Total No. of Questions: 8]			8]	SEAT No.:			
P3839				A	No. of Pages: 2		
				[5870] 1218			
	T.E	E. (Hon	ours)	(Artificial Intelligence and Mach	ine)		
			ARTI	FICIAL INTELLIGENCE			
		(20	15 Pat	tern) (Semester - II) (310303)			
Time: 2½ Hours]					lax. Marks : 70		
Instruct	tions to	the can	didates	:			
1)			L 7\ -	Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.			
2) 3)				t be drawn wherever necessary. t indicate full marks.			
- /			,	\$			
<b>Q1</b> ) a)	Rep	Represent the following sentences into formulas in predicate logic. [9]					
	i)	John l	ikes all	kinds of food.			
	ii)	Apple	es are fo	ood.			
	iii)	Chick	en are f	food.			
	iv)	Anyth	ing any	one eats and isn't killed by is food.			
	v)	Bill ea	ats pean	uts and is still alive.			
	vi)	Sue ea	ats every	ything Bill eats.			
b)	Exp	olain Ba	yesian i	nference using a suitable example.	[8]		
				OR	^		
<b>Q2</b> ) a)	Exp	Explain Unification algorithm with suitable example. [9]					
b)	Wri	te a not	e on pro	obability reasoning.	[8]		
<b>Q3</b> ) a)	Exp	Explain linear regression. Find linear regression equation for the following					
	two	sets of	data:		[6]		
		X	Y				
		2	3	(O' 60')			
		4	7				

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b)	Explain the architecture of Artificial Neural Network. [6]				
c)	Explain how Support Vector Machines are used for classification with				
	suitable example. [6]				
	OR .				
<b>Q4</b> ) a)	Explain: [6]				
	i) Supervised Learning.				
	ii) Unsupervised Learning.				
b)	Explain how Decision Trees are used in Learning? [6]				
c)	What is Artificial Neural Network? Give two applications of artifi				
	neural networks in detail. [6]				
<b>Q5</b> ) a)	Illustrate Mini-Max search for the tic-tac-toe game. [9]				
b)	Explain Alpha - Beta Pruning with an example. [8]				
	OR				
<b>Q6</b> ) a)	Write a note on: [9]				
20) a)	i) State-of-the-art Game Programs.				
	ii) Types of Games in AI.				
b)	Solve the given game tree using min max algorithm. [8]				
0)	Solve the given game tree using that maxing oritimi.				
	(A) Maximizer				
	B Minimizer				
	D E Maximizer				
	H I J K L M N O - Terminal node				
	-1 4 2 6 -3 -5 0 7				
<b>Q7</b> ) a)	Explain general framework for computer vision applications [9]				
b)	Explain forward chaining and backward chaining for a simple example.				
0)	[9]				
	OR				
<b>Q8</b> ) a)	Explain how sentiment analysis using Natural Language Processing				
1.	techniques. [9]				
b)	What is NLP? Explain all five phases of NLP. [9]				