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DISC 11

AIDS ASSIGNMENT 1

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Q.1] What is AI? How AI helped During covid 19

AI refers to machines simulating human intelligence to perform tasks like learning, problem-solving, and decision-making.

AI applications during COVID 19.

- Healthcare: AI - assisted diagnosis (e.g. CT scan analysis for COVID 19 detection).
- Vaccine Development: AI helped speed up drug discovery.
- Robotics: AI powered robots assisted in hospitals and sanitization.
- Chatbots: Provided Covid 19 guidelines and answered queries.
- Remote Work & Education: AI improved online learning and virtual meeting.

Q.2] What are AI Agents terminology, explain with examples.

An AI agent perceives the environment and takes action to achieve goal.

- Simple Reflex Agent: Traffic light system.
- Model Based Agent: Google Maps.
- Goal Based Agent: Chess AI.
- Utility Based Agent: Autonomous
- Learning Agent: AI personal assistants.

Q.3] How AI techniques is used to solve 8 sum problem.

The 8 puzzle is solved using search algo eithms.

- Breadth First Search (BFS): Explores all possible moves level wise.
- Depth First Search (DFS): Explores paths deeply before backtracking.
- A* Algorithm: Uses heuristics function to find the shortest path efficiently.

Q.4] What is PEAS descriptor? Give PEAS descriptor for the following.

Taxi Driver.

Performance: Safe, timely trips.

Environment: Roads, traffic.

Actuators: Steering, brakes.

Sensors: Cameras, GPS.

Medical Diagnosis System.

P: Correct diagnosis.

E: Patient data.

A: Display reports.

S: Symptoms, test results.

Music Composer.

P: Melodic output

E: Music notes.

A: Sound synthesis.

S: User input, music trends

Aircraft Autoland

P: Smooth landing

E: Airport

A: Flaps, brakes.

S: Altimeter, radar.

Essay Evaluator.

P: Accuracy, coherence.

E: Essays.

A: Text processing.

S: NLP techniques.

Robotic Sentry Gun.

P: Accuracy, safety

E: Lab premises.

A: Gun, alarms

S: Motion sensors.

Q5] Categorise a shopping bot for an offline bookstore according to each of the six dimensions (Fully / partially observable, deterministic / stochastic, episodic / sequential, static / dynamic, discrete / continuous, single / multi agent).

Ans: 1) Fully observable - Can access stock availability.

2) Deterministic - Stock updates happen predictability.

3) Sequential - Each action affects future choices.

4) Dynamic! Stock and customer queries change in real time.

5) Discrete: Limited actions (search, buy, suggest)

6) Multi agent: Interacts with customer and supplier.

(c) Differentiate Model based and Utility based Agent

Model Based Agent

- Maintains an internal representation of the environment
- Uses past observations to update its model and predict future states

Example: A self driving car uses a map and sensor data to predict traffic conditions.

Utility Based Agent

- Chooses action based on a utility function that quantifies performance
- Tries to maximise expected utility rather than just achieving goal.

Example: A recommendation system suggests products based on customer preferences to maximise engagement.

Q.7] Explain the architecture of a knowledge based agent and learning agent.

knowledge - Based Agent

- Uses knowledge base that stores facts, rules, and logic
- Uses an Inference Engine to derive new knowledge.

Components:

- ① Perceptual System: Collects data from the environment.

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- ② knowledge Base: Stores facts and rules.
 - ③ Inference Engine: Applies logic to make decisions.
 - ④ Actuator: Executes actions based on reasoning.

Example: A medical diagnosis system that suggests treatments based on symptoms and medical knowledge.

- Learning Agent
 - Can improve its performance over time using feedback.
 - Components:
 - ① Learning Agent: Modifies the knowledge base using new data.
 - ② Performance Element: Uses existing knowledge to make decisions.
 - ③ Critic: Evaluates the performance of the agent.
 - ④ Problem Generator: Suggest new experiences to learn from
 - Example: A speech recognition system that adapts to a user's voice over time.

Q.8 What is AI? Considering the covid 19 pandemic situation, how AI helped to survive and renovated our way of life with different applications?

AI played a crucial role in handling the pandemic across different sectors:

- Healthcare & Diagnosis

AI powered CT scans helped detect Covid 19 in seconds.

- Drug discovery using AI accelerated vaccine deployment.

- Predicting & Controlling Outbreaks.

- AI models (like Blue Dot) predicted COVID 19 outbreaks before WHO alerts.

- AI based contact tracing apps helped track infections.

- Healthcare Automation.

- AI powered chatbots provide medical advice and reduced hospital workload.

- Robots assisted in disinfecting hospitals and delivering medicines.

- Remote Work & Education

- AI driven virtual meeting platforms helped business and schools operate remotely.

- AI enhanced e-learning platforms adapted lessons based on user performance.

Drones and AI powered robots delivered essential supplies to remote areas.

Q Convert the following to predicates.

① Anita travels by car if available otherwise travel by bus.

Step 1: Convert Sentences into Predicates.

