# **Artificial Intelligence**

1. Consider following two rules R1 and R2 in logical reasoning in Artificial Intelligence (AI):

```
R1: From \alpha \supset \beta
\frac{\text{and } \alpha}{\text{Inter } \beta} \text{ is known as Modus Tollens (MT)}
R2: From \alpha \supset \beta
\frac{\text{and } \neg \beta}{\text{Inter } \neg \alpha} \text{ is known as Modus Ponens (MP)}
```

- (1) Only R1 is correct.
- (2) Only R2 is correct.
- (3) Both R1 and R2 are correct.
- (4) Neither R1 nor R2 is correct.

Answer: 4

- 57. In Artificial Intelligence (AI), what is present in the planning graph?
  - (1) Sequence of levels
  - (2) Literals
  - (3) Variables
  - (4) Heuristic estimates

Answer: 1

- 58. What is the best method to go for the game playing problem?
  - (1) Optimal Search
  - (2) Random Search
  - (3) Heuristic Search
  - (4) Stratified Search

Answer: 3

56. Given a Turing Machine

```
M = (\{q_0, q_1\}, \{0, 1\}, \{0, 1, B\}, \delta, B, \{q_1\})
Where \delta is a transition function defined as \delta (q_0, 0) = (q_0, 0, R)
```

 $\delta (q_0, B) = (q_1, B, R)$ 

The language L(M) accepted by Turing machine is given as :

- (A) 0\* 1\*
- (B) 00\*
- (C) 10\*
- (D) 1\*0\*

Answer: B

- 64. What are the following sequence of steps taken in designing a fuzzy logic machine?
  - (A) Fuzzification  $\rightarrow$  Rule evaluation  $\rightarrow$  Defuzzification
  - (B) Fuzzification  $\rightarrow$  Defuzzification  $\rightarrow$  Rule evaluation
  - (C) Rule evaluation  $\rightarrow$  Fuzzification  $\rightarrow$  Defuzzification
  - (D) Rule evaluation  $\rightarrow$  Defuzzification  $\rightarrow$  Fuzzification
- 70. Let v(x) mean x is a vegetarian, m(y) for y is meat, and e(x, y) for x eats y. Based on these, consider the following sentences:
  - I.  $\forall x \ v(x) \Leftrightarrow (\forall y \ e(x, \ y) \Rightarrow \neg m(y))$
  - II.  $\forall x \ v(x) \Leftrightarrow (\neg(\exists y \ m(y) \land e(x, y)))$
  - III.  $\forall x (\exists y m(y) \land e(x, y)) \Leftrightarrow \neg v(x)$

One can determine that

- (A) Only I and II are equivalent sentences
- (B) Only II and III are equivalent sentences.
- (C) Only I and III are equivalent sentence.
- (D) I, II, and III are equivalent sentences.

Answer: D

71. Match each Artificial Intelligence term in List-I that best describes a given situation in List – II:

### List - I

### List – II

- I. Semantic Network how to do it.
- a. Knowledge about what to do as opposed to

II. Frame

- b. A premise of a rule that is not concluded
- by any rule.
- c. A method of knowledge representation that
- III. Declarative knowledge uses a graph.
- d. A data structure representing stereotypical

IV. Primitive knowledge.

### **Codes:**

I II III IV

- (A) d a b c
- (B) d c a b
- (C) d c b a
- (D) c d a b

Answer: D

- 72. In Artificial Intelligence, a semantic network
  - (A) is a graph-based method of knowledge representation where nodes represent concepts and arcs represent relations between concepts.
  - (B) is a graph-based method of knowledge representation where nodes represent relations between concepts and arcs represent concepts.
    - (C) represents an entity as a set of slots and associated rules.
    - (D) is a subset of first-order logic.

Answer: A

- 73. Criticism free idea generation is a factor of ......
  - (A) Decision Support System
  - (B) Group Decision Support System
  - (C) Enterprise Resource Support System
  - (D) Artificial Intelligence

Answer: B

- 74. Consider the following logical inferences:
  - $I_1$ : If it is Sunday then school will not open.

The school was open.

Inference: It was not Sunday.

I<sub>2</sub>: If it is Sunday then school will not open.

It was not Sunday.

Inference: The school was open.

Which of the following is correct?

