B.Sc. Semester-VI Examination, 2022-23 COMPUTER SCIENCE [Honours]

Course ID: 61511 Course Code: SH/CSC/601/C-13

Course Title: Artificial Intelligence

Time: 1 Hour 15 Minutes Full Marks: 25

The figures in the right-hand margin indicate marks.

Candidates are required to give their answers in their own words as far as practicable.

UNIT-I

Answer any five questions from the following:

 $1 \times 5 = 5$

- a) What is constraint Satisfaction Problem (CSP)?
- b) Give some real world applications of AI.
- c) What are the different domains /subsets of AI?
- d) Explain turing test in AI.
- e) What is meant by semantics Net?
- f) What do you mean by Heuristic Search Technique?
- g) What is predicate logic in Al?
- What do you men by Backtracking in Al?

[Turn Over]

UNIT-II

2. Answer any two questions from the following:

 $5 \times 2 = 10$

- a) Which algorithm is used in tic-tac-toe? How does Tic-Tac-Toe AI Algorithm works? What is the time complexity in AI? 1+3+1=5
- b) What are the limitations of hill climbing algorithm? How do you use the A* algorithm?

 3+2=5
- What do you meant by inferential Knowledge?
 What are the various techniques of knowledge representation in AI?
- d) Which algorithm is better between BFS and DFS? Explain why?

UNIT-III

3. Answer any **one** question from the following:

 $10 \times 1 = 10$

a) What do you mean by game theory? Compare between the min-max and alpha-beta pruning algorithm. 2+3+5=10

Prove the following expressions by means of resolution:

i) man(Marcus)

- ii) Pompeian(Marcus)
- iii) ¬pompeian(x1) v Roman(x1)
- iv) Ruler(Caesar)
- v) ¬Roman(x2) v loyalto(x2,Caesar)v hate(x2,Caeser)
- vi) Layalto(x3,fl(x3))
- vii) $\neg man(x4)$ v $\neg Ruler(yl)$ v $\neg tryassassinate(x4,yl)$ v layalto(x4,yl)
- viii) tryassassinate(Marcus, Caesar)
- Define Production System in AI. Explain the water jug problem in AI. Write down the important requirements for control Strategies.
 2+5+3=10