

SYLLABUS

1. Data about the program of study

1.1 Institution	The Technical University of Cluj-Napoca
1.2 Faculty	Faculty of Automation and Computer Science
1.3 Department	Computer Science
1.4 Field of study	Computer Science and Information Technology
1.5 Cycle of study	Master in Data Science
1.6 Program of study/Qualification	Computer science/ Engineer
1.7 Form of education	Full time
1.8 Subject code	7.1

2. Data about the subject

2.1 Subject name	Machine Learning 2				
2.2 Course responsible/lecturer	Conf.Dr.Ing. Marginean Anca – Anca.Marginean@cs.utcluj.ro Conf.Dr.Ing. Lemnaru Camelia – Camelia.Lemnaru@cs.utcluj.ro				
2.3 Teachers in charge of seminars/ laboratory/ project	Conf.Dr.Ing. Marginean Anca – Anca.Marginean@cs.utcluj.ro Conf.Dr.Ing. Lemnaru Camelia – Camelia.Lemnaru@cs.utcluj.ro				
2.4 Year of study	1	2.5 Semester	1	2.6 Type of assessment (E - exam, C - colloquium, V - verification)	E
2.7 Subject category	Formative category: DA – advanced, DS – speciality, DC – complementary				DA
	Optionality: DI – imposed, DO – optional (alternative), DF – optional (free choice)				DOP

3. Estimated total time

3.1 Number of hours per week	3	of which:	Course	2	Seminars	-	Laboratory	1	Project	-
3.2 Number of hours per semester	42	of which:	Course	28	Seminars	-	Laboratory	14	Project	-
3.3 Individual study:										
(a) Manual, lecture material and notes, bibliography										15
(b) Supplementary study in the library, online and in the field										15
(c) Preparation for seminars/laboratory works, homework, reports, portfolios, essays										18
(d) Tutoring										5
(e) Exams and tests										5
(f) Other activities:										-
3.4 Total hours of individual study (suma (3.3(a)...3.3(f)))					58					
3.5 Total hours per semester (3.2+3.4)					100					
3.6 Number of credit points					4					

4. Pre-requisites (where appropriate)

4.1 Curriculum	Machine Learning 1
4.2 Competence	Linear algebra, programming, logics, basic statistics

5. Requirements (where appropriate)

5.1. For the course	white/black-board, projector, PC/laptop
5.2. For the applications	white/black-board, projector, PC/laptop

6. Specific competence

6.1 Professional competences	<ol style="list-style-type: none"> 1. Working with advanced mathematical methods and models, engineering and computing specific techniques and technologies. 2. Development of advanced techniques, methods and methodologies in the domains of software design, programming systems and environments and their applications . 3. Innovative design of machine learning systems and related software and hardware using the specific tools.
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	<ol style="list-style-type: none"> 4. Contextual integration and exploitation of dedicated information systems. 5. Creative pooling of multidisciplinary knowledge in the field of computers and information technology for research, design, optimization, implementation and testing of theories, algorithms and original methods specific to artificial intelligence and computer vision systems.
6.2 Cross competences	<ol style="list-style-type: none"> 1. Proof of knowledge for the economic, ethical, legal and social context associated with the profession, for correct task identification, schedule of activities, responsible decisions, with the final goal the design, preparation and presentation of a scientific paper. 2. Clear and concise description of professional activity flows, tasks and outcomes obtained by assuming the role of leader / project manager or as a member of a research team, as result of personal skills of domain specific information synthesis, global vision, communication skills with collaborators, ability of task stages identification. 3. Exercising the skill of continuous self-education and demonstrating critical, innovative and research abilities

7. Discipline objective (as results from the *key competences gained*)

7.1 General objective	Understanding basic concepts in deep learning, the main types of architectures, training considerations; understanding the basic elements of reinforcement learning
7.2 Specific objectives	Understanding and being able to develop and utilise the most important deep learning and reinforcement learning algorithms. Operate with known frameworks and software tools for deep learning.

8. Contents

8.1 Lectures	Hours	Teaching methods	Notes
Introduction	2	presentations, discussions	
Mathematical review	2		
Deep Feedforward Networks	2		
Optimization and regularisation in Deep Learning	2		
Convolutional Neural Networks	2		
Recurrent Neural Networks	2		
Autoencoders	2		
Generative Adversarial Neural Networks	2		
Foundation Models. Pre-training and fine-tuning.	2		
Interpretability of Deep Learning Models	2		
Deployment of Deep Learning Models (Quantization, distillation)	2		
Reinforcement Learning I	2		
Reinforcement Learning II	2		
Reinforcement Learning III	2		
Bibliography			
<ol style="list-style-type: none"> 1. Deep Learning Book, by Ian Goodfellow, Yoshua Bengio and Aaron Courville, https://www.deeplearningbook.org/ 2. Reinforcement Learning. An Introduction (2nd edition), R.S. Sutton and A.G. Barto, MIT Press, 2018 3. Selected research papers 			
8.2 Applications – Seminars/Laboratory/Project	Hours	Teaching methods	Notes
Introduction to Pytorch and review of useful Python packages	2	presentations, laptop/PC	
Implementing a FFN for image classification	2		
Implementing a CNN for image classification	2		
Implementing an RNN for sequence tagging	2		
Implementing GANs for data augmentation	2		
Interpretability techniques, deployment aspects	2		

Reinforcement learning algorithms	2		
Bibliography			
1. Selected kaggle.com scripts (https://www.kaggle.com/)			

*Se vor preciza, după caz: tematica seminariilor, lucrările de laborator, tematica și etapele proiectului.

9. Bridging course contents with the expectations of the representatives of the community, professional associations and employers in the field

The contents of this course are in line with the curricula of top universities around the globe (see bibliography sections). Moreover, the contents of the course cover the most important conceptual and technical aspects needed to develop deep and reinforcement learning solutions at industry level).

10. Evaluation

Activity type	Assessment criteria	Assessment methods	Weight in the final grade
Course	The ability to solve problems specific to the domain. Course participation and involvement.	Final evaluation	50%
Seminar	-	-	-
Laboratory	The ability to implement and evaluate specific solutions for the proposed problems	Bi-weekly laboratory assessments, final assignment	50%
Project	-	-	-
Minimum standard of performance: Minimum lab grade: 5; Minimum final grade: 5			

Date of filling in:	Titulari	Titlu Prenume NUME	Semnătura
	Curs	Conf.Dr.Ing. Marginean Anca Conf.Dr.Ing. Lemnaru Camelia	
	Aplicații	Conf.Dr.Ing. Marginean Anca Conf.Dr.Ing. Lemnaru Camelia	

Date of approval in the department 20.02.2024	Head of department Prof.dr.ing. Rodica Potolea
Date of approval in the Faculty Council 22.02.2024	Dean Prof.dr.ing. Mihaela Dinsoreanu