

Assignment – 2

- 1) Explain the MiniMax search procedure for Game Playing. Also explain alpha and Beta cut-offs to improve the performance of MiniMax procedure with an example.
- 2) Explain the architecture of expert system with suitable sketch.
- 3) Explain morphological and syntax analysis phases of NLP.
- 4) Discuss cut and fail predicate in prolog
- 5) Draw architecture of Fuzzy Logic and explain its components.
- 6) What is nonmonotonic reasoning? Explain logics for nonmonotonic reasoning.
- 7) Explain the components of planning system.
- 8) Explain any two application of NLP in detail.
- 9) Describe Goal stack Planning with neat diagram.
- 10) Explain variation of probabilities and Bayes' Theorem in detail.