



UNIVERSITY OF GHANA

(All Rights Reserved)

BACHELOR OF SCIENCE IN ENGINEERING
FIRST SEMESTER 2018/2019 EXAMINATIONS
DEPARTMENT OF COMPUTER ENGINEERING
LEVEL 400: CPEN 405: ARTIFICIAL INTELLIGENCE
(3 CREDITS)

TIME ALLOWED: 3 Hours

INSTRUCTION: Attempt All Questions

- Q1. (a) Explain the different approaches used in defining artificial intelligence? [4 marks]
(b) Describe briefly the Turing Test for artificial intelligence systems. [4 marks]
(c) If The Turing Test is passed does this show that computers exhibit intelligence? State your reasons. [4 marks]
(d) What advances do you think need to be made in order for The Turing Test to be passed? [4 marks]
(e) What is Machine Learning? Give five (5) application areas. [7 marks]
(f) What is difference between supervised and unsupervised learning algorithms ? Give an example each of both supervised and unsupervised learning algorithms. [6 marks]
- Q2. (a) Consider the 8-puzzle problem described in the textbook and homework assignments. We would like to search for a solution using A^* - search. Describe the following aspects of the problem formulation: a) states, b) successor function, c) goal test, d) step cost, and e) path cost. [8 marks]
(b) For A^* -search the evaluation function, $f(n)$, consists of the path cost, $g(n)$, plus the heuristic function, $h(n)$. We will use the Manhattan distance between the current state and the goal state to be the heuristic function. Explain when a heuristic function is admissible and prove this fact for the Manhattan distance heuristic. [5 marks]
(c) Describe when a heuristic is consistent and proof this for the Manhattan distance heuristic. [6 marks]

- (d) For each of the following activities, give a PEAS description of the task environment and characterize it in terms of observability, number of agents, randomness, dynamism and continuity.

i. Playing soccer.

[5 marks]

ii. Taxi driving agent

[5 marks]

Q3. Suppose you have the following search space:

| State | Next | Cost |
|-------|------|------|
| A | B | 4 |
| A | C | 1 |
| B | D | 3 |
| B | E | 8 |
| C | C | 0 |
| C | D | 2 |
| C | F | 6 |
| D | C | 2 |
| D | E | 4 |
| E | G | 2 |
| F | G | 8 |

- (a) Draw the state space of this problem. [2 marks]

- (b) Assume that the initial state is A and the goal state is G. Show how each of the following search strategies would create a search tree to find a path from the initial state to the goal state:

i. Uniform cost search

[4 marks]

ii. Iterative deepening search

[4 marks]

At each step of the search algorithm, show which node is being expanded, and the content of fringe. Find the eventual solution found by each algorithm, and the solution cost.

- (c) Sudoku is a logic-based number placement puzzle. The objective is to fill a 9x9 grid so that each column, each row, and each of the nine 3×3 boxes contains the digits from 1 to 9. Each digit can only appear once per column, row, and 3×3 box. A sample Sudoku puzzle to use for this question is given in the figure below. The squares are labelled $S_{1,1}$ (upper-left corner) to $S_{9,9}$ (lower-right corner). For example, the 5 in the upper-right side of the grid is $S_{3,9}$. Assume you have access to a function $Y = Box(X)$ which takes in a square X on the grid and returns Y , the list of eight squares that belong to the same 3×3 box.

For example, $Box(S_{2,2}) = (S_{1,1}, S_{1,2}, S_{1,3}, S_{2,1}, S_{2,3}, S_{3,1}, S_{3,2}, S_{3,3})$.

i. Define the properties of the environment for Sudoku.

[2 marks]

ii. Write Sudoku as a well-defined problem.

[5 marks]

iii. Write Sudoku as a constraint satisfaction problem (CSP).

[5 marks]

iv. Propose a good heuristic to search the CSP tree.

