

Module I Question Bank

1. What is AI? Explain Application of AI.
2. What is PEAS? Explain different agent types with their PEAS descriptions
3. What are the four basic types of agent program in any intelligent system?
4. Explain how did you convert them into learning agents?
5. Explain in detail the properties of Task Environments.
6. Explain with example:
 - i. Stochastic Games
 - ii. Partially Observable Games
7. Explain with algorithm and example:
 - i. Min-max algorithm
 - ii. Alpha-Beta Pruning
8. Explain Adversarial Search? With example.
9. Explain Imperfect Real time Decisions