

# Subject Name Solutions

4351601 – Winter 2023

Semester 1 Study Material

*Detailed Solutions and Explanations*

## Question 1(a) [3 marks]

Define the following terms: (1) Artificial Intelligence (2) Expert System.

### Solution

Term	Definition
<b>Artificial Intelligence</b>	AI is a branch of computer science that creates machines capable of performing tasks that typically require human intelligence, such as learning, reasoning, and problem-solving.
<b>Expert System</b>	An expert system is a computer program that uses knowledge and inference rules to solve problems that normally require human expertise in a specific domain.

- **AI characteristics:** Learning, reasoning, perception
- **Expert system components:** Knowledge base, inference engine

### Mnemonic

“AI Learns, Expert Advises”

## Question 1(b) [4 marks]

Compare Biological Neural Network and Artificial Neural Network.

### Solution

Aspect	Biological Neural Network	Artificial Neural Network
<b>Processing</b>	Parallel processing	Sequential/parallel processing
<b>Speed</b>	Slow (milliseconds)	Fast (nanoseconds)
<b>Learning</b>	Continuous learning	Batch/online learning
<b>Storage</b>	Distributed storage	Centralized storage

- **Biological:** Complex, fault-tolerant, self-repairing
- **Artificial:** Simple, precise, programmable

### Mnemonic

“Bio is Complex, AI is Simple”

## Question 1(c) [7 marks]

Explain types of AI with its applications.

### Solution

Type of AI	Description	Applications
<b>Narrow AI</b>	AI designed for specific tasks	Voice assistants, recommendation systems
<b>General AI</b>	AI with human-level intelligence	Not yet achieved
<b>Super AI</b>	AI exceeding human intelligence	Theoretical concept

### Mermaid Diagram (Code)

```
{Shaded}
{Highlighting}[]
graph TD
    A[Types of AI] --> B[Narrow AI]
    A --> C[General AI]
    A --> D[Super AI]
    B --> E[Siri, Alexa]
    B --> F[Netflix Recommendations]
    C --> G[Human-level Tasks]
    D --> H[Beyond Human Intelligence]
{Highlighting}
{Shaded}
```

- **Current focus:** Narrow AI dominates today's applications
- **Future goal:** Achieving General AI safely

### Mnemonic

"Narrow Now, General Goal, Super Scary"

### Question 1(c) OR [7 marks]

Explain AI ethics and limitations.

### Solution

Ethics Aspect	Description
<b>Privacy</b>	Protecting personal data and user information
<b>Bias</b>	Ensuring fairness across different groups
<b>Transparency</b>	Making AI decisions explainable
<b>Accountability</b>	Determining responsibility for AI actions

### Limitations:

- **Data dependency:** Requires large, quality datasets
- **Computational power:** Needs significant processing resources
- **Lack of creativity:** Cannot truly create original concepts

### Mnemonic

"Privacy, Bias, Transparency, Accountability"

### Question 2(a) [3 marks]

Define the following terms: (1) Well posed Learning Problem (2) Machine Learning.

### Solution

Term	Definition
<b>Well posed Learning Problem</b>	A learning problem with clearly defined task (T), performance measure (P), and experience (E) where performance improves with experience.
<b>Machine Learning</b>	A subset of AI that enables computers to learn and improve automatically from experience without being explicitly programmed.
<ul style="list-style-type: none"><li>• <b>Well posed formula:</b> <math>T + P + E = \text{Learning}</math></li><li>• <b>ML advantage:</b> Automatic improvement from data</li></ul>	

### Mnemonic

“Task, Performance, Experience”

## Question 2(b) [4 marks]

Explain Reinforcement Learning along with terms used in it.

### Solution

Term	Description
<b>Agent</b>	The learner or decision maker
<b>Environment</b>	The world in which agent operates
<b>Action</b>	What agent can do in each state
<b>State</b>	Current situation of the agent
<b>Reward</b>	Feedback from environment

#### Mermaid Diagram (Code)

```
{Shaded}
{Highlighting}[]
graph LR
    A[Agent] --{-}{-}{ B[Action]}
    B --{-}{-}{ C[Environment]}
    C --{-}{-}{ D[State]}
    C --{-}{-}{ E[Reward]}
    D --{-}{-}{ A}
    E --{-}{-}{ A}
{Highlighting}
{Shaded}
```

- **Learning process:** Trial and error approach
- **Goal:** Maximize cumulative reward

### Mnemonic

“Agent Acts, Environment States and Rewards”

## Question 2(c) [7 marks]

Compare Supervised, Unsupervised and Reinforcement Learning.

