👤 Keerthi Teja Konuri ▾

H	Weekly Activity & Quiz Week02 Activity 9/05 **Review Test Submission: Week02 Quiz AI Ch01-02**

Review Test Submission: Week02 Quiz AI Ch01-02

User	Keerthi Teja Konuri
Course	CS 6364.001 - Artificial Intelligence - F15
Test	Week02 Quiz AI Ch01-02
Started	9/5/15 7:38 PM
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Status	Completed
Attempt Score	29 out of 29 points
Time Elapsed	27 minutes out of 30 minutes
Results Displayed	All Answers, Submitted Answers, Correct Answers

Question 1   15 out of 15 points

Matching. Select one best answer for who did what. The choice (answer) can be used more than one time.

Note: Minsky supervised a series of students who chose limited problems that appeared to require intelligence to solve. These limited domains became known as microworlds. The most famous microworld was the blocks world, which consists of a set of solid blocks placed on a tabletop (or more often, a simulation of a tabletop). A typical task in this world is to rearrange the blocks in a certain way, using a robot hand that can pick up one block at a time.

Question	Correct Match	Selected Match
___ (1959) constructed the Geometry Theorem Prover, which was able to prove theorems that many students of mathematics would find quite tricky.	✅ J. Herbert Gelernter	✅ J. Herbert Gelernter
Starting in 1952, ___ wrote a series of programs for checkers (draughts) that eventually teamed to play at a strong amateur level.	✅ D. Arthur Samuel	✅ D. Arthur Samuel
In MIT AI Lab Memo No. 1 (1958), ___ defined the high-level language Lisp, which was to become the dominant AI programming language for the next 30 years.	✅ C. John McCarthy	✅ C. John McCarthy
For access to scarce and expensive computing resources	✅ C.	✅ C.

was also a serious problem. In response, ___ and others at MIT invented time sharing.

| | John McCarthy | John McCarthy |

___ published a paper entitled *Programs with Common Sense,* in which he described the Advice Taker, a hypothetical program that can be seen as the first complete AI system. The program was designed to use knowledge to search for solutions to problems. But unlike the others, it was to embody general knowledge of the world.

| | ✅ C. John McCarthy | ✅ C. John McCarthy |

McCarthy and Minsky were at MIT and working on AI in the early days of AI, ___ stressed representation and reasoning in formal logic.

| | ✅ C. John McCarthy | ✅ C. John McCarthy |

In 1963, McCarthy started the AI lab at Stanford. His plan to use logic to build the ultimate AI system was advanced by ___'s discovery in 1965 of the resolution method (a complete theorem-proving algorithm for first-order logic.

| | ✅ F. J. A. Robinson | ✅ F. J. A. Robinson |

At Stanford, applications of logic included ___'s question-answering and planning systems (1969) and the Shakey robotics project at the Stanford Research Institute (SRI).

| | ✅ N. Cordell Green | ✅ N. Cordell Green |

In microworlds, ___'s SAINT program (1963) was able to solve closed-form calculus integration problems typical of first-year college courses.

| | ✅ K. James Slagle | ✅ K. James Slagle |

In microworlds, ___'s ANALOGY program (1968) solved geo-metric analogy problems that appear in IQ tests.

| | ✅ A. Tom Evans | ✅ A. Tom Evans |

In microworlds, ___'s STUDENT program (1967) solved algebra story problems.

| | ✅ B. Daniel Bobrow | ✅ B. Daniel Bobrow |

The blocks world was home to the vision project of David Huffman (1971), the vision and constraint-propagation work of ___ (1975)

| | ✅ H. David Waltz | ✅ H. David Waltz |

The blocks world was home to the learning theory of ___ (1970).

| | ✅ M. Patrick Winston | ✅ M. Patrick Winston |

The blocks world was home to the natural-language-understanding program of ___ (1972).

| | ✅ I. Terry Winograd | ✅ I. Terry Winograd |

The blocks world was home to the planner of ____ (1974).

| | ✅ L. Scott Fahlman | ✅ L. Scott Fahlman |

All Answer Choices

A. Tom Evans

B. Daniel Bobrow

C. John McCarthy

D. Arthur Samuel

E. Marvin Minsky

F. J. A. Robinson

G. David Huffman

H. David Waltz

I. Terry Winograd

J. Herbert Gelernter

K. James Slagle

L. Scott Fahlman

M. Patrick Winston

N. Cordell Green

Question 2

14 out of 14 points

Select the best matching (and most releveant) answer for each question or statement (according to Russell and Norvig).

