## Accredited A+ by NAAC (Autonomous College Affiliated to

Weekly Test-1 (R-2022-C scheme) -(2023-24)

University of Mumbai)

Date: 26/02/2024

Time: 1 Hr.

Semester: VI

Subject: Artificial

Intelligence

	Subject: Artificial Marks: 30			
Q. 1)	Attempt any Five (2 Marks Each)	CO	BL	
a)		CO1	BL2	
۵,	The "Rule Base" in an Al program is associated with:  a. Storing historical data			
	b. Defining the decision-making logic			
	c. Managing system resources			
	d. Processing sensory inputs			
b)	What is the primary function of an Intelligent Agent in Al?	CO1	BL1	
,	a. Process user inputs			
	b. Generate random outputs			
	c. Act autonomously to achieve goals			
	d. Store and retrieve data			
c)				
٠,	a. It can only perform predefined tasks	CO2	BL1	
	b. It can modify its behavior based on experience			
	c. It lacks the ability to interact with the environment			
d)	d. It is not capable of autonomous action  Which type of agent is designed to operate in dynamic and unpredictable	CO2	BL2	
u)	environments?			
	a. Simple Reflex Agent			
	b. Model-Based Reflex Agent			
	c. Goal-Based Agent			
	d. Utility-Based Agent			
e)	Which type of environment provides complete access to the entire percept	CO1	BL1	
<del>(</del> )				
	history?			
	a. Fully observable environment b. Partially observable environment			
	c. Deterministic environment			
	d. Stochastic environment In a stochastic environment, the next state of the environment is:	CO2	BL2	
f)		1002	DLE	
	a. Completely predictable			
	-b. Partially predictable			
	c. Unpredictable			
	d. Deterministic		1 514	
g)	What is a characteristic of a deterministic environment?	CO2	BL1	
	a. The next state is completely predictable			
	b. The next state is partially predictable			
	c. The next state is unpredictable			
	d. The environment changes randomly			
h)	The "Utility Function" in an Intelligent Agent is used to:	co	2 BL	
,	a. Measure the agent's level of intelligence			
	b. Evaluate the desirability of different states or outcomes			
	c. Store and retrieve historical data			
	d. Specify the agent's goals and objectives			
	a, specify the agents godin and objectives			
	Att (C.M. who Forth)			
Q. 2)	Attempt any two. (5 Marks Each)			

	a)	Describe a problem-solving agent.				
	b)	Elaborate problem formula:	CO3	BL1		
	c)	Elaborate problem formulation steps in Al	CO3	BL2		
		Explain Learning Agent and give any example for the same.	CO2	BL1		
	Q 3)	Attempt any One (10 Marks Each)	Γ			
	a) b)	(jug B), and 3 liters (jug C). The goal is to measure out exactly 4 liters of water.	CO3	BL2		
-		Explain types of environments with examples	CO2	BL1		
	CO1	Ability to develop a basic understanding about components of Al, categorization of Intelligent Systems and new trends				
	CO2	Ability to understand the concept of rational agent, PEAS properties, task environment and typ of intelligent agent.				
	CO3	Ability to choose an appropriate problem-solving method and searching technique.				

## ${\sf Semester\,VI-CMPN-Mid\,Semester\,Assessment-II}$

1	ite: ]	8/03/2024 Artificial Intelligence 30 Marks	/ 1 hour
-	So	ve any five (2 marks each)	СО
	Α	What is the primary characteristic of uninformed search algorithms? Explain,	CO3
and the second second second	В	What are the main disadvantage of Depth-First Search (DFS)?	CO3
	С	In Uniform-Cost Search (UCS), how is the cost associated with each path handled?  What is the Key advantage of Depth-First Search (DFS)?	CO3
	D	What is the key advantage of Iterative Deepening Depth-First Search (IDDFS) over pure Depth-First Search (DFS)?  What is the admissibility preparts of the search (DFS) in the search (DFS) is the admissibility preparts of the search (DFS).	CO3
	E	What is the admissibility property of a heuristic search?	
•	F	In the context of informed search, what does a heuristic function provide?	CO3
	G	mornied sedich algorithm is guarantood to find the set of the set of the sedich sedich algorithm is guarantood to find the sedich sedic	CO3
			CO3
	H	In uninformed search, what does the term "blind search" refer to?	600
2	Solv	c dify one (10 marks each)	CO3
•	A	Apply Alpha-Beta Pruning on the following game tree.  MAX  MIN  MAX  Provide the final choice path and explain the steps in the process.  Solve the following 8 puzzle problem using Simple Hill Climbing Search.	CO3
	Shale.	2 8 3 1 2 3 8 4	CO3
The second secon		7 5 7 6 5 Initial State Goal State	
See		Initial State Goal State  any one (10 marks each)	
Sol	P	Initial State Goal State	CO3

