## B. Computer Sc. and Engineering Examination, 2013

## (4th Year, 1st Semester)

#### ARTIFICIAL INTELLIGENCE

Time: Three Hours Full Marks: 100

## Use a separate Answerscript for each Part.

# Answer any five questions.

- 1. (a) What is 'intelligence'? Write down the differences between weak AI and strong AI. What is an agent? Discuss on utility based agent and its applicability. 3+5+2+5
  - (b) How do you formalize a search strategy? What is a state space graph? 3+2
- 2. Checker board problem is shown graphically in Figure 1 where each state is reprocuted by the location of blocks A and B chere, initial state is (A4B8).

The operators are as follows:

- i. uA -move Block A up
- ii. uB-move Block B up
- iii. dA-move Block A down
- iv. dB-move Block B down
- v. lA-move Block A left.
- vi. lB- move Block B left.
- vii. rA-move Block A right.
- viii. rB-move Block B right.

0	1	2
3	4 A	5
6	7	8 B

Figure 1.

- (a) Enumerate the state space for this problem. How many distinct states are there?
- (b) Show the state space graph. Identify closed paths (cycles).
- (c) For the goal state (A8, B4) identify paths from start to goal state that do not contain cycles.

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- (d) Identify the shortest path (in terms of steps).
- 3. (a) Gomoku is like a tic-tac-toe except that each player is attempting to get five in a row, rather than three. It can be played on any sized board at least as large as  $5 \times 5$ . Assume, it is played on an  $n \times n$  board, n > 5 (n: integer).

What is the time complexity of depth first search for Gomuku?

Derive a heuristic function for Gomuku that will allow for an informed search to be used.

What cost function would the A\* algorithm minimize in application to Gomuku? 12

- (b) "Greedy algorithm will provide a sub-optimal solution if the heuristic is not admissible"—use a state space graph to provide a counter example of this statement. 4
- (c) If  $h_1(s)$  and  $h_2(s)$  are both admissible heuristic functions, is  $h_3(s) = |h_1(s) h_2(s)|$  admissible? Justify.
- 4. (a) Which is more like depth first search Best first search or hill climbing? Which is more like Breadth first search between these two? Discuss.
  - (b) Compare hill climbing and simulated annealing algorithm. 5
  - (c) Write down the advantages of crossover and mutation operators in Genetic Algorithms.
  - (d) In Genetic Algorithm, how do you encode a chromosome? Do you really find out any usefulness of this encoded version? Discuss.
- 5. (a) What is 'AND-OR' graph? How do you view a 2-person Game tree as an AND-OR tree? Which nodes are designated as 'AND' nodes and which are designated as 'OR' nodes?

  3+3+3
  - (b) What is static evaluation function? Where and how is it computed?
  - (c) Consider the game tree (Figure 2) in which static scores are all from first player's point of view which nodes will be pruned if alpha-beta algorithm is used?

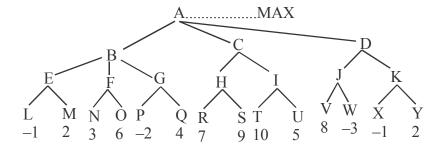


Figure 2

6. (a) Find the mgu of the following set.

$$P(x,g(y,A,h(y,B)))$$
 and  $P(h(A,B),g(A,y,x))$ 

- (b) State the differences between propositional logic and first order predicate logic.
- (c) Represent the following sentences by predicate calculus wffs.

2+2

- (i) No two adjacent countries have same colour.
- (ii) only one student failed Mathematics.
- (d) Consider the following sentences:

Zebras are mammals, striped and medium size.

Mammals are animals and warm-blooded.

Striped things are non-solid and non-spotted. Things of medium size are neither small nor large.

Ifc zeke is a zebra, is zeke non-large?

— Answer this question using resolution refutation.

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- 7. (a) Write down the differences between (i) monotonic reasoning system and nonmonotonic reasoning system (ii) SL justification and CP justification (iii) Fuzzy set and crsp set.

  3+3+4
  - (b) Discuss on fuzziness of a fuzzy ser.

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(c) How do you handle uncertainty using Bayis rule?

5

- 8. Write short notes on:
  - (a) Control strategies for resolution refutation method and their limitations.
  - (b) Truth maintenance system.

10 + 10