo de la ACM/IEEE.

**6. COMPETENCES**

- 1) Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions. (Assessment)
- 5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. (Usage)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Assessment)

**7. TOPICS**

Unit 1: (60)	
Competences Expected:	
Topics	Learning Outcomes
<ul style="list-style-type: none"> <li>• CS360. Inteligencia Artificial</li> <li>• CS361. Razonamiento automatizado</li> <li>• CS362. Sistemas Basados en Conocimiento</li> <li>• CS363. Aprendizaje de Maquina [RN03],[Hay99]</li> <li>• CS364. Sistemas de Planeamiento</li> <li>• CS365. Procesamiento de Lenguaje Natural</li> <li>• CS366. Agentes</li> <li>• CS367. Robótica</li> <li>• CS368. Computación Simbólica</li> <li>• CS369. Algoritmos Genéticos [Gol89]</li> </ul>	<ul style="list-style-type: none"> <li>• Profundizar en diversas técnicas relacionadas a la Inteligencia Artificial [Usar]</li> </ul>

Readings : [RN03], [Hay99], [Gol89]

## 8. WORKPLAN

### 8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

### 8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

### 8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

## 9. EVALUATION SYSTEM

\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*

## 10. BASIC BIBLIOGRAPHY

[Gol89] David Goldberg. *Genetic Algorithms in Search, Optimization and Machine Learning*. Addison Wesley, 1989.

[Hay99] Simon Haykin. *Neural networks: A Comprehensive Foundation*. Prentice Hall, 1999.

[RN03] Stuart Russell and Peter Norvig. *Inteligencia Artificial: Un enfoque moderno*. Prentice Hall, 2003.