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Total points 20/20

MCQ Test3 for Defaulters

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✓ 1. Artificial Intelligent is * 1/1

- (●) System to make machine intelligent ✓
- ( ) Computer to make machine intelligent
- ( ) Study of algorithms to make machine intelligent
- ( ) Study to create animation

✓ 2. Father of AI * 1/1

- (●) John McCarthy ✓
- ( ) Alan Turing
- ( ) Norbert Wiener
- ( ) Newell and Simon

✓ 3. What is a state space * 1/1

- (●) The set of all states reachable from the initial state. ✓
- ( ) All goal states
- ( ) All initial states
- ( ) Reversible states

✓ 4. What is goal Test? * 1/1

- (●) It determines whether a given state is goal state. ✓
- ( ) It determines numeric cost of goal state.
- ( ) It determine path from the initial to goal state.
- ( ) All of the above

✓ 5. What is path cost? * 1/1

- [x] It is a function that assigns a numeric cost to each path. ✓
- [x] Cost of path can be described as the sum of the cost of the individual actions along the path. ✓

✓ 6. In, Hill Climbing Algorithm, * 1/1

- ○ We need to consider all nodes generated from initial node
- ◉ We need to consider all nodes generated from current node ✓
- ○ We need to consider all nodes generated from goal node

✓ 7. Types of Hill Climbing Algorithm are * 1/1

- ☑ Simple hill Climbing ✓
- ☑ Steepest-Ascent hill-climbing ✓
- ☑ Stochastic hill Climbing ✓
- ☐ Startfast hill climbing

✓ 8. Termination criteria for Hill Climbing algorithm is * 1/1

- ◉ no successor of the node has a better heuristic value. ✓
- ○ no successor of the node has a less heuristic value.

✓ 9. DFID means * 1/1

- ◉ Depth First Iterative deepening ✓
- ○ Depth First Information Depended
- ○ Depth First Information Difference

✓ 10. DB-DFS stands for * 1/1

- ○ Depth Bounce Depth First Search

- ○ Depth Bind Depth First Search
- ◉ Depth Bounded Depth First Search ✓

✓ 11. In Goal Stack Planning, Robot arm can perform actions like * 1/1

- ☑ Unstack, Stack ✓
- ☑ Pikup, Putdown ✓
- ☐ Move and Generate

✓ 12. unstack (x,y) means * 1/1

- ◉ Pick up X from its current position on block Y. ✓
- ○ Place block X on block Y.
- ○ Pick up X from the table and hold it.

✓ 13. For representation of STRIPS language we require * 1/1

- ○ Goal State and Initial State
- ○ Actions
- ◉ All of the above ✓

✓ 14. STRIPS Language Representation, we need to use * 1/1

- ◉ First order predicate ✓

- Second order predicate
- None of the above

✓ 5. FSSP starts with * 1/1

- goal state and try to find initial state
- (✓) initial state and try to find goal state
- None of the above

✓ 6. Stack (x,y) means * 1/1

- Pick up X from its current position on block Y.
- (✓) Place block X on block Y.
- Pick up X from the table and hold it.

✓ 7. In order to solve a problem represented by AND node, * 1/1

- (✓) you need to solve the problems represented by all of his children
- you need to solve the problems represented by any one of his children
- you need to solve the problems represented by any two of his children

✓ 8. In order to solve a problem represented by OR node, * 1/1

- you need to solve the problems represented by all of his children

- (selected) you need to solve the problems represented by any one of his children ✓
- ( ) you need to solve the problems represented by any two of his children

✓ 9. In Rule based system, rules represented in the form of * 1/1

- (selected) Pattern -> Action ✓
- ( ) Action -> Pattern

✓ 10. OPS5 stands for * 1/1

- (selected) Official Production System ✓
- ( ) Official Produce System
- ( ) Office Production System