ROLL NO. _

Code: AC74/AT74

Subject: ARTIFICIAL INTELL. & NEURAL NETWORKS

AMIETE – CS/IT (Current Scheme)

Time: 3 Hours

JUNE 2015

Max. Marks: 100

 (2×10)

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

Q.1 Choose the correct or the best alternative in the following:

a. Which AI system finds and identifies patterns; for instance; in the words you use?

| (A) Expert system | (B) Intelligent system |
|--------------------|---------------------------------|
| (C) Neural network | (D) Fuzzy logic |

b. Which of the following is not a hybrid representation systems?

| (A) COLAB | (B) YAK |
|-------------|----------------|
| (C) CLASSIC | (D) GENERAL |

c. Which of the following is not true about scripts?

(A) Scripts have ability to predict event
(B) In scripts, a single coherent interpretation may be build up from a collection of observations
(C) Scripts are more general than frames
(D) None of these

d. What is called as exploration problem?

(A) State and action are unknown to the agent

- (B) State and actions are known to the agent
- (C) Only actions are known to the agent
- (**D**) Both (**B**) & (**C**)

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|-------------|----|--|---|--|--|--|
| | e. | What are you predicating by the logi | c: $\forall x : \mathcal{E}y$: loyalto (x, y). | | | |
| | | (A) Everyone is loyal to someone(C) Everyone is not loyal to someone | (B) Everyone is loyal to alle(D) Everyone is loyal | | | |
| | f. | The Travelling Salesman Problem can be solved using: | | | | |
| | | (A) Hill Climbing(C) Constraint Satisfaction | (B) Means ends analysis(D) None of these | | | |
| | g. | In A* algorithm the algorithm is said | l to be admissible- | | | |
| | | (A) If it is guaranteed to return an op (B) If it always terminate with a solu (C) If a good heuristic function is us (D) None of these | timal solution tion ed | | | |
| | h. | Which AI system will continue to analyze a problem until it finds the best solution? | | | | |
| | | (A) Genetic algorithm(C) Intelligent agent | (B) Neural network(D) Expert system | | | |
| | i. | Which is not Familiar Connectives in | n First Order Logic? | | | |
| | | (A) and (C) or | (B) iff (D) not | | | |
| | j. | Which is true for Decision theory? | | | | |
| | | (A) Decision Theory = Probability th (B) Decision Theory = Inference theo (C) Decision Theory = Uncertainty + (D) Decision Theory = Probability th | eory + utility theory ory + utility theory - utility theory eory + preference | | | |
| | | Answer any FIVE Questions Each question car | out of EIGHT Questions. ries 16 marks. | | | |
| Q.2 | a. | The future directions of research & creation" and "Autonomy". Explain | development in AI can be in "Information n in detail. (8) | | | |
| | b. | What do you mean by intelligence? | ce? What essential abilities one should (8) | | | |
| Q.3 | a. | Attempt to unify the following par general unifiers or explain why they (i) $p(X,Y)$ and $p(a, Z)$ (ii) $p(X,X)$ and $p(a, b)$ (iii) ancestor (X, Y) and ancestor (bit (iv) ancestor (X, father (X)) and ance (v) $q(X)$ and $\neg q(a)$ (vi) $p(X, a, Y)$ and $p(Z, Z, b)$ | irs of expression. Either show their most will not unify. (9) all, father (bill) estor (david, George) | | | |

b. Show that $S \lor R$ is tautologically implied by $(P \lor Q) \land (P \to R) \land (Q \to S)$ (7)

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|-------------|-----|---|----------|
| Q.4 | a. | Briefly describe the different techniques for knowledge representation. | (8) |

b. Write a script for "robbing a bank". (8) **Q.5** a. Explain Dempster and Shafer's theory of evidences. (8) b. Write notes on following:

- (i) Default Logic (ii) Fuzzy Logic (4×2)
- a. Would you use breadth-first or depth-first search for each of the following **Q.6** problems? What would you base your choice on? (8) A chess playing program. (i)
 - A medical diagnostic program. (ii)
 - (iii) A program to determine the best sequence of manufacturing steps to go from raw materials to a finished product.

(iv) A program that attempts to determine if two expressions in the propositional calculus are equivalent.

b. Describe Hill climbing search technique and also explain when it will fail. (8)

Q.7 a. Differentiate between:

- (i) Data processing and knowledge processing (ii) Database and knowledge base (8)
- b. What features of biological neural network make it superior to most sophisticated AI computer system? (8)
- **Q.8** a. What is Hopfield model of a neural network? Explain. (6)
 - b. What is self-organization network? (6)
 - c. Discuss the limitations of Neural Networks. (4)
- Q.9 a. Discuss the use of Artificial intelligence techniques in E-Commerce applications. (8)
 - b. Write a short note on: (4×2) (i) Computer vision
 - (ii) Machine perception

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