

PH.D. IN MATHEMATICS AND COMPUTER SCIENCE

COURSE SCHEDULE

ACADEMIC YEAR 2022/2023

ARTIFICIAL INTELLIGENCE IN HIGHLY DYNAMIC ENVIRONMENTS

LECTURER: GIOVAMBATTISTA IANNI
UNIVERSITY OF CALABRIA

27 JUNE - 3 JULY

THE COURSE INTRODUCES THE AUDIENCE TO TECHNIQUES OF DESIGN AND INTEGRATION OF AUTOMATED REASONING MODULES IN UNKNOWN ENVIRONMENTS, POSSIBLY PARTIALLY STRUCTURED OR NOT STRUCTURED AT ALL, WHERE REQUIREMENTS ON TIMING PERFORMANCE ARE VERY STRICT. THESE ENVIRONMENTS INCLUDE STREAM REASONING, ROBOTIC APPLICATIONS, AND REAL-TIME VIDEOGAMES. THE COURSE OVERVIEWS REACTIVE REASONING SYSTEMS, DELIBERATIVE SYSTEMS, HYBRIDIZATIONS OF THESE, AND INTEGRATION TECHNIQUES IN REAL APPLICATIONS; THEN SOME USE CASES, RELATED TO VIDEOGAMES AND ROBOTICS ARE DESCRIBED. A COLLECTIVE DISCUSSION ON RELATED OPEN AND CHALLENGING RESEARCH PROBLEMS CLOSSES THE COURSE.

CLASS SCHEDULE:

TUE 27/06 15:00-18:00

WED 28/06 15:00-18:00

FRI 30/06 09:00-12:00

MON 03/07 09:00-12:00

LINK TEAMS: [HTTPS://BIT.LY/305P1CW](https://bit.ly/305P1CW)