	<ul> <li>(A) Both I<sub>1</sub> and I<sub>2</sub> are correct</li> <li>(B) I<sub>1</sub> is correct but I<sub>2</sub> is not a</li> <li>(C) I<sub>1</sub> is not correct but I<sub>2</sub> is a</li> <li>(D) Both I<sub>1</sub> and I<sub>2</sub> are not correct</li> <li>Answer: B</li> </ul>	a correct inference.			
75.	<ul><li>(A) Predicate calculus</li><li>(C) Hoare logic</li></ul>	ne semantic foundation for Prolog?  (B) Lambda calculus  (D) Propositional logic			
	Answer: A				
8.	Forward chaining systems are	where as backward chaining systems are			
	(A) Data driven, Data driven	(B) Goal driven, Data driven			
	(C) Data driven, Goal driven	(D) Goal driven, Goal driven			
Answer: C  59. Match the following with respect to heuristic search techniques:  List-I  (a) Steepest-accent Hill Climbing (i) Keeps track of all partial paths which can be candidate for further exploration					
	(b) Branch-and-bound	(ii) Discover problem state(s) that satisfy			
	a set of constraints	(:::) Data de difference la description (:::)			
	(c) Constraint satisfaction state and goal state	(iii) Detects difference between current			
	(d) Means-end-analysis state and selects best move	(iv) Considers all moves from current			
	Codes:				
	(a) (b) (c) (d) (A) (i) (iv) (iii) (ii)				
	(B) (iv) (i) (ii) (iii)				
	(C) (i) (iv) (ii) (iii)				
	(D) (iv) (ii) (i) (iii)				
59.	Answer: B  Match the following component	s of an expert system:			
٠,٠	a. I/O interface  i. Accepts user's queries and responds to question through				
	I/O interface				
	b. Explanation module	ii. Contains facts and rules about the domain			
	c. Inference engine any time during consultation	iii. Gives the user, the ability to follow inferencing steps at			
	d. Knowledge base	iv. Permits the user to communicate with the system in a			
	natural way				
	Codes: a b c d				
	(A) i iii iv ii				
	(B) iv iii i ii				
	(C) i iii ii iv				

```
(D) iv i iii ii Answer: B
```

- 56. An A\* algorithm is a heuristic search technique which
  - (A) is like a depth-first search where most promising child is selected for expansion (B) generates all successor nodes and computes an estimate of distance (cost) from start node to a goal node through each of the successors. It then chooses the successor with shortest cost.
  - (C) saves all path lengths (costs) from start node to all generated nodes and chooses shortest path for further expansion.
    - (D) none of the above

Answer: B

28. Match the following:

```
List - I
                       List – II
a. Expert systems
                     i. Pragmatics
b. Planning
                      ii. Resolution
c. Prolog
                       iii. Means-end analysis
d. Natural language
processing
                      iv. Explanation facility
Codes:
   a b c d
(A) iii iv i ii
(B) iii iv ii i
(C) i ii iii iv
(D) iv iii ii i
Answer: D
```

- 29. STRIPS addresses the problem of efficiently representing and implementation of a planner. It is not related to which one of the following?
  - (A) SHAKEY
  - (B) SRI
  - (C) NLP
  - (D) None of these

Answer: C

- 30. Slots and facets are used in
  - (A) Semantic Networks
  - (B) Frames
  - (C) Rules
  - (D) All of these

Answer: B

- 1. Which of the following is a correct predicate logic statement for "Every Natural number has one successor"?
  - (A)  $\forall x \exists y (succ(x, y) \land (\exists z succ(x, z) \Rightarrow equal(y, z)))$
  - (B)  $\forall x \exists y (succ(x, y) \lor (\exists z succ(x, z) \Rightarrow equal(y, z)))$
  - (C)  $\exists y \forall x (succ(x, y) \land (\exists z succ(x, z) \Rightarrow equal(y, z)))$
  - (D)  $\forall x \exists y \text{ succ } (x, y)$

Answer: A

2.	$\alpha - \beta$ cutoffs are applied to				
	(A) Depth first search				
	(B) Best first search				
	(C) Minimax search				
	(D) Breadth first search				
	Answer: C				
3.	Assume that each alphabet can have a value between 0 to 9 in a cryptoarithmetic				
	problem CROSS +ROADS				
	DANGER				
	Which of the following statement is true?				
	(i) No two alphabets can have the same numeric value.				
	(ii) Any two alphabets may have the same numeric value.				
	(iii) D = 0				
	(iv) $D = 1$				
	(A) (i) and (iii)				
	(B) (i) and (iv)				
	(C) (ii) and (iii)				
	(D) (ii) and (iv)				
	Answer: B				
4.	Which of the following is not a part of an expert system shell?				
	(A) Knowledge Base				
	(B) Inference Engine				
	(C) Explanation Facility				
	(D) None of the above				
	Answer: A				
5.	The Blocks World Problem in Artificial Intelligence is normally discussed to explain a				
	(A) Search technique				
	(B) Planning system				
	(C) Constraint satisfaction system				
	· /				

(D) Knowledge base system

Answer: B

- 6. Means-Ends Analysis process centres around the detection of difference between the current state and the goal state. Once such a difference is found, then to reduce the difference one applies
  - (A) a forward search that can reduce the difference.
  - (B) a backward search that can reduce the difference.
  - (C) a bidirectional search that can reduce the difference.
  - (D) an operator that can reduce the difference.

