
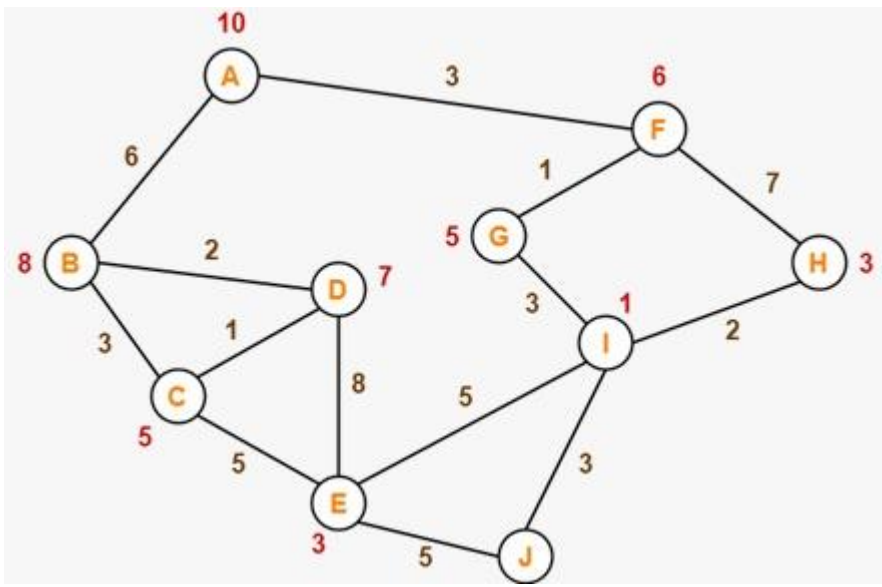


Name:		 MANIPAL UNIVERSITY JAIPUR			
Enrolment No:					
Even Semester Mid Term Examination, March 2024 Faculty of Engineering, School of Information, Security and Data Science Department of Information Technology B Tech – IT					
Course Code: IT3201		Course: Artificial Intelligence and Machine Learning	Semester: VI		
Time: 1.5 hrs.			Max. Marks: 30		
Instructions: All questions are compulsory. Missing data, if any, may be assumed suitably. Calculator is allowed.					
SOLUTION & Marking Scheme					
SECTION A (Memory Based Questions)					
S.No.		Marks	CO		
Q 1	Define water Jug problem as state space representation. Problem statement, initial state, goal state, few rules (1/2 mark for each)	2	IT3201.1		
Q 2	What do you mean by Agent. State the relationship between agent and environment. An agent is anything that can perceive its environment through sensors and acts upon that environment through effectors/Actuators. Definition 1 mark, relationship with environment 1 mark	2	IT3201.2		
Q 3	State and differentiate informed and uninformed searches with the help of suitable examples.		2	IT3201.3	
	Parameters	Informed Search			Uninformed Search
	Knowledge Utilization	It applies knowledge during the search process.			It does not use any knowledge during search process.
	Speed	It finds solutions faster.			It finds solutions at a slower pace.
	Completion	It can be both complete and incomplete.			It is always complete.
	Time Consumption	It consumes less time due to faster searches.			It takes more time due to slower searches.
	Cost Incurred	It incurs lower costs.			It incurs higher costs.
	Guidance	The AI receives suggestions on how and where to find solutions.			The AI does not receive any suggestions finding solutions. It relies on the information provided.
	Efficiency	It is more efficient due to lower costs and faster results.			It is less efficient due to higher costs results.
	Implementation Length	It has a shorter implementation period.			It has a lengthier implementation period.
Examples	Examples include A* Search and Best-First Search.	Examples include Uniform-Cost Search and Iterative Deepening Search.			
At least difference on 3 parameters 1.5 mark, 0.5 marks for example					
SECTION B (Concept Based Questions)					

