

Your Roll No:

Your Name:

Objective-type questions. A correct answer will get +1 and the wrong answer will get a -0.25 mark.

Your answers should be written on the next page. Do not write anything on this page, except your roll number and name.

1. In alpha-beta pruning, When Alpha ' _____ ' to beta we don't look into the remaining children.

(a) is greater than equal (b) less than equal (c) greater than (d) less than (e) none of the given options.

2. Which statements are true: i) In an episodic task environment, the agent's experience is divided into atomic episodes. ii) Taxi-driving environment is a partially cooperative multiagent environment.

(a) i is true ii is false (b) i is false ii is true (c) both are true (d) both are false

3. The Worst case space complexity of the greedy best search is ____

(a) $O(bm)$ (b) $O(b^m)$ (c) $O(b \log m)$ (d) $O(b)$ (e) none of the given

4. When the sentence is taken as being given without being derived from other sentences, we call it an ____.

(a) axiom (b) inference (c) logic (d) complex sentence (e) none of the given

5. Let P: We should be honest., Q: We should be dedicated., R: We should be overconfident. Then 'We should be honest or dedicated but not overconfident.' is best represented by?

(a) $\sim P \vee \sim Q \vee R$ (b) $P \wedge \sim Q \wedge R$ (c) $P \vee Q \wedge R$ (d) $P \vee Q \wedge \sim R$

6. In many problems the path to the goal is irrelevant, this class of problems can be answered using which of the following Techniques?

(a) Informed Search (b) Uninformed Search (c) Local Search (d) both a and b

7. The hill-climbing technique stuck for which of the following reasons?

(a) Local maxima (b) Ridges (c) Plateaux (d) All of these

8. Which of the following is not a property of the Environment?

(a) Discrete / Continuous (b) Static / Dynamic (c) Deterministic / Non-deterministic
(d) No agent / Multiple agents

9. A rational agent selects actions that ____ its (expected) utility.

(a) Maximizes (b) Minimizes (c) averages (d) none of the given

10. Which agent deals with happy and unhappy states?

(a) Simple reflex agent (b) Model-based agent (c) Learning agent (d) Utility-based agent

Write your answer in the following Table:

1	2	3	4	5	6	7	8	9	10
a	c	a	a	d	c	d	d	a	d

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d	b	a	a	a	d	a	c	d	c

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