## Vidyalankar Institute of Technology Semester VI – CMPN - Mid Semester Assessment – III

Date: 15/04/2024 30 Marks/ 1 hou Artificial Intelligence CO Solve any five (2 marks each) CO How do you represent implications and biconditionals in propositional logic? Give example. CO What is the purpose of quantifiers in predicate logic? CO What is the result of the expression "-(P AND Q)" when both P and Q are true? (True / False), Justify. E Ð Represent the statement "For every integer x, if x is even, then x is divisible by 2" in predicate logic. CO Represent the negation of the statement "For all elements x, P(x) is true" in FOPL. CO What is the significance of representing logical expressions in Conjunctive Normal Form (CNF) within CO propositional logic? CO What is the negation of the statement "P V Q" in propositional logic? What is the primary goal of applying propositional logic in artificial intelligence? CO Solve any one (10 marks each) Elaborate with examples on the different types of learning within the field of artificial intelligence? COS What are the steps to convert the FOPL statement to CNF. Write the CNF for the following statement? CO4 "Every one who loves all animal is loved by some one" 3 Solve any one (10 marks each) Prepare the Partial Order Plan (POP) for the problem of Put On the pairs of shoes. COS B Explain inferencing in Belief network with example. CO Ability to analyze the strength and weaknesses of Al approaches to knowledge-intensive problem solving and knowledge representation technique

Lowery analyzes different planning and learning techniques to solve complex and realistic Al problems

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Annomous C	Vely-standard Indicate of Fective-singly Consequently Affiliated to University of Mumber)	End Semester Examination (CBCGS-C Scheme)	
ate: 23/05/2			Time: 2 Hrs.
mester. V		Subject: Artificial Intelligence	Marks: 50
	estions are Compulsory		CO
		4.)	
Q.1) A	ttempt any Five (2 Marks Eac	(a)	CO2
a) W	hat is the importance of mutat	non step in generic algorithm.	CO2
b) E:	xplain Alpha and Beta Parame	ters in Alpha-Beta pruning algorithm.	CO3
	onvert the following proposition	onal statement to CNF.	
(/	$( \leftrightarrow B) \rightarrow C$		CO3
d) A	pply Skolemization on the following	owing statement.	
114	Someone is loyal to someone"	L. L. D. A. L. Way Distribution	CO3
e) W	rite and explain the formula for	or Joint Probability Distribution.	CO3
t) W	rite equivalent FOPL stateme	nt for the following statement.	
	It is a crime for an American to	sell weapons to a hostile nation"	CO3
		cess of resolution by refutation.	CO3
	Explain limitations of propositional logic.		
Q. 2) A	Attempt any two. (5 Marks Each)		CO3
a) E	xplain quantifier operators sup	ported in Predicate Logic with suitable example.	
	explain the inference rules us example.	ed in forward reasoning and backward reasoning with suitab	
c) I	Prepare the Partial Order Plan	(POP) for the problem of Put On the pairs of shoes.	CO4
	Attempt anyone (10 Marks Ea		
a)	Apply Alpha-Beta Pruning on	the following game tree.	CO2
	MIN MAX 3 6 2 2		
b) I	Explain the steps used in Gen	etic algorithm with example.	CO2
Q4) /	Attempt anyone (10 Marks E.	ach)	CO3
-\ T	Syntain Dayseign Relief netw	ork and how it is used for uncertain reasoning with example	
	What are the steps to conver- statement:	t the FOPL statement to CNF. Write the CNF for the following	ig (CO3
(b) \	Every one who loves all anir	nal is loved by some one	
(b) \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Every one who loves all anim	ach)	501
(b) \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Every one who loves all animal Attempt anyone (10 Marks Explain in detail the Expert Sylexplain Types of learning with	ach) ystem Architecture	CO4