Q 4	<p>Given the initial and final states of an 8-puzzle, find out</p> <p>a) if the problem is solvable and</p> <p>b) show clearly the next best 3 moves to solve it, using a suitable heuristic.</p> <p>INITIAL STATE GOAL STATE</p> <p>1 2 3 1 2 3</p> <p>4 6 => 4 5 6</p> <p>7 5 8 7 8</p> <p>1 mark for part a, 1 mark for heuristic</p> <p>2 mark for each level in part b</p>	4	IT3201.1
Q 5	<p>What is resolution in Propositional logic. Given the set of premises:</p> <p>1. $(P \rightarrow Q) \rightarrow Q$</p> <p>2. $(P \rightarrow P) \rightarrow R$</p> <p>3. $(R \rightarrow S) \rightarrow \neg(S \rightarrow Q)$</p> <p>Conclude 'R' by applying resolution.</p> <p>2 mark for conversion to clausal form</p> <p>2 mark for resolution proof.</p>	4	IT3201.4
Q 6	<p>Choose a domain that you are familiar with and write PEAS description of an agent for the environment. Characterize the environment as being accessible, deterministic, episodic, static, and continuous or not. Discuss agent architecture which suits the best for this domain?</p> <p>1 mark for defining suitable problem</p> <p>1 mark for PEAS</p> <p>1 Mark for environment characteristics</p> <p>1 mark for choosing suitable Agent</p>	4	IT3201.2
Q 7	<p>Discuss A* heuristic search technique. Solve the following graph using A* algorithm to find the optimal solution to reach to node J from the starting state A.</p>  <p>Path- A → F → G → I → J - A* search tech explanation 1 mark</p>	4	IT3201.3

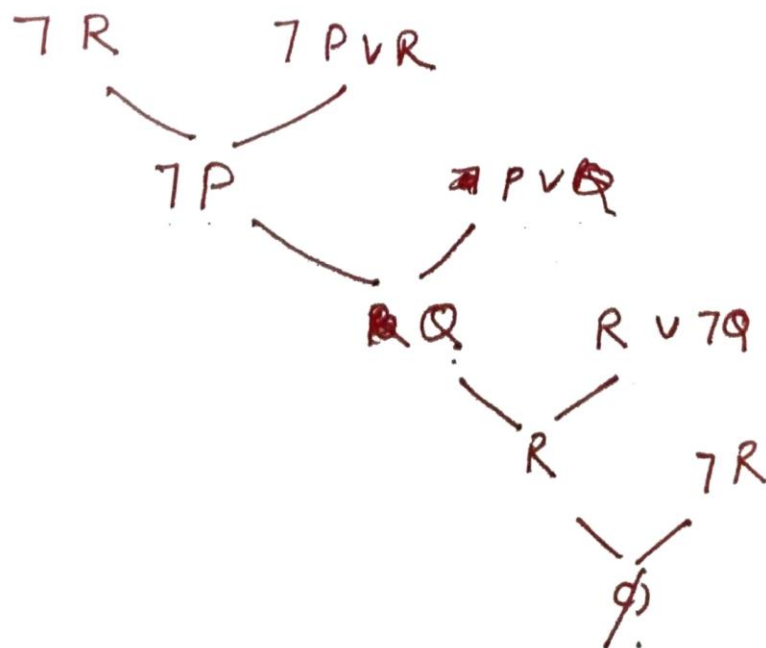
	<p>correct path 1 mark</p> <p>A* Process with respect to graph 2 mark</p>		
SECTION-C (Analytical Based Questions)			
Q 8	<p>Specify the Predicate formulas for the following sentences, derive their CNF, and resolve the required Query.</p> <ol style="list-style-type: none"> 1. Voting will be done in each constituency. 2. Whichever party candidate has the maximum votes wins the constituency and gets the seat. 3. There are 543 constituencies in all. 4. If a party wins more than half of the seats get a clear majority. 5. If a party gets a clear majority forms the government. 6. Party A wins 100 seats. 7. Party B wins 300 seats. 8. Others win the remaining 143 seats. <p>Prove that Party B forms the government.</p> <p>(Hint. You might need to add few obvious sentences on your own.</p> <p>E,g,: If a party wins a constituency it gets one seat.</p> <p>3 marks for writing WFFs</p> <p>3 marks for conversion to CNF</p> <p>2 Marks for resolving query.</p>	8	IT3201.4

$$\begin{aligned}
 & \textcircled{1} (P \rightarrow Q) \rightarrow Q \\
 & (\neg P \vee Q) \rightarrow Q \\
 & \neg(\neg P \vee Q) \vee Q \\
 & (P \wedge \neg Q) \vee Q \\
 & (P \vee Q) \wedge (\neg Q \vee Q) \\
 & (P \vee Q)
 \end{aligned}$$

$$\begin{aligned}
 & \textcircled{2} (P \rightarrow P) \rightarrow R \\
 & (\neg P \vee P) \rightarrow R \\
 & \neg(\neg P \vee P) \vee R \\
 & (P \wedge \neg P) \vee R \\
 & (P \vee R) \wedge (\neg P \vee R)
 \end{aligned}$$

