**Unit IV**

1. **Artificial intelligence is**

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| [**A.**](javascript:void(0);) | It uses machine-learning techniques. Here program can learn From past experience and adapt themselves to new situations |
| [**B.**](javascript:void(0);) | Computational procedure that takes some value as input and produces some value as output. |
| [**C.**](javascript:void(0);) | **Science of making machines performs tasks that would require intelligence when performed by humans** |
| [**D.**](javascript:void(0);) | None of these   1. **Expert systems**  |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Combining different types of method or information | | [**B.**](javascript:void(0);) | Approach to the design of learning algorithms that is structured along the lines of the theory of evolution | | [**C.**](javascript:void(0);) | **an information base filled with the knowledge of an expert formulated in terms of if-then rules** | | [**D.**](javascript:void(0);) | None of these  **3. Falsification is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Modular design of a software application that facilitates the integration of new modules | | [**B.**](javascript:void(0);) | **Showing a universal law or rule to be invalid by providing a counter example** | | [**C.**](javascript:void(0);) | A set of attributes in a database table that refers to data in another table | | [**D.**](javascript:void(0);) | None of these  4. **Evolutionary computation is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Combining different types of method or information | | [**B.**](javascript:void(0);) | **Approach to the design of learning algorithms that is structured along the lines of the theory of evolution.** | | [**C.**](javascript:void(0);) | Decision support systems that contain an information base filled with the knowledge of an expert formulated in terms of if-then rules. | | [**D.**](javascript:void(0);) | None of these  5. **Genetic Algorithm are a part of**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Evolutionary Computing | | [**B.**](javascript:void(0);) | inspired by Darwin's theory about evolution - "survival of the fittest" | | [**C.**](javascript:void(0);) | are adaptive heuristic search algorithm based on the evolutionary ideas of natural selection and genetics | | [**D .**](javascript:void(0);) | **All of the above**  **What are the 2 types of** | | | | |

**6. What are the 2 types of learning**

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| [**A.**](javascript:void(0);) | Improvised and unimprovised |
| [**B.**](javascript:void(0);) | **supervised and unsupervised** |
| [**C.**](javascript:void(0);) | Layered and unlayered |
| [**D.**](javascript:void(0);) | None of the above  7. **Supervised Learning is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | learning with the help of examples | | [**B.**](javascript:void(0);) | learning without teacher | | [**C.**](javascript:void(0);) | **learning with the help of teacher** | | [**D.**](javascript:void(0);) | learning with computers as supervisor | |

**8. Unsupervised learning is**

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| [**A.**](javascript:void(0);) | learning without computers |
| [**B.**](javascript:void(0);) | problem based learning |
| [**C.**](javascript:void(0);) | learning from environment |
| [**D.**](javascript:void(0);) | learning from teachers |
| **9. Conventional Artificial Intelligence is different from soft computing in the sense**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Conventional Artificial Intelligence deal with prdicate logic where as soft computing deal with fuzzy logic | | [**B.**](javascript:void(0);) | Conventional Artificial Intelligence methods are limited by symbols where as soft computing is based on empirical data | | [**C.**](javascript:void(0);) | **Both (a) and (b)** | | [**D.**](javascript:void(0);) | None of the above  10. **In supervised learning**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | classes are not predefined | | [**B.**](javascript:void(0);) | **classes are predefined** | | [**C.**](javascript:void(0);) | classes are not required | | [**D.**](javascript:void(0);) | classification is not done | |  |  | | 11. | **Shallow knowledge**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | The large set of candidate solutions possible for a problem | | [**B.**](javascript:void(0);) | **The information stored in a database that can be, retrieved with a single query** | | [**C.**](javascript:void(0);) | Worth of the output of a machine learning program that makes it understandable for humans | | [**D.**](javascript:void(0);) | None of these  12. **Quantitative attributes are**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | A reference to the speed of an algorithm, which is quadratically dependent on the size of the data | | [**B.**](javascript:void(0);) | **Attributes of a database table that can take only numerical values** | | [**C.**](javascript:void(0);) | Tools designed to query a database | | [**D.**](javascript:void(0);) | None of these  **13:  Subject orientation**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | The science of collecting, organizing, and applying numerical facts | | [**B.**](javascript:void(0);) | Measure of the probability that a certain hypothesis is incorrect given certain observations. | | [**C.**](javascript:void(0);) | **One of the defining aspects of a data warehouse, which is specially built around all the existing applications of the operational data** | | [**D.**](javascript:void(0);) | None of these  **14:**  **Vector**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | It do not need the control of the human operator during their execution | | [**B.**](javascript:void(0);) | **An arrow in a multi-dimensional space. It is a quantity usually characterized by an ordered set of scalars** | | [**C.**](javascript:void(0);) | The validation of a theory on the basis of a finite number of examples | | [**D.**](javascript:void(0);) | None of these  15. **Transparency**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | The large set of candidate solutions possible for a problem | | [**B.**](javascript:void(0);) | The information stored in a database that can be retrieved with a single query | | [**C.**](javascript:void(0);) | **Worth of the output of a machine learning program that makes it understandable for humans** | | [**D.**](javascript:void(0);) | None of these  **16. Core of soft Computing is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | **Fuzzy Computing, Neural Computing, Genetic Algorithms** | | [**B.**](javascript:void(0);) | Fuzzy Networks and Artificial Intelligence | | [**C.**](javascript:void(0);) | Artificial Intelligence and Neural Science | | [**D.**](javascript:void(0);) | Neural Science and Genetic Science | | | | | | | |  |  |   **17. Who initiated the idea of Soft Computing**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Charles Darwin | | [**B.**](javascript:void(0);) | **Lofti A Zadeh** | | [**C.**](javascript:void(0);) | Rechenberg | | [**D.**](javascript:void(0);) | Mc\_Culloch | |  |  | |  |  |   **18. Fuzzy Computing**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | mimics human behaviour | | [**B.**](javascript:void(0);) | doesnt deal with 2 valued logic | | [**C.**](javascript:void(0);) | deals with information which is vague, imprecise, uncertain, ambiguous, inexact, or probabilistic | | [**D.**](javascript:void(0);) | **All of the above** | | |  |

