University of Asia Pacific

Department of Computer Science & Engineering

Mid-Semester Examination Fall -2020

Program: B. Sc Engineering (4th Year/1st Semester)

Course Title: Artificial Intelligence & Expert Systems Course No. CSE 403/CSE 407 (Backlog)

Credit: 3.00 Time: 1.00 Hour. Full Marks: 60

There are **Four** Questions. Answer any **three including question Q-1 and Q-2**. All questions are of equal value. Figures in the right margin indicate marks.

- 1. a) Suppose, you are developing a "Coffee Delivery Robot" for UAP CSE Faculty 10 Lounge. Specify the **PEAS** description of your intelligent agent.
 - b) For the above agent, characterize the environment whether it is:

 i) fully observable or partially observable, ii) deterministic or stochastic, iii) episodic or sequential, iv) static, dynamic, or semi-dynamic v) discrete or continuous, vi) single agent or multi-agent. Explain your answer.
- 2. Your target is to reach the goal node 'z' from start node 'a' with the most optimum 20 cost. Simulate the following problem with **A* algorithm**, draw the search tree and determine the shortest path **with fringe** for **each iteration**. Assume that states with earlier alphabetical order are expanded first. The heuristic values of the 6 nodes are as follows:

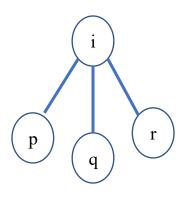
h(a) = (Last 2 digits of your id) % 3 + 3	h(b) = (Last 2 digits of your id) % 6 +2
h(c) = (Last 2 digits of your id) % 4 + 2	h(d) = (Last 2 digits of your id) % 2 + 3
h(e) = (Last 2 digits of your id) % 5 + 1	h(z) = 0

Here % refers to **mod** operation. For example, if the last two digits of someone's id is 16 then

h(a) = 16 % 3 + 3 = 4	
h(b) = 16 % 6 + 2 = 6	5 d 6
h(c) = 16 % 4 + 2 = 2	2 2
h(d) = 16 % 2 + 3 = 3	10 e 5
h(e) = 16 % 5 + 1 = 2	
h(z) = 0	

b) Consider a state space where the start state is i and the successor function for state ireturn 3 states such as: p, q, r where i = (Last 2 digits of your id % 3) + 1. Here % refers to mod operation.

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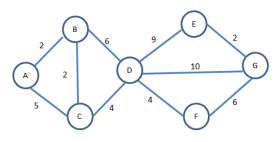
 $i = (\text{Last 2 digits of your id } \% \ 3) + 1$ p = 3i - 1q = 3i $\mathbf{r} = 3\mathbf{i} + 1$

Here p, q, r are the child of node i and each p, q, r node will have its own 3 child in the next level.

For Example:

If someone's id is 35 then i = 35 % 3 + 1 = 2 + 1 = 3 (Root)p = 3x3 - 1 = 9 - 1 = 8 (left child) q = 3x3 = 9 (middle child) r = 3x3 + 1 = 9 + 1 = 10 (right child) Leaf node value = $\mathbf{i} + 26 = 29$ Goal node value = i + 25 = 28

- Draw a search tree from root node value i to leaf node value (i + 26)
- ii. Suppose the goal state is (i + 25). Find out the sequence/order in which the nodes will be visited for:
 - (1) Breadth-First Search (BFS) and (2) Iterative Deepening Search (IDS)
- "An AI agent interacts with its environment". Justify your answer with necessary 5 4. a) diagram.
 - 15
 - Consider the following state space graph where A is the start state and G is the goal b) state. Suppose you are completing the heuristic function h_I shown below. All the values are fixed except $h_1(B)$. Node h₁



-
1
)
5
5

- Determine what values of $h_I(B)$ make h_I admissible? i.
- ii. Determine what values of $h_1(B)$ make h_1 consistent?