$$\begin{aligned}
 & \textcircled{3} (R \rightarrow S) \rightarrow \neg(S \rightarrow Q) \\
 & (\neg R \vee S) \rightarrow \neg(\neg S \vee Q) \\
 & (\neg R \vee S) \rightarrow (S \wedge \neg Q) \\
 & \neg(\neg R \vee S) \vee (S \wedge \neg Q) \\
 & (R \wedge \neg S) \vee (S \wedge \neg Q) \\
 & (R \vee S) \wedge (\neg S \vee S) \wedge (R \vee \neg Q) \wedge (\neg S \vee \neg Q) \\
 & (R \vee S) \wedge (R \vee \neg Q) \wedge (\neg S \vee \neg Q)
 \end{aligned}$$

Prove R.

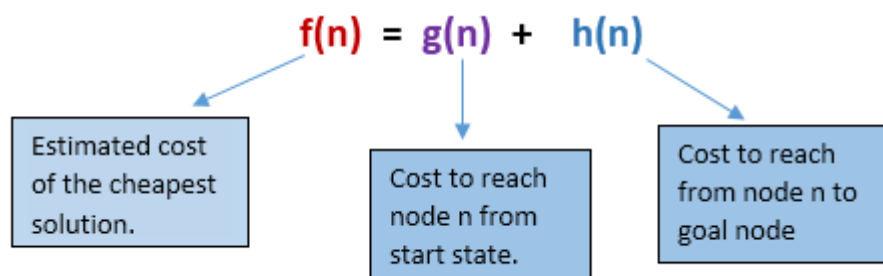


$$\begin{aligned}
 & \textcircled{1} P \vee Q \\
 & \textcircled{2} P \vee R \\
 & \textcircled{3} \neg P \vee R \\
 & \textcircled{4} R \vee S \\
 & \textcircled{5} R \vee \neg Q \\
 & \textcircled{6} \neg S \vee \neg Q \\
 & \textcircled{7} \neg R. \text{ (start with)}
 \end{aligned}$$

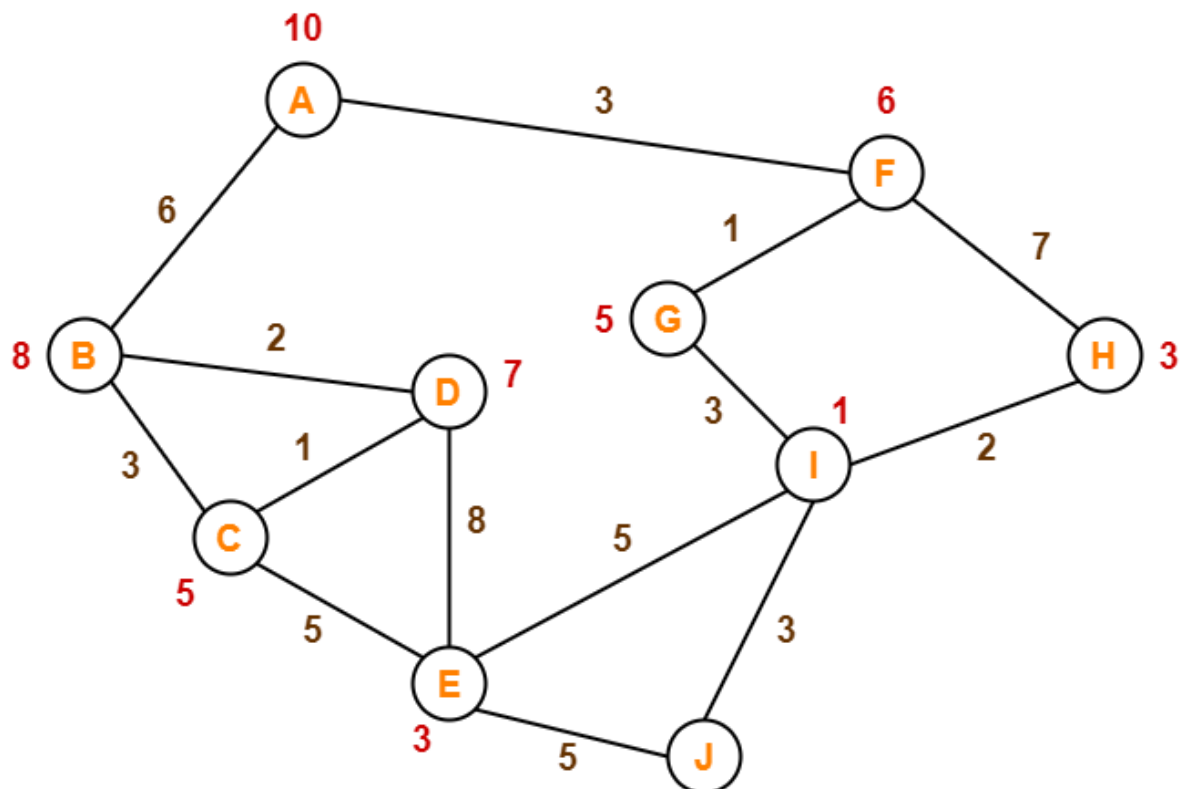
A* Search Algorithm:

