SUB CODE : CS6659

SUB. NAME : ARTIFICIAL INTELLIGENCE

ASSIGNMENT II

UNIT II

Part A

1. What is Knowledge representation? State the issues in knowledge representation?
2. What are the properties of a good system for the representation of knowledge?
3. What are forward and backward representation mappings?
4. State the use of unification.
5. What is Alpha-Beta pruning?
6. Define Conceptual Dependency.
7. What are scripts?
8. What are frames?

Part B

1. Explain in detail about approaches to Knowledge Representation and various issues in knowledge representation.
2. Explain the unification algorithm used for reasoning under predicate logic with an example. Consider the following facts
   a. Team India
   b. Team Australia
   c. Final match between India and Australia
   d. India scored 350 runs, Australia scored 350 runs, India lost 5 wickets, Australia lost 7 wickets.
   e. The team which scored the maximum runs wins.
   f. If the scores are same the team which lost minimum wickets wins the match.

   Represent the facts in predicate, convert to clause form and prove by resolution "India wins the match".
3. Explain with an example concept of resolution**.**
4. i) Explain MINIMAX Search Procedure algorithm with suitable illustration.
   ii) Explain alpha-beta pruning with suitable example.