Question	Correct Match	Selected Match
Judea Perl (1988) Probabilistic Reasoning in Intelligent Systems led to a new acceptance of probability and decision theory in AI.	✅ E. Bayesian Reasoning/Network	✅ E. Bayesian Reasoning/Network
Dictionary definitions of ___ talk about "the capacity to acquire and apply knowledge" or "the faculty of thought and reason" or "the ability to comprehend and profit from experience."	✅ B. Intelligence	✅ B. Intelligence
We define ___ as the study and construction of agent programs that perform well in a given environment, for a given agent architecture.	✅ M. artificial intelligence	✅ M. artificial intelligence
We define ___ as an entity that takes action in response to percepts from an environment.	✅ A. an angent	✅ A. an angent
We define ___ as the property of a system which does the "right thing" given what it knows.	✅ J. rationality	✅ J. rationality
We define ___ as the a process of deriving new sentences from old, such that the new sentences are necessarily true if	✅ I. logical reasoning	✅ I. logical reasoning

the old ones are true.

In recent years, approaches based on ___ have come to dominate the area of speech recognition.

| ✅ N. Hidden Markov models (HMMs) | ✅ N. Hidden Markov models (HMMs) |

In the mid-1980s at least four different groups reinvented the ___ learning algorithm first found in 1969 by Bryson and Ho. The algorithm was applied to many learning problems in computer science and psychology, and the widespread dissemination of the results in the collection Parallel Distributed Processing (Rumelhart and McClelland, 1986) caused great excitement

| ✅ F. back-propagation | ✅ F. back-propagation |

IBM's ___ became the first computer program to defeat the world champion in a chess match when it bested Garry Kasparov by a score of 3.5 to 2.5 in an exhibition match (Goodman and Keene, 1997). Kasparov said that he felt a 'new kind of intelligence" across the board from him. Newsweek magazine described the match as "The brain's last stand." The value of IBM's stock increased by $18 billion.

| ✅ H. DEEP BLUE | ✅ H. DEEP BLUE |

___ (Al-Chang *et at,* 2004) plans the daily operations for NASA's Mars Exploration Rovers, and MEXAR2 (Cesta *et al.,* 2007) did mission planning—both logistics and science planning—for the European Space Agency's Mars Express mission in 2008.

| ✅ C. MAPGEN | ✅ C. MAPGEN |

The iRobot Corporation has sold over two million Roomba robotic vacuum cleaners for home use. The company also deploys the more rugged ___ to Iraq and Afghanistan, where it is used to handle hazardous materials, clear explosives, and identify the location of snipers.

| ✅ L. PackBot | ✅ L. PackBot |

A computer program automatically translates from Arabic to English,

| ✅ D. Machine Translation | ✅ D. Machine Translation |

allowing an English speaker to see the headline "Ardogan Confirms That Turkey Would Not Accept Any Pressure, Urging Them to Recognize Cyprus." The program uses a statistical model built from examples of Arabic-to-English translations and from examples of English text totaling two trillion words (Brants or al.: 2007). None of the computer scientists on the team speak Arabic, but they do understand statistics and machine learning algorithms

During the Persian Gulf crisis of 1991, U.S. forces deployed ___ (Cross and Walker, 1994), to do automated logistics planning and scheduling for transportation. This involved up to 50,000 vehicles, cargo, and people at a time, and had to account for starting points, destinations, routes, and conflict resolution among all parameters. The AI planning techniques generated in hours a plan that would have taken weeks with older methods. The Defense Advanced Research Project Agency (DARPA) stated that this single application more than paid back DARPA's 30-year investment in Al.	✅ K. Dynamic Analysis and Replanning Tool (DART)	✅ K. Dynamic Analysis and Replanning Tool (DART)
A driverless robotic car named ___ sped through the rough terrain of the Mojave desert at 22 mph, finishing the 132-mile course first to win the 2005 DARPA Grand Challenge. This is a Volkswagen outfitted with cameras, radar, and laser rangefinders to sense the environment and onboard software to command the steering, braking, and acceleration (Thrun, 2006). The following year CMU's Boss won the Urban Challenge, safely driving in traffic through the streets.	✅ G. STANLEY	✅ G. STANLEY

All Answer Choices

A. an angent

B. Intelligence

C. MAPGEN

D. Machine Translation

E. Bayesian Reasoning/Network

F. back-propagation

G. STANLEY

H. DEEP BLUE

I. logical reasoning

J. rationality

K. Dynamic Analysis and Replanning Tool (DART)

L. PackBot

M. artificial intelligence

N. Hidden Markov models (HMMs)

Tuesday, October 6, 2015 4:48:51 PM CDT

← **OK**