

#### देव संस्कृति विश्वविद्यालय

शान्तिकुन्ज, हरिद्वार

आन्तरिक मूल्यांकन परीक्षा - INTERNAL EVALUATION TEST

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Class BCA (VI Semestex)	Para Arthrial Intelligence Subject
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प्रश्न पत्र संख्या Examination Paper Number	Λ .

लघुत्तरं A ) · Short Answer		योग/Total
1	2	
ਵੀਬੰ ਤਜ਼ B) Long Answer		
1		
युल योग अंकों में / TOTAL IN DIGITS		

परीक्षार्थी के हस्ताक्षर Signature of student's परीक्षक के हस्ताक्षर Signature of Examiner Am 1. As (Artificial Intelligence) refers to the Simulation of human intelligence in machines that are programmed to think like humans and mimic their

In other words,

· Artificial intelligence is the branch of Computer Science that attempts to solve Problems too which there is no known effectent solution, but which we know one efficiently solvable, belause some intelligence can solve the hobben (offen in "real time").

The Goal of work in artificial intelligence to build machines that Perform tasks normally reausing human intelligence.

· Pattern Recognition is the brocess of distinguishing and segmenting data according to set oriteria or by common elements, which is Performed by special algorithms.

· In other words, Pattern recognition is identitying latterns in data. These Patterns fell the data Storles through ebbs and Flows, Stikes, and flat lines.

The data itself can be onything- Text, Images, Sounds, Sentiments, etc.

. The Pattern Com be recognited by-

gather data -> Clean it from -> examine for -> group data -> analyze -> implement the norse -> firmilarities -> into segments -> segments -> extracted

Ans 2. A Production System (Abhilarly Known as a Production rule System), in AI is a type of Cognifice architecture that defines steeriff actions as fer cestain rules, that One used to Rnflement Search algorithms and reflecate human Brotlem. Solving

. The rules refresent the heclarative knowledge of a machine to restord according

Production System

Sensory Precondition (Rules)

("IF Statement)

("THEN")

· If a broduction's brewndition matches the Current State of the world, then the Roduction is said to be triggered.

· If a freduction's action is executed. It is said to have fired.

. Due to the use of IF-THEN Structure, each sentence is unlawe in the Production System. The uniqueness makes the Knowledge refresentation simple to enhance the readability of the Production rules.

· Rules religiouse the Condition, and the actions Part has the knowledge of how to deal with the Condition.

In Similar words, Condition — A set of things to watch.

action — things to do.

# Au 1. Problem formulation in Al

- · Every Roblem should be brokerly formulated in antificial intelligence, as it is very imfortant before applying any search algorithm.
- · It is the step in hothern solving that is used to understand and decide a Course of action that needs to be considered to achieve a goal.
- · If there are more than one ways to reach the goal, then Roler Robbern formulation would be hellful for chosing the most effectent way.

## Sters of Robbem formulation

- 1. Definition of the Boblem
  - Differentiate fact from olinar.
  - State the Problem Stellifically.
- 2. Determine Pessible Solutions
  - Some Solution will be effectent than others, some will Consume less returnes, some will be simple, etc.
  - Include all involved individual's in the generating of alternatives.
  - bransform on others' ideal.
- 3. Evaluate and Select a Solution
  - Evaluate all alternatives without blow

- Evaluate Solutions relative to established goals
- Evaluate both hoven and Possible outlances.

## 4. Implement and follow up on the solution

- Evaluate long term results based on final Solution.
- · we can say that, Problem formulation is all about develop what autions and states to be considered.

Problem formulation

formulate -> Search -> Execute.

# Comforents of brother formulation.

- · hobbem Statement
  - · Broblem Definition.
  - · Problem Umifation
- · Problem Solution
- · Bob Solution Stace
- · oferadors

To understand it, we can book into an example.

#### Example-Mouse Path Roblem

- · Problem Statement
  - · Problem Definition Mouse is hungry, moute is in a fuzzle where there are some cheeze.
  - · Problem Limitation. Some Paths are close, i.e. Lead end, mouse can only travel through ofen Paths.
  - · Problem Solution. Reach Colation where there is Cheese and eat minimum one cheese.
  - · Solution State- To reach these there are multiple Paths Possible.
  - · Oferadors mouse com more in 4 Possible directions UP, sown, left and right.