<u>Fundamentals of Artificial Intelligence</u> <u>MOOCs; July - Dec 2024</u>

Assignment No. 9

10 Marks

Each question carries 01 Mark each.

Q1. Assertion A: In real-world domains, agents have to deal with both incomplete and incorrect

information.

Reason R: Incompleteness arises because the world does not necessarily match the agent's

model of it.

A. Both A and R are true and R is the correct explanation for A

- **B**. Both A and R are true but R is not the correct explanation for A
- C. A is True but R is False
- **D.** A is false but R is True

Ans: Direct question from Week 9 (Lecture 1) Videos

- Q2. _____ provides ways and means of weighing up the desirability of goals and the likelihood of achieving them.
 - A. Decision Theory
 - B. Utility Theory
 - C. Probability Theory
 - D. Bayesian Networks

Ans: Direct question from Week 9 (Lecture 2) Videos

- Q3. _____ provides a general, concise representation for large POMDP, so they can be used as inputs for any POMDP algorithm including value and policy iteration methods.
 - A. Bayesian Networks
 - B. Decision Networks
 - C. Dynamic Decision Networks
 - D. Dynamic Belief Networks

Ans: Direct question from Week 9 (Lecture 3) Videos

- Q4. STRIPS is an alternative representation to the pure situation calculus for planning.
 - I. Hierarchical Plans cannot be expressed in STRIPS.
 - II. STRIPS operators are essentially propositional.
 - III. Real world projects need a better model of time than that in STRIPS.

Which of the above statements are correct?

- A. Only Statements I and II
- B. Statements I, II and III
- C. Only Statements II and III
- D. None.

- Q5. A Markov Decision Process is a four tuple <S, A, T, R>, where S is the finite set of states, A is the finite set of actions and R is the cost or reward being in state s. T is the transition model which specifies.
 - **A.** Probability of executing action a in state s at time t
 - **B.** Probability of s' at time t+1, given action a in state s at time t.
 - C. Probability of s at time t, given actions in states upto time t-1
 - **D.** Probability of executing action a in state s' at time t+1

Ans: Question based on Week 9 (Lecture 2) Videos

- Q6. Sequential decision problems, which include utilities, uncertainty, and sensing, generalize the search and planning problems. Transition model refers to the following:
 - **A.** Set of probabilities associated with the possible transitions between states after any given action.
 - **B.** A complete mapping from states to actions.
 - C. Function be specified for the agent in order to determine the value of an action.
 - **D.** Specification of the outcome probabilities for each action in each possible state.

Ans: Question based on Week 9 (Lecture 2) Videos

- Q7. Value Iteration is an algorithm for computing an optimal policy. The basic idea includes
 - A. Computing the utility of each state.
 - **B.** Use state utilities to select an optimal action in each state.
 - C. Calculate a new Maximum Expected Utility policy based on computed utilities.
 - **D**. Start with a random policy and calculate utilities based on if that policy were executed.
- Q8. **Assertion A:** In complex real-world projects, it is common to use scheduling tools from Operations Research.
 - **Reason R**: Scheduling tools essentially take a hand constructed complete partial-order plan and generate an optimal schedule for it.
 - A. Both A and R are true and R is the correct explanation for A
 - **B**. Both A and R are true but R is not the correct explanation for A
 - **C**. A is True but R is False
 - **D.** A is false but R is True

Ans: Question based on Week 9 (Lecture 2) Videos

- Q9. Policy Iteration is an alternate algorithm for computing an optimal policy. The basic idea includes
 - **A**. Computing the utility of each state.
 - **B**. Use state utilities to select an optimal action in each state.
 - C. Calculate a new Maximum Expected Utility policy based on computed utilities.
 - **D**. Start with a random policy and calculate utilities based on if that policy were executed.

Ans: Question based on Week 9 (Lecture 3) Videos

Q10. Assertion A: The sensor model in a belief network is the Conditional Probability Table (CPT)

associated with the percept node.

Reason R: If the sensor gives a perfect report of the state, then the sensor model (the CPT) will

be purely deterministic.

A. Both A and R are true and R is the correct explanation for A

B. Both A and R are true but R is not the correct explanation for A

C. A is True but R is False

D. A is false but R is True

Ans: Question based on Week 9 (Lecture 3) Videos