① Anita travels by car if available, otherwise by bus

- Travels(Anita, car) \leftarrow Available(car)
- Travels(Anita, bus) \rightarrow Available(car)

② Bus goes via Andheri and Goregaon

- Cross(Bus, Andheri)

- Cross(Bus, Goregaon).

③ Car has a puncture, so it is not available

- Puncture(car) \rightarrow \neg Available(car)

- Given: Puncture(car) is True.

Step 2: Apply forward Chaining (Reasoning).

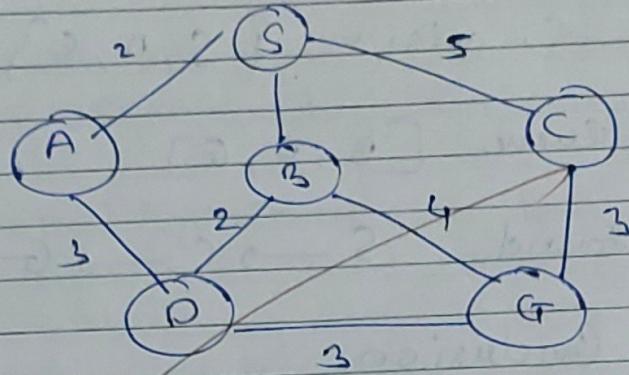
① Puncture(car) \rightarrow \neg Available(car) \rightarrow True(car is not available)

② Since \neg Available(car), then Travels(Anita, Bus) is true.

3. Since Travels (Anita, Bus) and Bus goes via Goregaon, then Anita will travel via Goregaon.

Conclusion: Yes, Anita will travel via Goregaon.

10. Find the route from S to G using BFS.



Step 1: Understanding the graph.

Nodes and edges with weights.

$$S \rightarrow A(2)$$

$$S \rightarrow B(5)$$

$$A \rightarrow D(3)$$

$$B \rightarrow D(2)$$

$$B \rightarrow G(4)$$

$$C \rightarrow G(3)$$

BFS does not consider weights. It explores all neighbours level by level.

Step 2: Perform BFS traversal

Algorithm for BFS

- ① Start from node S, enqueue it in a queue.
- ② Visit its neighbours (A, C, B) and enqueue them.
- ③ Continue visiting and enqueueing neighbours until we reach G.

Execution

- ① Start from $S \rightarrow$ Queue [S])
- ② Dequeue S , visit $\{S\} \rightarrow$ Enqueue its
neighbours A, C, B
 \rightarrow Queue [A, C, B])
- ③ Dequeue A , visit $\{S, A\}$
 \rightarrow Queue [C, B, D])
- ④ Dequeue C , visit $\{S, A, C\} \rightarrow$ enqueue G
 \rightarrow Queue [B, D, G])
- ⑤ Path found $S \rightarrow C \rightarrow G$

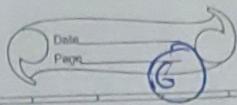
Step 3 Conclusion

BFS path ~~for~~ from S to G : $S \rightarrow C \rightarrow G$.

- (11) what do you mean by depth limited search?
? Explain iterative deepening search with example

Depth Limited Search (DLS)

- A variation of Depth First Search with a depth limit to avoid infinite recursion in deep trees.
- It avoids going beyond a specific limit.



Iterative Deepening Search.

- Combines BFS and DFS. It runs DFS repeatedly with increasing depth limit
- Efficient for finding the shortest path in an uninformed search.
- Example : Finding a goal in a tree with increasing depth ($0, 1, 2, 3 \dots$).

a) Explain Hill Climbing and its drawbacks in detail with example. Also state limitations of steepest ascent hill climbing

Hill Climbing Algorithm

- Greedy algorithm that moves towards increasing heuristic values.
- Stops when no further improvement is possible.

Drawbacks

- Local Maxima: Get stuck at peak that is not the global maximum.
- Plateau: No improvement in heuristic function.
- Ridges : A flat region with no clear gradient direction.

Steepest ascent Hill Climbing limitations.

- Always chooses the best possible move, which can lead to getting stuck in local maxima.

a) Explain Simulated Annealing & its Algorithm

Concept:

- Inspired by the annealing process in metals.
- Allows bad moves with decreasing probability to escape local maxima.

Algorithm:

- ① Start with an initial solution
- ② Select a neighbour solution randomly
- ③ If the neighbour is better, move to it, otherwise, accept it with a probability that decreases over time.
- ④ Repeat until the system cools down.

(Q.12) Explain A* Algorithm with example.

- Uses $f(n) = g(n) + h(n)$
- where g is cost and h is heuristics.
- Guarantees the shortest path if $h(n)$ is admissible.

Example

- Solving a shortest path problem in a grid or graph

(Q.15) Explain Min Max Algorithm and draw game tree for Tic Tac Toe game.

Minimax is a decision making algorithm used in two-player adversarial games like Chess & tic tac toe. It assumes:

- One player (max) tries to maximise the score
- The other player (MIN) tries to minimise the opponent's score.

