Tamkang University Academic Year 103, 1st Semester Course Syllabus

Course Title	SOFT COMPUTING	Instructor	CHUN-HAO CHEN
Course Class	TEIBM1A ENGLISH MASTER'S PROGRAM, DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION ENGINEERING, 1A	Details	◆ Selective ◆ One Semester ◆ 3 Credits

Departmental Aim of Education

Ⅰ. Cultivate the ability to conduct independent research and problem solving.

Ⅱ. Strengthen creativity and research capacity.

Ⅲ. Build profound professional knowledge in computer science and information engineering.

Ⅳ. Engage in self-directed lifelong learning.

Departmental core competences

A. Independent problem solving ability.

B. Independent innovative thinking ability.

C. Research paper writing and presentation ability.

D. Research & development (R&D) ability in information engineering.

E. Project execution and control ability.

F. Lifelong self-directed learning ability.

Course Introduction	In this course, concepts, properties, progresses and advantages of Soft Computing (SC) are introduced for providing different ways for students to solve problems. The goals of this course include two parts: (1) the spirit of SC; (2) related knowledge of SC, whose are the value of SC, why SC, and related approaches, etc.

The Relevance among Teaching Objectives, Objective Levels and Departmental core competences

I.Objective Levels (select applicable ones) :
 (i) Cognitive Domain   : C1-Remembering,   C2-Understanding, C3-Applying,
                          C4-Analyzing,   C5-Evaluating,   C6-Creating
 (ii) Psychomotor Domain : P1-Imitation,   P2-Mechanism,   P3-Independent Operation,
                          P4-Linked Operation, P5-Automation,   P6-Origination
 (iii) Affective Domain : A1-Receiving,   A2-Responding,   A3-Valuing,
                          A4-Organizing,   A5-Charaterizing, A6-Implementing

II.The Relevance among Teaching Objectives, Objective Levels and Departmental core competences :
 (i) Determine the objective level(s) in any one of the three learning domains (cognitive, psychomotor, and affective) corresponding to the teaching objective. Each objective should correspond to the objective level(s) of ONLY ONE of the three domains.
 (ii) If more than one objective levels are applicable for each learning domain, select the highest one only. (For example, if the objective levels for Cognitive Domain include C3,C5,and C6, select C6 only and fill it in the boxes below. The same rule applies to Psychomotor Domain and Affective Domain.)
 (iii) Determine the Departmental core competences that correspond to each teaching objective. Each objective may correspond to one or more Departmental core competences at a time. (For example, if one objective corresponds to three Departmental core competences: A,AD, and BEF, list all of the three in the box.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Departmental core competences
1	Soft Computing Overview	C2	ABC
2	Evolutionary Computation Techniques on Soft Computing	C2	ABC
3	Soft Computing Techniques	C2	ABC
4	Paper Study	C6	ABC
5	The Future of Soft Computing	C6	ABC

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Soft Computing Overview	Lecture, Discussion	Report, Participation
2	Evolutionary Computation Techniques on Soft Computing	Lecture, Discussion	Practicum, Report, Participation
3	Soft Computing Techniques	Lecture, Discussion	Practicum, Report, Participation
4	Paper Study	Discussion, Appreciation	Practicum, Report
5	The Future of Soft Computing	Lecture, Discussion	Practicum, Report

This course has been designed to cultivate the following essential qualities in TKU students	
Essential Qualities of TKU Students	Description
◇ A global perspective	Helping students develop a broader perspective from which to understand international affairs and global development.
◆ Information literacy	Becoming adept at using information technology and learning the proper way to process information.
◇ A vision for the future	Understanding self-growth, social change, and technological development so as to gain the skills necessary to bring about one's future vision.
◇ Moral integrity	Learning how to interact with others, practicing empathy and caring for others, and constructing moral principles with which to solve ethical problems.
◆ Independent thinking	Encouraging students to keenly observe and seek out the source of their problems, and to think logically and critically.
◇ A cheerful attitude and healthy lifestyle	Raising an awareness of the fine balance between one's body and soul and the environment; helping students live a meaningful life.
◆ A spirit of teamwork and dedication	Improving one's ability to communicate and cooperate so as to integrate resources, collaborate with others, and solve problems.
◇ A sense of aesthetic appreciation	Equipping students with the ability to sense and appreciate aesthetic beauty, to express themselves clearly, and to enjoy the creative process.

Course Schedule

Week	Date	Subject/Topics	Note
1	103/09/15 ~ 103/09/21	Soft Computing Overview	
2	103/09/22 ~ 103/09/28	Soft Computing Techniques - Genetic Algorithms (一)	
3	103/09/29 ~ 103/10/05	Soft Computing Techniques - Genetic Algorithms (二)	
4	103/10/06 ~ 103/10/12	Soft Computing Techniques - Ant Algorithms on (一)	
5	103/10/13 ~ 103/10/19	Soft Computing Techniques - Ant Algorithms (二)	
6	103/10/20 ~ 103/10/26	Soft Computing Techniques - Association Rules (一)	
7	103/10/27 ~ 103/11/02	Soft Computing Techniques - Association Rules (二)	
8	103/11/03 ~ 103/11/09	Soft Computing Techniques - Clustering (一)	
9	103/11/10 ~ 103/11/16	Soft Computing Techniques - Clustering (二)	
10	103/11/17 ~ 103/11/23	Soft Computing Techniques - Classification (一)	
11	103/11/24 ~ 103/11/30	Soft Computing Techniques - Classification (二)	
12	103/12/01 ~ 103/12/07	Discussion&Paper Study	

13	103/12/08~ 103/12/14	Discussion&Paper Study	
14	103/12/15~ 103/12/21	Discussion&Paper Study	
15	103/12/22~ 103/12/28	Discussion&Paper Study	
16	103/12/29~ 104/01/04	Discussion&Paper Study	
17	104/01/05~ 104/01/11	Discussion&Paper Study	
18	104/01/12~ 104/01/18	Future of Soft Computing	

Requirement	
Teaching Facility	Computer, Projector
Textbook(s)	Data Mining: Concepts and Techniques, Third Edition (The Morgan Kaufmann Series in Data Management Systems)
Reference(s)	
Number of Assignment(s)	(Filled in by assignment instructor only)
Grading Policy	◆ Attendance： 20.0 % ◆ Mark of Usual：20.0 % ◆ Midterm Exam： % ◆ Final Exam： % ◆ Other〈Paper Study〉：60.0 %
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . **※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**