Computer Science 3201
Introduction to Nature Inspired Computing
Winter 2020

PREVIEW OF COURSE OUTLINE

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- include COMP3201 in the subject line
- correspondence within the university must be via a valid @mun.ca email account
- note that I DO NOT check email in Brightspace (D2L)

Lectures: Tuesday & Thursday 9 to 10:15am, EN2043

Course Prerequisite: COMP 2002

Course Content:
We will look at some popular nature-inspired computing methods. These methods have been applied to solve problems in various areas of the real world. Particular examples of nature-inspired computing methods studied include cellular automata, artificial life, neural networks, evolutionary computation and swarm intelligence.

Where programming is required it will be in Java.

THIS IS ONLY A PREVIEW - DETAILS MAY CHANGE.

Further details are not yet available.

As soon as the full outline is available for publication it will appear here.

In the meantime, please see the course description in the Undergraduate Handbook.