COURSE DESCRIPTION FORM								
Course Code and Name	CENG466 PERCEPTRON NETWORKS AND APPLICATIONS (TECH.ELECT.)							
Course Semester	8							
Catalog Content	History of artificial neural network, biology neuron, artificial neuron, perceptron, multilayer perceptron, optimization, model training, backpropagation, convolutional neural networks, recurrent neural networks, autoencoders, generative adversarial networks and artificial neural network applications.							
Textbook	Ian Goodfellow, Aaron Courville, Yoshua Bengio, "Deep Learning", MIT Press, 2016.							
Supplementary Textbooks	Seth Weidman, "Deep Learning from Scratch: Building with Python from First Principles", O'Reilly Media, Incorporated, 2019.							
Credit	6							
Prerequisites of the Course (Attendance Requirements)	-							
Type of the Course	Technical Elective	Technical Elective						
Instruction Language	English							
Course Objectives	To understand the basic concepts of Artificial Neural Networks, to experience the process of training and testing artificial neural networks on a recent artificial intelligence topic.							
Course Learning Outcomes	 Learning the fundamental of artificial neural networks. Having knowledge about artificial neural network applications. Implementing an artificial neural network for a specific task. Understanding and performing model training and optimization. 							
Instruction Methods	The mode of delivery of this course is face to face							
Weekly Schedule	1.Week: Introduction to Artificial Neural Networks 2.Week: Artificial Neural Network applications and history of Artificial Neural Network 3.Week: Biological neuron, artificial neuron 4.Week: Perceptron 5.Week: Multi-Layer Perceptron (MLP) 6.Week: Optimization 7.Week: Model training and backpropagation 8.Week: Convolutional Neural Networks (CNN) 9.Week: CNN object recognition applications 10.Week: Pre-trained CNN models and finetuning 11.Week: CNN object detection applications 12.Week: Recurrent Neural Networks (RNN) and applications 13.Week: Autoencoders and applications 14.Week: Generative Adversarial Networks and applications							
Teaching and Learning Methods (These are examples. Please fill which activities you use in the course)	Weekly theoretical course hours Internet search and library work Designing and implementing materials Making a report Preparing and making presentations Midterm and revision for midterm Final exam and revision for final exam							
Assessment Criteria	Midterm exam Assignment	Number(s)	Weight (%) 30					
	Application							

	D : (30							
	Project 1				3	0				
	Practice									
	Quiz		1		1	<u> </u>				
	Final exam 1			40						
	Total		3		10	100				
		Activity			Duration (Weekly Hour)		End of Semester Total Workload			
	Weekly theoretical course hours			14	3 42		42			
	Weekly pra	Weekly practical course hours			0 0			0		
	Reading ac			0	0		0			
	I — -	arch and library	work	10	5		50			
		and implement		10	3	-		30		
Workload	materials	and implement	ing	5	5		25			
	Making a r			1	8		8			
		and making pre		1	5		5			
		nd revision for		1	10			10		
		and revision for	or final	1	10		10			
	Exam Total works	laad					150			
		Total workload			150					
		Total workload/ 25				_		6		
	_	Course Credit (ECTS)				\perp			1	
Contribution Level Between Course	No		Program Ou		1	2	3	4	5	
Learning Outcomes and Program		Knowledge of mathematics, science, basic								
Outcomes	1	engineering, computing, and computer engineering; ability to use this knowledge in		in				X		
				ring problems.	111					
				ite and analyze					X	
				blems using basic	;					
	2	science, math								
		knowledge an								
				Goals relevant to	0					
		the problems		1						
		Ability to des		blems; ability to						
				processes, device	es					
	3			or products to meet			X			
				ements, considerin	ng					
		realistic cons	traints and c	onditions.						
	Ability to select, use				ate					
		techniques, re								
	4	1 0		ics tools, includir	_				X	
				for the analysis a						
	solution of complex engi while being aware of the									
				ethods to examin	e					
				blems or research						
	topics in computer engine reviewing the literature, of experiments, conducting									
						,		X		
		_	a, analyzing	and interpreting						
		results. 6 Knowledge of the effect				-			-	
		Kinourlades s	f the affaata	ot engineeming						
	6			of engineering dis used in these						

	7	economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law. Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any			
	8	issue, and being inclusive of diversity. Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).			X
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).			х
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.		х	
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.			x
The Course's Lecturer(s) and Contact Information	Assist. Prof. cerenguzel@	Dr. Ceren Güzel Turhan		,	