

Total No. of Questions : 9 ] [ Total No. of Printed Pages : 4

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## CS/IT-702

**B. E. (Seventh Semester) EXAMINATION, June, 2010**

**(Common for CS & IT Branch)**

**ARTIFICIAL INTELLIGENCE**

*Time : Three Hours*

*Maximum Marks : 100*

*Minimum Pass Marks : 35*

**Note :** Attempt any *five* questions. All questions carry equal marks.

1. (a) What are the characteristics of AI problems ? Explain the areas where AI can be applied. 6
- (b) Prove that the set of states expanded by algorithm  $A^+$  is subset of those examined by breadth first search. 8
- (c) Solve the following cryptoarithmetetic problem : 6

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2. (a) Consider the farmer, fox, goose-grain puzzle. In this puzzle a farmer wishes to cross the river taking his fox, goose and grain with him. He can use a boat which will

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accommodate only the farmer and one possession ? If the fox is left alone with the goose, the goose will be eaten and if the goose is left alone with the grain, grain will be eaten. Draw a state space tree for this puzzle using left bank and right bank to denote the left and right banks respectively. 8

(b) What are the problems associated with Hill Climbing ? Differentiate between Simple Hill Climbing, Steepest Ascent Hill Climbing and Simulated Annealing algorithm. 8

(c) Design the heuristic function for the following : 4

- (i) 8 puzzle problem
- (ii) Travelling salesmen problem

3. Consider the following sentences : 20

- (i) John likes all kinds of food.
- (ii) Apple is food.
- (iii) Chicken is food.
- (iv) Anything anyone eats and isn't killed by is food.
- (v) Bill eats peanuts & is still alive.
- (vi) Sue eats everything Bill eats :
  - (a) Translate these sentences into predicate logic.
  - (b) Prove that John likes peanuts using backward chaining.
  - (c) Prove that John likes peanuts using resolution.
  - (d) How can knowledge be used to help resolve conflicts when there are several inconsistent non-monotonic inferences that could be drawn ? Explain with the help of example.

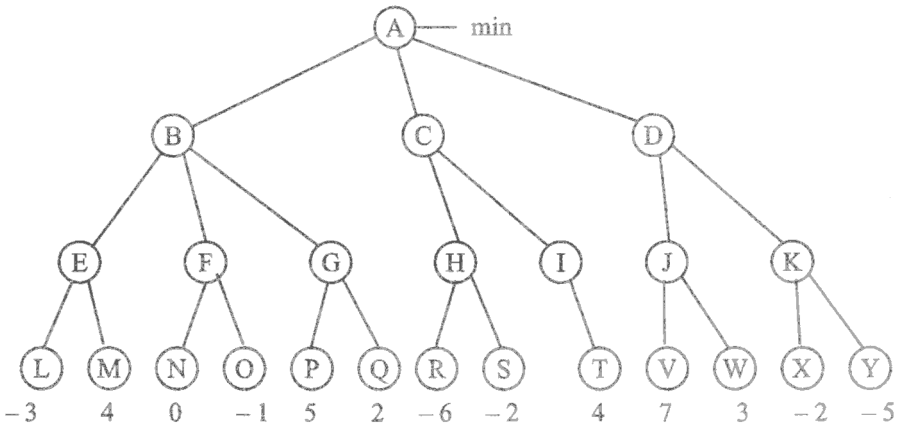
4. (a) What are the advantages and disadvantages of semantic net ? Represent the following sentences in the semantic net : 12

- (i) Some roses are yellow.
- (ii) Football is a game, it is played by ball, it is popular in Europe.

(b) Write a script for "Going to a theater to watch a movie". 8

5. (a) Explain probabilistic reasoning and Derive Bay's theorem. 8

(b) Consider the following game tree : 12



(i) Perform minimax search on the above tree.

(ii) Perform alpha-beta pruning on the above tree.  
How many nodes can be eliminated ?

6. (a) Consider the following block world problem : 12



Start : ON (C, D)  $\wedge$

ON (A, B)  $\wedge$

ON TABLE (B)  $\wedge$

ON TABLE (D)  $\wedge$

ARMEMPTY

Goal : ON (C, B)  $\wedge$

ON (A, D)  $\wedge$

ON TABLE (B)  $\wedge$

ON TABLE (D)

(i) Show that how STRIPS would solve this problem.

(ii) Show how TWEAK would solve this problem.

(b) Explain theorem proving with the help of examples. 8

7. (a) Derive the parse tree for the sentence "Bill loves the cat" where the following rules are used : 10
- |                        |                          |
|------------------------|--------------------------|
| $S \rightarrow NP/VP$  | $DET \rightarrow The$    |
| $NP \rightarrow N$     | $V \rightarrow loves$    |
| $NP \rightarrow DET N$ | $N \rightarrow Bill/CAT$ |
| $VP \rightarrow VNP$   |                          |
- Modify grammar to allow NP to have zero to many adjectives.
- (b) To solve the following problems determine whether the search should proceed forward or backward : 5
- (i) Water jug problem
  - (ii) Block's world
- (c) What do you understand by control strategies ? Explain different types of control strategies. 5
8. (a) Explain with suitable examples : 10
- (i) Rote learning
  - (ii) Learning by direct instruction
  - (iii) Learning by analogy
  - (iv) Learning by deduction
- (b) What is an expert system ? Explain all the components of expert system. 10
9. Write short notes on any *three* of the following : 20
- (i) Production system
  - (ii) Frames
  - (iii) Common sense
  - (iv) Fuzzy logic
  - (v) Applications of Neural Network