Answer: D

- 22. The clausal form of the disjunctive normal form ¬AV¬BV¬CVD is:
  - $(A) A \wedge B \wedge C \Rightarrow D$
- (B) A  $\vee$  B  $\vee$  C  $\vee$  D  $\Rightarrow$  true
- (C)  $A \wedge B \wedge C \wedge D \Rightarrow true$
- (D)  $A \wedge B \wedge C \wedge D \Rightarrow false$

Answer: A

- 24. Which one of the following is true?
  - (A) The resolvent of two Horn clauses is not a Horn clause.
  - (B) The resolvent of two Horn clauses is a Horn Clause.
  - (C) If we resolve a negated goal G against a fact or rule A to get Clause C then C has positive literal and non null-goal.
  - (D) If we resolve a negated goal G against a fact or rule A to get clause C then C has positive literal or null goal.

Answer: B

55. Match the following:

### List-I

#### List-II

- (a) Intelligence
- (i) Contextual, tacit, transfer needs learning
- (b) Knowledge
- (ii) Scattered facts, easily transferrable
- (c) Information
- (iii) Judgemental
- (d) Data
- (iv) Codifiable, endorsed with relevance and purpose

#### **Codes:**

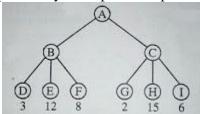
- (a) (b) (c) (d)
- (A) (iii) (ii) (iv) (i)
- (B) (iii) (i) (iv) (ii)
- (C) (i) (ii) (iii) (iv)
- (D) (i) (iii) (iv) (ii)

Answer: B

- 72. How does randomized hill-climbing choose the next move each time?
  - (A) It generates a random move from the moveset, and accepts this move.
  - (B) It generates a random move from the whole state space, and accepts this move.
  - (C) It generates a random move from the moveset, and accepts this move only if this move improves the evaluation function.
  - (D) It generates a random move from the whole state space, and accepts this move only if this move improves the evaluation function.

#### Answer: C

73. Consider the following game tree in which root is a maximizing node and children are visited left to right. What nodes will be pruned by the alpha-beta pruning?



(A) I

(B) HI

(C) CHI

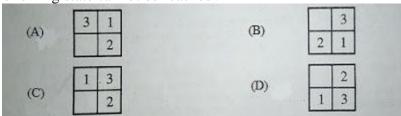
(D) GHI

Answer: B

Consider a 3-puzzle where, like in the usual 8-puzzle game, a tile can only move to an adjacent empty space. Given the initial state



74. which of the following state cannot be reached?



#### Answer: C

75. A software program that infers and manipulates existing knowledge in order to generate new knowledge is known as:

(A) Data Dictionary

(B) Reference Mechanism

(C) Inference Engine

(D) Control Strategy

Answer: C

- 34. Horn clauses are special kinds of propositions which can be described as
  - (A) Single atomic proposition on left side.
  - (B) Single or multiple atomic proposition on left side.
  - (C) A single atomic proposition on left side and a single atomic proposition on right side.
  - (D) A single atomic proposition on left side or an empty left side.

Answer: D

### **Explanation:**

A Horn clause is a unique kind of proposition which has either one single proposition on the left hand side or an empty proposition. When a Horn clause does contain a proposition on the left side, it is sometimes referred to as a headed Horn clause.

35. Which of the following is/are the fundamental semantic model(s) of parameter passing?

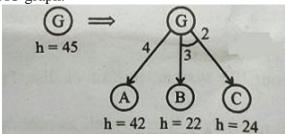
- (A) in mode
- (B) out mode
- (C) in-out mode
- (D) all of the above

Answer: D

### **Explanation:**

There are three fundamental semantics models of Parameter passing - In-mode, Out-mode and In-out mode.

56. Consider the following AO graph:



Which is the best node to expand next by AO\* algorithm?