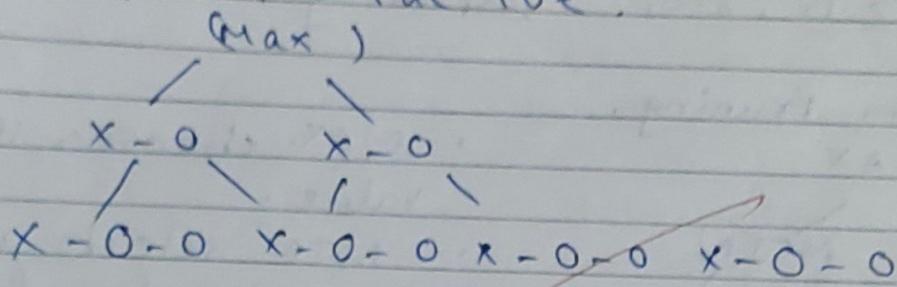
Minimax Algorithm Steps:

- ① Generate the game tree upto terminal states.
- ② Assign values (win/loss/draw) at leaf nodes.

3. Backpropagate scores using
- Max node: Chooses the maximum score from child nodes.
 - Min node: Chooses the minimum score from child nodes.

Q) The root node gets the best possible move.

Example Tic Tac Toe.



- Terminal nodes have value like +1 (win), 0 (draw), -1 (loss)
- The algorithm propagates these values to decide best move.

Why Minimax Important?

- Ensures best possible move for players.
- Used in AI powered bots for Chess, Tic-Tac-Toe, Checkers, etc.

Q) Explain Alpha Beta pruning algorithms for adversarial search with example.

Why Alpha - Beta Pruning?

- Optimise Minimax by eliminating unnecessary branches.

: Does not affect the final result but speed up computation.

Concept of α (Alpha) and β (Beta)

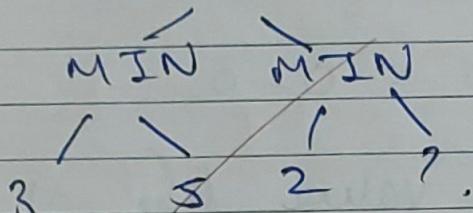
. α (Alpha): The best Max can guarantee so far.

. β (Beta): The best MIN can guarantee so far.

. If $\alpha \geq \beta$, stop exploring the branch

Alpha Beta Pruning.

MAX



. MAX chooses the highest value.

. MIN selects the lowest value from its children.

. If one branch already

proves worse than an explored branch, we prune it.

Key Benefit: Reduces the number of nodes examined, speeding up adversarial search.

a. i.) Wumpus World & PFAIS Representation.

What is Wumpus World?

A grid based environment where an agent

. Finds gold, avoids pits, and avoids the Wumpus.

. Uses percepts to decide moves.

PEAS Representation.

Performance

Finds gold, avoids dangers, minimizes steps.

Environment

A 4×4 grid with pits, Wumpus and gold.

Actuators
Sensors

Move, grab, shoot.
Breeze, Stench, Glitter

Percept Sequence Generation.

Agent perceives sensory data.
Example.

- If a Breeze is detected \rightarrow A pit is nearby.
- If a Stench is detected \rightarrow Wumpus nearby.

Q-18] Crypto Arithmetic SEND + MORE = MONEY.

Crypto-arithmetic problem involves mapping letters to unique digits (0-9) to satisfy equation.

$$\begin{array}{r} \text{SEND} \\ + \text{MORE} \\ \hline \text{MONEY} \end{array}$$

- ① Each letter represents a unique digit
- ② Carry proposition must be considered.
- ③ Solving leads to.

$$9567 + 1085 = 10652$$
$$S=9, E=5, N=6, D=7, M=1, O=0, R=8,$$

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First Order Logic & Resolution

Given Statement-

- ① All people who are graduating are happy.
- ② All happy people are smiling.
- ③ Someone is graduating.

$$\cdot \forall n (\text{graduating}(n) \rightarrow \text{happy}(n))$$

$$\cdot \forall n (\text{happy}(n) \rightarrow \text{smiling}(n))$$

$$\cdot \exists n (\text{graduating}(n))$$

Conversion to Clause Form

• convert implications \rightarrow Remove universal quantifiers \rightarrow Skolemization \rightarrow Convert to CNF.

Resolution Proving Is someone smiling?

- Apply unification and resolution rule to infer that someone must be smiling.
- Draw the resolution tree showing clause cancellation leading to proof.

(22) Modus Ponens In Propositional Logic

A fundamental rule in logic

If $A \rightarrow B$ and A is true then B must be true.

Example

- ① If it rains, the ground will be wet.
• Rain(n) \rightarrow Wet(n),
- ② It is raining.
• Rain(n),
- ③ Therefore ground is wet

(21) Forward Chaining & Backward Chaining.

Forward Chaining

• Starts with facts \rightarrow Applies rules \rightarrow Derives new facts \rightarrow Reaches conclusion.

- Example: Expert systems like MYCIN
 - Rule: If fever & cough \rightarrow Flu,
 - Given: Patient has fever & cough,
 - Conclusion: Patient has flu.

Backward Chaining

~~• Starts with goal \rightarrow Work backwards \rightarrow Checks if facts support it.~~

- Example: Theorem proving in Prolog

• Goal: Prove "Flu"

• Check: Does patient has fever & cough?

• If yes, Flu is confirmed.