A* search is the most commonly known form of best-first search. It uses heuristic function $h(n)$, and cost to reach the node n from the start state $g(n)$. It has combined features of UCS and greedy best-first search, by which it solve the problem efficiently. A* search algorithm finds the shortest path through the search space using the heuristic function. This search algorithm expands less search tree and provides optimal result faster. A* algorithm is similar to UCS except that it uses $g(n)+h(n)$ instead of $g(n)$.

In A* search algorithm, we use search heuristic as well as the cost to reach the node. Hence we can combine both costs as following, and this sum is called as a **fitness number**.



Consider the following graph-



The numbers written on edges represent the distance between the nodes.

The numbers written on nodes represent the heuristic value.

Find the most cost-effective path to reach from start state A to final state J using A* Algorithm.

Solution-

Step-01:

- We start with node A.
 - Node B and Node F can be reached from node A.
- A* Algorithm calculates $f(B)$ and $f(F)$.

- $f(B) = 6 + 8 = 14$
- $f(F) = 3 + 6 = 9$

Since $f(F) < f(B)$, so it decides to go to node F.

Path- A \rightarrow F

Step-02:Node G and Node H can be reached from node F.

A* Algorithm calculates $f(G)$ and $f(H)$.

- $f(G) = (3+1) + 5 = 9$
- $f(H) = (3+7) + 3 = 13$

Since $f(G) < f(H)$, so it decides to go to node G.

Path- A \rightarrow F \rightarrow G

Step-03:Node I can be reached from node G.

A* Algorithm calculates $f(I)$.

$$f(I) = (3+1+3) + 1 = 8$$

It decides to go to node I.

Path- A \rightarrow F \rightarrow G \rightarrow I

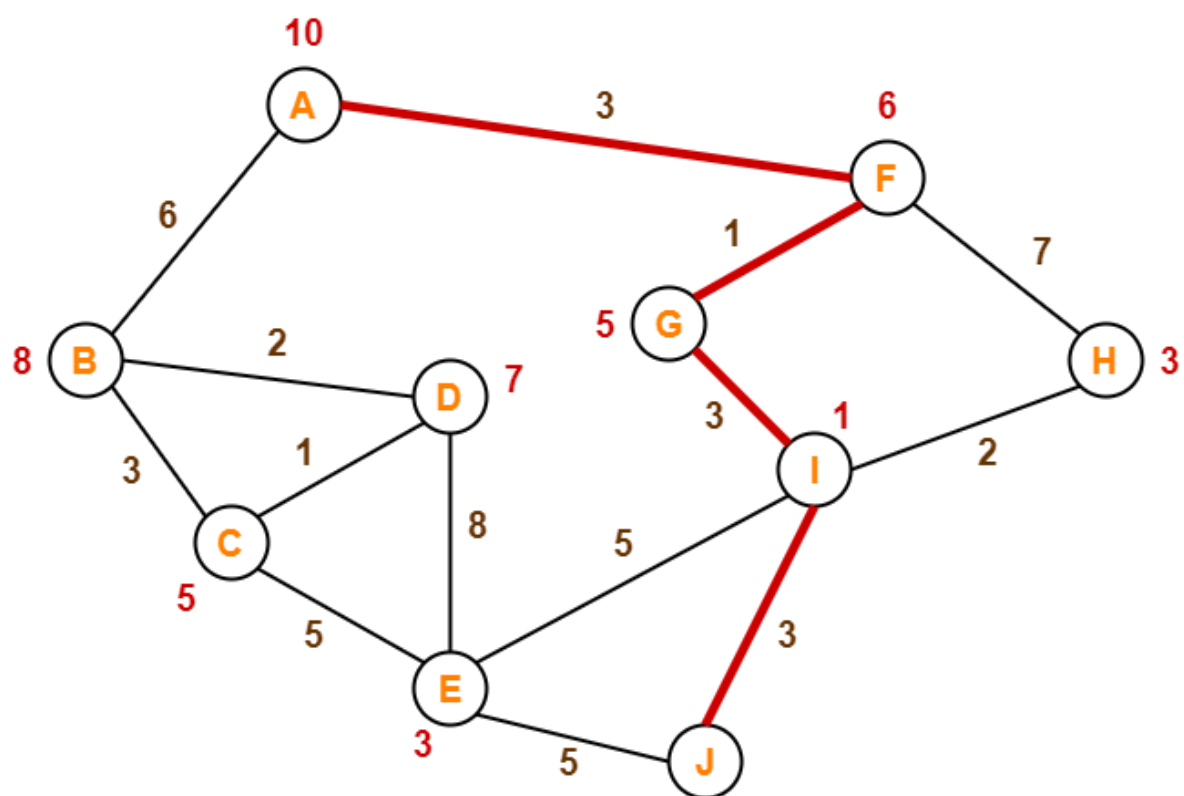
Step-04:Node E, Node H and Node J can be reached from node I.