[3 marks]

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 6 | | | | | | | 1 |
| | | | 7 | 9 | 3 | | | |
| | | | | | | | | 5 |
| | | 9 | | | 1 | 3 | 2 | |
| | | 2 | | | | 7 | | |
| | 3 | 5 | 8 | | | 4 | | |
| 4 | | | | | | | | |
| | | | 5 | 2 | 6 | | | |
| 1 | | | | | | | 8 | |

Figure 1: Sudoku problem formulation

Q4. (a) Name three (3) strengths and three (3) weaknesses of fuzzy expert systems. [6 marks]

(b) Consider the following real variables from everyday life:

- Income measured in GHC.
- Speed measured in meters per second.
- A TV show measured in how much you are interested in watching it.
- A meal measured in how much you like to eat it.
- A traffic light measured in what colour is on.

In each case, suggest a fuzzy variable corresponding to these real variables. For which of these five (5) variables the use of a fuzzy variable is not really necessary and why?

[7 marks]

(c) Methane biofilters can be used to oxidize methane using biological activities. It has become necessary to compare performance of two test columns, A and B. The methane outflow level at the surface, in nondimensional units of $X = 50, 100, 150, 200$, was detected and is tabulated below against the respective methane inflow into each test column. The following fuzzy sets represent the test columns: $A = \left\{ \frac{0.15}{50}, \frac{0.25}{100}, \frac{0.5}{150}, \frac{0.7}{200} \right\}$ and $B = \left\{ \frac{0.2}{50}, \frac{0.3}{100}, \frac{0.6}{150}, \frac{0.65}{200} \right\}$

Calculate the following:

- i. union ($A \cup B$) for the test columns,
 - ii. intersection ($A \cap B$) of the test columns, and the
 - iii. difference ($A \cap \neg B$) for the test columns. [6 marks]
- (d) List the different parts of a fuzzy controller. Describe the roles and purposes of the different parts based on Mamdani and Sugeno Control theory. [10 marks]
- (e) Assume that the control of the heating and cooling device takes a 12 – bit value where 0 represents the coolest setting and 4096 represents the warmest. The value is transmitted from the remote to the heating and cooling device using the infrared transmitter. Design a fuzzy logic controller that attempts to find the correct setting for the heating and cooling device which matches the desired temperature. Be creative in your controller design. Show your diagrams. [5 marks]
- i. What are your control inputs and outputs? [2 marks]
 - ii. What crisp inputs will you use and why? [2 marks]
 - iii. What fuzzy membership sets will you use for the input ? [2 marks]
 - iv. What fuzzy membership sets will you use for the output ? [2 marks]
 - v. Give four(4) examples of the fuzzy rules. [2 marks]

- Q5. (a) Design a two-input neural network with McCulloch-Pitts neurons to perform the logical operations (a) $A \wedge \neg B$, and (b) $A \oplus B$, where A and B are Boolean variables. Draw the network and show the weights. [8 marks]

| A | B | $A \wedge \neg B$ | $A \oplus B$ |
|---|---|-------------------|--------------|
| 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 0 |

- (b) By definition, a learning system (like a neural network) can learn and adapt to its environment. It is therefore essential that such systems have a feedback mechanism. Clearly and briefly explain this concept in the context of neural networks. [4 marks]
- (c) State the requirements for a neural network for it to be a universal approximator. [3 marks]
- (d) Consider a fully connected 3-layer feedforward network with 10 input nodes, 8 compute nodes each in the hidden layers, and 4 compute nodes in the output layer. Each compute node has a bias associated with it. [8 marks]
- i. Draw and label the neural network architectural diagram for the above description.
 - ii. What is the number of free parameters in the network?
- (e) What is a training set and how is it used to train neural networks? [2 marks]
- (f) Suppose that a credit card company decided to deploy a new system for assessing the credit-worthiness of its customers. The new system is using a feed-forward neural network with a supervised learning algorithm. Write detailed explanatory notes of what the bank should have before the system can be developed and deployed for use? Discuss problems associated with this requirement. [8 marks]