- (1) A
- (2) B
- (3) C
- (4) B and C

Answer: 1

- 59. Which of the following statements is true?
  - (1) The sentence S is a logical consequence of  $S_1,...,S_n$  if and only if  $S_1 \land S_2 \land ... ... \land S_n \rightarrow S$  is satisfiable.
  - (2) The sentence S is a logical consequence of  $S_1,...,S_n$  if and only if  $S_1 \land S_2 \land ... ... \land S_n \rightarrow S$  is valid.
  - (3) The sentence S is a logical consequence of  $S_1,...,S_n$  if and only if  $S_1 \land S_2 \land ... ... \land S_n \land \neg S$  is consistent.
  - (4) The sentence S is a logical consequence of  $S_1,...,S_n$  if and only if  $S_1 \land S_2 \land .... \land S_n \land S$  is inconsistent.

Answer: 2

- 34. Horn clauses are special kinds of propositions which can be described as
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  - (B) Single or multiple atomic proposition on left side.
  - (C) A single atomic proposition on left side and a single atomic proposition on right side.
  - (D) A single atomic proposition on left side or an empty left side.

Answer: D

#### **Explanation:**

A Horn clause is a unique kind of proposition which has either one single proposition on the left hand side or an empty proposition. When a Horn clause does contain a proposition on the left side, it is sometimes referred to as a headed Horn clause.

- 35. Which of the following is/are the fundamental semantic model(s) of parameter passing?
  - (A) in mode
  - (B) out mode

- (C) in-out mode
- (D) all of the above

Answer: D

### **Explanation:**

There are three fundamental semantics models of Parameter passing - In-mode, Out-mode and In-out mode.

- 67. Which one of the following is a correct implementation of the metapredicate "not" in PROLOG (Here G represents a goal)?
  - (A) not(G):-!, call(G), fail.

not(G).

(B) not(G):- call(G), !, fail.

not(G).

(C) not(G):- call(G), fail, !.

not(G).

(D) not(G):- call(G), fail.

not(G):-!

Answer: B

- 68. Which one of the following is not an informed search technique?
  - (A) Hill climbing search
  - (B) Best first search
  - (C) A\* search
  - (D) Depth first search

Answer: D

- 23. High level knowledge which relates to the use of sentences in different contexts and how the context affect the meaning of the sentences?
  - (A) Morphological
  - (B) Syntactic
  - (C) Semantic
  - (D) Pragmatic

Answer: D

- 24. The objective of ...... procedure is to discover at least one ...... that causes two literals to match.
  - (A) unification, validation
  - (B) unification, substitution
  - (C) substitution, unification
  - (D) minimax, maximum

Answer: B

- 25. If h\* represents an estimate of the cost of getting from the current node N to the goal node and h represents actual cost of getting from current node to the goal node, then A\* algorithm gives an optimal solution if
  - (A) h\* us equal to h
  - (B) h\* overestimates h
  - (C) h\* underestimates h
  - (D) none of these

Answer: C

- 26. The mean-end analysis process centers around the detection of differences between the current state and the goal state. Once such a difference is isolated, an operator that can reduce the difference must be found. But perhaps that operator cannot be applied to the current state. So a sub-problem of getting to a state in which it can be applied is set up. The kind of backward chaining in which operators are selected and then sub goals are set up to establish the precondition of operators is called
  - (A) backward planning
  - (B) goal stack planning
  - (C) operator subgoaling
  - (D) operator overloading

Answer: C

- 67. An expert system shell is an expert system without
  - (A) domain knowledge
  - (B) explanation facility
  - (C) reasoning with knowledge
  - (D) all of the above

Answer: A

72. A cryptarithmetic problem of the type

SEND

+ MORE

**MONEY** 

Can be solved efficiently using

- (A) depth first technique
- (B) breadth first technique
- (C) constraint satisfaction technique
- (D) bidirectional technique

Answer: C

73. Match the following:

#### List - I

- a. Supervised learning
- b. Unsupervised learning
  - c. Reinforcement learning
  - d. Inductive learning

### List - II

- 1. The decision system receives rewards for its action at the end of a sequence of steps.
  - 2. Manual labels of inputs are not used.
  - 3. Manual labels of inputs are used.
  - 4. System learns by example

