Course Code: F21BC
Full Course Title: Biologically Inspired Computation
SCQF Level: 11
SCAF Credits: 15
Available as Elective: No

DELIVERY LEVEL
Undergraduate: Yes
Postgraduate Taught: Yes
Postgraduate Research: Yes

COURSE AIMS
Traditional computation finds it either difficult or impossible to perform a certain key range of tasks associated with pattern recognition, problem solving and autonomous intelligence. Great progress towards designing software for such tasks has emerged by taking inspiration from a range of natural, mainly biological, systems.

The aims of this course are to:

• introduce an appreciation of the former
• introduce the main biologically-inspired algorithms and techniques which are now commonly researched and applied
• establish a practical understanding of the real-world problems to which these techniques may be fruitfully be applied.

LEARNING OUTCOMES – SUBJECT MASTERY

• Understanding of limitations of traditional computation.
• A critical understanding of a range of biologically inspired computation methods, their limitations and areas of applicability.
• Ability to apply one or more biologically inspired techniques in solving a practical problem.

LEARNING OUTCOMES – PERSONAL ABILITIES

• Identify and define approaches that can be used to apply bio-inspired methods to existing problems in optimisation and machine learning.
• Exercise substantial autonomy and initiative (courseworks) (PDP)
• Demonstrate critical reflection (courseworks) (PDP).

SYLLABUS

• classical vs. biologically-inspired computation,
• evolutionary algorithms (basic EA design, and how they are applied to a wide range of problems)
• swarm intelligence (ant colony methods, particle swarm optimisation)
F21BC Biologically Inspired Computation

- neural computation (perceptrons, multilayer perceptrons, associative networks)
- cellular automata

Reassessment for Postgraduate students only

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