A* Algorithm calculates $f(E)$, $f(H)$ and $f(J)$.

- $f(E) = (3+1+3+5) + 3 = 15$
- $f(H) = (3+1+3+2) + 3 = 12$
- $f(J) = (3+1+3+3) + 0 = 10$

Since $f(J)$ is least, so it decides to go to node J.

Path- A \rightarrow F \rightarrow G \rightarrow I \rightarrow J



1. $\forall x_1$ Constituency(x_1) \rightarrow VotingDone(x_1)

2. $\forall x_2 \forall p_1 \forall p_2 \forall y_1 \forall y_2 \forall v_1 \forall v_2$

Constituency(x_2) \wedge Party(p_1) \wedge Party(p_2) \wedge PartyCandidate(p_1, x_2, y_1)
 \wedge PartyCandidate(p_2, x_2, y_2) \wedge GetVotes(y_1, v_1)

\wedge GetVotes(y_2, v_2) \rightarrow \wedge GT(v_1, v_2) \wedge NE(y_1, y_2)

$\forall x_3 \forall p_3 \forall y_3 \rightarrow$ Wins Constituency(x_2, p_1, y_1)
2b. $\text{WinContituency}(x_3, p_3, y_3) \rightarrow \text{GetSeat}(x_3, p_3, y_3)$

3. Total Seats = 543

6. Seats Won By Party (A, 100) $\left\{ \begin{array}{l} \text{Implied:} \\ \text{Party(A)} \end{array} \right.$

7. Seats Won By Party (B, 300) $\left\{ \begin{array}{l} \text{Party(B)} \end{array} \right.$

~~8. Seats Won By Party~~

4. $\forall p_4 \forall s_1$ Party(p_4) \wedge Seats Won By Party(p_4, s_1)
 \wedge GT($s_1, \text{TotalSeats}/2$) \rightarrow Gets Chair Maj(p_4)

5. $\forall p_5$ Party(p_5) \wedge Gets Chair Maj(p_5) \rightarrow Forms Govt(p_5)

8. $\forall p_6 \forall s_2$ Seats Won By Party(p_6, s_2) \wedge NE(p_6, A) \wedge NE(p_6, B)

\rightarrow LT($s_2, 143$)

~~9. $\forall s_3 \forall s_4$ LT(s_3, s_4) \rightarrow GT(s_3, s_4)~~

CNF Ques 8 Solution MFE #ML 2023-24

3. Total Seats = 543

6a Seats Won By Party (A, 100) 6b Party(A)

7a Seats Won By Party (B, 300) 7b Party(B)

4. $\neg \text{Party}(P_4) \vee \neg \text{Seats Won By Party}(P_4, S_1) \vee \neg \text{GT}(S_1, \text{Total Seats})$
 $\vee \text{Gets Clear Maj}(P_4)$

5. $\neg \text{Party}(P_5) \vee \neg \text{Gets Clear Maj}(P_5) \vee \text{Forms Govt}(P_5)$

8. $\neg \text{Seats Won By Party}(P_6, S_2) \vee \neg \text{NE}(P_6, A)$
 $\vee \neg \text{NE}(P_6, B) \vee \text{LT}(S_2, 143)$

Prove: Forms Govt(B)

Contradiction $\neg \text{Forms Govt}(B)$