### **Codes:**

a b c d

- (A) 1 2 3 4
- (B) 2 3 1 4
- (C) 3 2 4 1
- (D) 3 2 1 4

Answer: D

58. Skolemization is the process of

	(A) bringing all the quantifiers in the beginning of a formula in FDL.				
(B) removing all the universal quantifiers.					
(C) removing all the existential quantifiers.					
	(D) all of the above.				
	Answer: C				
57.	The resolvent of the set of clauses				
57.	$(A \square B, \sim A \square D, C \square \sim B)$ is				
	$(A) A \square B \qquad (B) C \square D$				
	$(C) A \square C \qquad (D) A \square D$				
	Answer: B				
50					
58.	58. Match the following:				
	i. Directed graph with labelled nodes for				
	graphical representation of knowledge				
11.	Knowledge about objects and events is stored in record-like structures consisting of slots and slot				
	values.				
	iii. Primitive concepts and rules to represent				
	natural language statements				
	iv. Frame like structures used to represent stereotypical patterns for commonly occurring				
	events in terms of actors, roles, props and scenes				
	Codes:				
	a b c d				
	(A) iv ii i iii				
	(B) iv iii ii i				
	(C) ii iii iv i				
	(D) i iii iv ii				
	Answer: B				
72.	Match the following learning modes w.r.t. characteristics of available information for learning:				
12.	a. Supervised  i. Instructive information on desired responses, explicitly				
	specified by a teacher.				
	b. Recording ii. A priori design information for memory storing c. Reinforcement iii. Partial information about desired responses, or only "right" or				
	"wrong" evaluative information				
	d. Unsupervised iv. No information about desired responses				
	Codes:				
	a b c d				
	(A) i ii iii iv				
	(B) i iii ii iv				
	(C) ii iv iii i				
	(D) ii iii iv i				
	Answer: A				
23.	Which one of the following prolog programs correctly implement "if G succeeds then execute				
	goal P else execute goal □?"				
	(A) if-else $(G, P, \Box)$ :-!, call $(G)$ , call $(P)$ .				
	if-else $(G, P, \square)$ :- call $(\square)$ .				
	(B) if-else $(G, P, \Box)$ : - call $(G)$ , !, call $(P)$ .				
	if-else $(G, P, \square)$ : call $(\square)$ .				
	11 - 11/2     -   -   -   -   -   -   -   -				

Script

Frames

cies

```
(C) if-else (G, P, \square) :- call(G), call(P), !. if-else (G, P, \square) :- call(\square). (D) All of the above Answer: B
```

6. If two fuzzy sets A and B are given with membership functions

```
\mu_{A}(x) = \{0.2, 0.4, 0.8, 0.5, 0.1\}

\mu_{B}(x) = \{0.1, 0.3, 0.6, 0.3, 0.2\}
```

Answer: Wrong question

23. Which one of the following prolog programs correctly implement "if G succeeds then execute goal P else execute goal  $\square$ ?"

```
(A) if-else (G, P, \square):-!, call(G), call(P). if-else (G, P, \square):- call(\square). (B) if-else (G, P, \square):- call(G), !, call(P). if-else (G, P, \square):- call(\square). (C) if-else (G, P, \square):- call(G), call(P), !. if-else (G, P, \square):- call(\square). (D) All of the above
```

Answer: B

- 71. The map colouring problem can be solved using which of the following technique?
  - (A) Means-end analysis
  - (B) Constraint satisfaction
  - (C) AO\* search
  - (D) Breadth first search

Answer: B

- 72. Which of the following is a knowledge representation technique used to represent knowledge about stereotype situation?
  - (A) Semantic network
  - (B) Frames
  - (C) Scripts
  - (D) Conceptual Dependency

Answer: C

- 32. ..... predicate calculus allows quantified variables to refer to objects in the domain of discourse and not to predicates or functions.
  - (A) Zero-order
  - (B) First-order
  - (C) Second-order
  - (D) High-order

Answer: B

- 31. Consider f(N) = g(N) + h(N) Where function g is a measure of the cost of getting from the start node to the current node N and h is an estimate of additional cost of getting from the current node N to the goal node. Then f(N) = h(N) is used in which one of the following algorithms?
  - (A) A\* algorithm
  - (B) AO\* algorithm

- (C) Greedy best first search algorithm(D) Iterative A\* algorithm
- Answer: C

4.0	A 1	1		
43.	A horn	clause	10	
тэ.	1 1 110111	Clause	10	

- (A) A clause in which no variables occur in the expression
- (B) A clause that has at least one negative literal
- (C) A disjunction of a number of literals
- (D) A clause that has at most one positive literal

### Answer: D

- 45. Reasoning strategies used in expert systems include .............
  - (A) Forward chaining, backward chaining and problem reduction
  - (B) Forward chaining, backward chaining and boundary mutation
  - (C) Forward chaining, backward chaining and back propagation
  - (D) Backward chaining, problem reduction and boundary mutation

Answer: A