SYLLABUS

1.Information regarding the programme

1.1 Higher education institution	Babeş-Bolyai University of Cluj-Napoca	
1.2 Faculty	Faculty of Mathematics and Computer Science	
1.3 Department	Department of Mathematics and Computer Science of the Hungarian	
_	Line	
1.4 Field of study	Computer Science	
1.5 Study cycle	Master	
1.6 Study programme /	Data Analysis and Modeling	
Qualification		

2. Information regarding the discipline

2.1 Name of the discipline E				olutionary Algorithm	IS		
2.2 Course coordinator				Conf. dr. Gaskó Noémi			
2.3 Seminar coordinator				Conf. dr. Gaskó Noémi			
2.4. Year of study	1	2.5	1	2.6. Type of	E	2.7 Type of	Optional
·		Semester		evaluation		discipline	_

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	3	Of which: 3.2	2	3.3	1 sem
		course		seminar/laboratory	
3.4 Total hours in the curriculum	42	Of which: 3.5	28	3.6	14
		course		seminar/laboratory	
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					20
Additional documentation (in libraries, on electronic platforms, field documentation)					10
Preparation for seminars/labs, homework, papers, portfolios and essays					23
Tutorship					7
Evaluations				20	
Other activities:					-
					1

3.7 Total individual study hours	80
3.8 Total hours per semester	150
3.9 Number of ECTS credits	7

4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

5. Conditions (if necessary) -

5.1. for the course	
5.2. for the seminar /lab	

activities	Room with computers as needed; high level programming language
	environment

6. Specific competencies acquired

Professi onal compete ncies	Knowledge, understanding and use of basic concepts of GAs
Transve rsal compete ncies	 Ability to apply GAs to different real life problems Ability to model phenomena using GAs

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the	 an introduction to the field studied.
discipline	 the basic notion, techniques and algorithms.
	 the background for advanced courses
7.2 Specific objective of the	• application of GAs
discipline	

8. Content

8.1 Course	Teaching methods	Remarks
Week 1: Principles of evolutionary computation. Basic and related models. Structure of an evolutionary algorithm	Interactive exposureExplanationConversation	
Week 2: Genetic algorithms. Problem representation and fitness function. Canonical genetic algorithm.	Interactive exposureExplanationConversation	
Week 3: Selection – selection pressure; takeover time; standard schemes.	 Interactive exposure Explanation Conversation Didactical demonstration 	
Week 4: Selection – proportional selection; premature convergence; scaling mechanisms; rank-based selection	Interactive exposureExplanationConversation	

Week 5: Selection – binary tournament; q-tournament; elitism; steady state EAs; Michalewicz selection; Boltzmann selection	 Didactical demonstration Interactive exposure Explanation Conversation
Week 6: Variation operators for binary encoding; Variation operators for real-valued encoding	 Interactive exposure Explanation Conversation
Week 7: Hybridisation – specific representation; hybridisation	 Interactive exposure Explanation Conversation
Week 8: Parameter setting and adaptive GAs; adaptive fitness of a search operator	 Interactive exposure Explanation Conversation
Week 9: Adaptive representation –messy genetic algorithms, delta coding; diploidic representation	Interactive exposureExplanationConversation
Week 10: Metaheuristics	Interactive exposureExplanationConversation
Week 11: Differential evolution – introduction, parameter settings, variants	 Interactive exposure Explanation Conversation Case studies
Week 12: Evolution strategies – introduction. (1+1) strategy; standard mutation; Cauchy perturbations	 Interactive exposure Explanation Conversation
Week 13: Evolutionary programming – sequential machine model; function optimization; Cauchy perturbation.	 Interactive exposure Explanation Conversation
Week 14: Search and optimization using genetic algorithms, applications	Interactive exposure

Conversation

Bibliography

Eiben A & Smith JE, Introduction to Evolutionary Computing. Springer-Verlag 2010.

David E. Goldberg, Genetic Algorithms in Search, Optimization, and Machine Learning. Addison-Wesley; 1989.

David E. Goldberg, The Design of Innovation: Lessons from the competent genetic algorithms. Springer-Verlag; 2002.

Sean Luke, Essentials of Metaheuristics. Freely available for download at http://cs.gmu.edu/~sean/book/metaheuristics/

Michalewicz, Z., Genetic Algorithms + Data Structures = Evolution Programs, Springer, Berlin, 1992.

Dumitrescu, D., B Lazzerini, Evolutionary Computation, CRC Press, New York, Boca Raton, 2000

Dumitrescu, D., Principiile Inteligentei artificiale, Editura Albastra, Cluj, 2000.

Dumitrescu, D., Algoritmi genetici si strategii evolutive. Aplicatii in Inteligenta Artificiala, Editura Albastra, Cluj,2000.

Deb, K., Multiobjective optimization using Evolutionary Algorithms, Wiley, 2001.

8.2 Seminar / laboratory	Teaching methods	Remarks
1. Implementation of some genetic operators and the	 Interactive 	The laboratory is
analysis of their performance	exposure	structured as 2 hours,
	 Explanation 	classes every second
	 Conversation 	week
		-2 laboratories for
		this activity
2. Each student chooses a different type of problem (e.g.	Interactive	-3 laboratories
the traveling salesman problem), and implements three	exposure	
appropriate evolutionary techniques for the selected	 Explanation 	
problem	 Conversation 	
3. Parameter setting, analysis of the implemented	 Interactive 	
algorithms	exposure	
	 Explanation 	
	 Conversation 	
4. Project presentation, documentation	 Interactive 	
	exposure	
	 Conversation 	

Bibliography

Eibern A & Smith JE, Introduction to Evolutionary Computing. Springer-Verlag 2010.

David E. Goldberg, Genetic Algorithms in Search, Optimization, and Machine Learning. Addison-Wesley; 1989.

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9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course exists in the studying program of all major universities in Romania and abroad;
- The content of the course is considered important in the introduction to Genetic Algorithms

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	know the basic principle of the domain;apply the course conceptsproblem solving	Written exam	40.00%
10.5 Lab activities	-be able to implement course concepts and algorithms -be able to make a practical project during the semester	Laboratory work Practical project	60.00%
10.6 Minimum performance standards			
 At least grade 5 (from a scale of 1 to 10) at both written exam and laboratory work. 			

Date 10.03.2013 **Signature of course coordinator** Conf. dr. Gaskó Noémi

Signature of seminar coordinator Conf. dr. Gaskó Noémi

Date of approval

Signature of the head of department Conf. dr. András Szilárd