19. **Neural Computing**

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| [**A.**](javascript:void(0);) | mimics human brain |
| [**B.**](javascript:void(0);) | information processing paradigm |
| [**C.**](javascript:void(0);) | **Both (a) and (b)** |
| [**D.**](javascript:void(0);) | None of the above  20. **Genetic Algorithm are a part of**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Evolutionary Computing | | [**B.**](javascript:void(0);) | inspired by Darwin's theory about evolution - "survival of the fittest" | | [**C.**](javascript:void(0);) | are adaptive heuristic search algorithm based on the evolutionary ideas of natural selection and genetics | | [**D.**](javascript:void(0);) | **All of the above**  **21.  What are the 2 types of learning**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Improvised and unimprovised | | [**B.**](javascript:void(0);) | **supervised and unsupervised** | | [**C.**](javascript:void(0);) | Layered and unlayered | | [**D.**](javascript:void(0);) | None of the above  22. **Supervised Learning is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | learning with the help of examples | | [**B.**](javascript:void(0);) | learning without teacher | | [**C.**](javascript:void(0);) | **learning with the help of teacher** | | [**D.**](javascript:void(0);) | learning with computers as supervisor | | | |

**23.  Unsupervised learning is**

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| [**A.**](javascript:void(0);) | learning without computers |
| [**B.**](javascript:void(0);) | problem based learning |
| [**C.**](javascript:void(0);) | **learning from environment** |
| [**D.**](javascript:void(0);) | learning from teachers |
| **24. Conventional Artificial Intelligence is different from soft computing in the sense**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | Conventional Artificial Intelligence deal with prdicate logic where as soft computing deal with fuzzy logic | | [**B.**](javascript:void(0);) | Conventional Artificial Intelligence methods are limited by symbols where as soft computing is based on empirical data | | [**C.**](javascript:void(0);) | **Both (a) and (b)** | | [**D.**](javascript:void(0);) | None of the above  **25. In supervised learning**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | classes are not predefined | | [**B.**](javascript:void(0);) | **classes are predefined** | | [**C.**](javascript:void(0);) | classes are not required | | [**D.**](javascript:void(0);) | classification is not done | | 26. **Massively parallel machine is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | A programming language based on logic | | [**B.**](javascript:void(0);) | **A computer where each processor has its own operating system, its own memory, and its own hard disk** | | [**C.**](javascript:void(0);) | Describes the structure of the contents of a database. | | [**D.**](javascript:void(0);) | None of these  27. **Search space**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | **The large set of candidate solutions possible for a problem** | | [**B.**](javascript:void(0);) | The information stored in a database that can be, retrieved with a single query. | | [**C.**](javascript:void(0);) | Worth of the output of a machine learning program that makes it understandable for humans | | [**D.**](javascript:void(0);) | None of these  **28. n(log n) is referred to**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | **A measure of the desired maximal complexity of data mining algorithms** | | [**B.**](javascript:void(0);) | A database containing volatile data used for the daily operation of an organization | | [**C.**](javascript:void(0);) | Relational database management system | | [**D.**](javascript:void(0);) | None of these  **29. Perceptron is**   |  |  | | --- | --- | | [**A.**](javascript:void(0);) | General class of approaches to a problem. | | [**B.**](javascript:void(0);) | Performing several computations simultaneously | | [**C.**](javascript:void(0);) | Structures in a database those are statistically relevant | | [**D.**](javascript:void(0);) | **Simple forerunner of modern neural networks, without hidden layers** | | | | |  | | |  |

**30. Prolog is**

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| [**A.**](javascript:void(0);) | **A programming language based on logic** |
| [**B.**](javascript:void(0);) | A computer where each processor has its own operating system, its own memory, and its own hard disk |
| [**C.**](javascript:void(0);) | Describes the structure of the contents of a database |
| [**D.**](javascript:void(0);) | None of these  31. |