

**GUJARAT TECHNOLOGICAL UNIVERSITY****BE - SEMESTER-VII (NEW) EXAMINATION – WINTER 2022****Subject Code:3170716****Date:05-01-2023****Subject Name:Artificial Intelligence****Time:10:30 AM TO 01:00 PM****Total Marks:70****Instructions:**

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.
4. Simple and non-programmable scientific calculators are allowed.

		Marks
<b>Q.1</b>	(a) Explain Turing test.	<b>03</b>
	(b) What is production system? Discuss the component of production system. Ch2	<b>04</b>
	(c) What is artificial intelligence? Explain application of AI. Ch1	<b>07</b>
<b>Q.2</b>	(a) Write an algorithm for the breadth first search.	<b>03</b>
	(b) Why hill climbing is better than generate and test? Write algorithm for simple hill climbing.	<b>04</b>
	(c) Explain the state space search with the use of 8 Puzzle Problem	<b>07</b>
	<b>OR</b>	
	(c) Explain AI Problem characteristics in detail. Ch 2	<b>07</b>
<b>Q.3</b>	(a) What is heuristic search? Discuss with an example.	<b>03</b>
	(b) Explain Problem Reduction using “AND-OR” graph.	<b>04</b>
	(c) What do you mean by constraint satisfaction problems? Explain constraint propagation algorithm using suitable example.	<b>07</b>
	<b>OR</b>	
<b>Q.3</b>	(a) Differentiate procedural and declarative knowledge.	<b>03</b>
	(b) Write a short note on non monotonic reasoning.	<b>04</b>
	(c) Write and explain algorithm for resolution in propositional logic with suitable example.	<b>07</b>
<b>Q.4</b>	(a) Explain forward and backward reasoning.	<b>03</b>
	(b) Demonstrate the use of Repeat Predicate in Prolog with example.	<b>04</b>
	(c) Explain the various method of knowledge representation with suitable example.	<b>07</b>
	<b>OR</b>	
<b>Q.4</b>	(a) Briefly explain perceptron.	<b>03</b>
	(b) Explain morphological and syntax analysis phases of NLP.	<b>04</b>
	(c) Explain the architecture of expert system with suitable sketch.	<b>07</b>
<b>Q.5</b>	(a) Explain Probability and Bay’s Theorem.	<b>03</b>
	(b) Explain the components of planning system.	<b>04</b>
	(c) Explain the MiniMax search procedure for Game Playing. Also explain alpha and Beta cut-offs to improve the performance of MinMax procedure.	<b>07</b>
	<b>OR</b>	
<b>Q.5</b>	(a) Explain supervised and unsupervised learning.	<b>03</b>
	(b) Explain about the basic operators in genetic algorithms.	<b>04</b>
	(c) Write following prolog programs:	<b>07</b>
	1) To find factorial of a given number.	
	2) To find the n <sup>th</sup> element of a given list.	

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