

**END TERM EXAMINATION**

SIXTH SEMESTER [B.TECH] JUNE 2024

Subject: Artificial Intelligence

Paper Code: CIE-374/ECE-318/AT-302T

Time: 3 Hours

Maximum Marks: 75

**Note: Attempt five questions in all including Q.No.1 which is compulsory. Assume missing data. Select one question from each unit.**Q1 Attempt **Any Five** parts. (5×5=25)

- (a) How does Artificial Intelligence solves problems for which practically no feasible algorithm exists?
- (b) How is an Expert-system different from other softwares like DBMS etc.?
- (c) Discuss Best first search technique with the help of example.
- (d) Define Artificial Intelligence. Discuss the area in which application of AI are used.
- (e) Explain A\* algorithm in AI.
- (f) Describe N-queens problem with an example.
- (g) What is the difference between knowledge representation and knowledge acquisition?

**UNIT-I**

- Q2 (a) Explain the process to reach goal state of a search tree which is AND/OR graph. Give an example of application whose search tree is AND/OR graph. (6)
- (b) Discuss and compare Blind search with Heuristic based search. Which one is better? Discuss with an example. (6.5)

- Q3 (a) What is a State Space Search? Give any example of a Game which happens to be a problem of state space search and justify. (6)
- (b) What is a Constraint Satisfaction Problem? Create a CSP from the real world and suggest some measures to solve it. (6.5)

**UNIT-II**

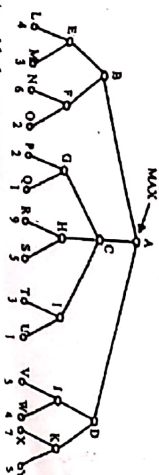
- Q4 (a) Convert the following sentences into first order predicate logic: (6)
- (i) Everyone likes Ram (ii) No one is perfect
- (iii) Someone ate everything (iv) All basketball players are tall
- (b) Write short notes on handling uncertainty using probabilistic reasoning. (6.5)

- Q5 (a) Given the following text, "Everyone who enters a theatre has bought a ticket. Person who does not have money can't buy ticket. Gurpreet enters a theatre". Prove by resolution that "Gurpreet buys a ticket". (6)
- (b) What is the difference between monotonic and non-monotonic reasoning in artificial intelligence? What is the future of non-monotonic reasoning in AI? (6.5)

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Q6 (a) Consider the following game tree,

**UNIT-III**

- Q7 (a) Design a flowchart of genetic algorithm in game playing. (6)
- (b) What are the differences between learning by analogy, inductive learning and explanation based learning? (6.5)

**UNIT-IV**

- Q8 (a) Write short notes on Fuzzy logic. (6)
- (b) What is machine learning? Discuss the issues in machine learning and the steps required for selecting right machine learning algorithm. (6.5)

- Q9 (a) What are Bayesian networks in AI and how to solve them? (6)
- (b) What is K-means clustering and the challenges associated with it? (6.5)

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