### Solution

Aspect	Supervised	Unsupervised	Reinforcement
<b>Data</b>	Labeled data	Unlabeled data	Interactive data

<b>Goal</b>	Predict output	Find patterns	Maximize reward
<b>Feedback</b>	Immediate	None	Delayed
<b>Examples</b>	Classification	Clustering	Game playing

- **Supervised:** Teacher-guided learning
- **Unsupervised:** Self-discovery learning
- **Reinforcement:** Trial-and-error learning

#### Mnemonic

“Supervised has Teacher, Unsupervised Discovers, Reinforcement Tries”

### Question 2(a) OR [3 marks]

Write Key features of Reinforcement Learning.

#### Solution

Feature	Description
<b>Trial and Error</b>	Learning through experimentation
<b>Delayed Reward</b>	Feedback comes after actions
<b>Sequential Decision</b>	Actions affect future states

- **No supervisor:** Agent learns independently
- **Exploration vs Exploitation:** Balance between trying new actions and using known good actions

#### Mnemonic

“Try, Delay, Sequence”

### Question 2(b) OR [4 marks]

Explain Types of Reinforcement learning.

#### Solution

Type	Description
<b>Positive RL</b>	Adding positive stimulus to increase behavior
<b>Negative RL</b>	Removing negative stimulus to increase behavior

**Based on Learning:**

- **Model-based:** Agent learns environment model
- **Model-free:** Agent learns directly from experience

#### Mnemonic

“Positive Adds, Negative Removes”

### Question 2(c) OR [7 marks]

Explain approaches to implement Reinforcement Learning.

### Solution

Approach	Description	Example
<b>Value-based</b>	Learn value of states/actions	Q-Learning
<b>Policy-based</b>	Learn policy directly	Policy Gradient
<b>Model-based</b>	Learn environment model	Dynamic Programming

#### Mermaid Diagram (Code)

```
{Shaded}
{Highlighting}[]
graph TD
    A[RL Approaches] --> B[Value-based]
    A --> C[Policy-based]
    A --> D[Model-based]
    B --> E[Q-Learning]
    C --> F[Policy Gradient]
    D --> G[Dynamic Programming]
{Highlighting}
{Shaded}
```

- **Value-based:** Estimates value functions
- **Policy-based:** Optimizes policy parameters
- **Model-based:** Uses environment model

### Mnemonic

“Value, Policy, Model”

### Question 3(a) [3 marks]

Describe the activation functions ReLU and sigmoid.

### Solution

Function	Formula	Range
<b>ReLU</b>	$f(x) = \max(0, x)$	$[0, \infty)$
<b>Sigmoid</b>	$f(x) = 1/(1 + e^{-x})$	$(0, 1)$

- **ReLU advantage:** No vanishing gradient problem
- **Sigmoid advantage:** Smooth gradient, probabilistic output

### Mnemonic

“ReLU Rectifies, Sigmoid Squashes”

### Question 3(b) [4 marks]

Explain Multi-layer feed forward ANN.

### Solution

Component	Description
<b>Input Layer</b>	Receives input data
<b>Hidden Layers</b>	Process information (multiple layers)
<b>Output Layer</b>	Produces final result
<b>Connections</b>	Forward direction only

- **Information flow:** Unidirectional from input to output
- **No cycles:** No feedback connections

#### Mnemonic

"Input  $\rightarrow$  Hidden  $\rightarrow$  Output(ForwardOnly)"

### Question 3(c) [7 marks]

Draw the structure of ANN and explain functionality of each of its components.

#### Solution

##### Mermaid Diagram (Code)

```
{Shaded}
{Highlighting}[]
graph LR
    A[Input Layer] --{} B[Hidden Layer 1]
    B --{} C[Hidden Layer 2]
    C --{} D[Output Layer]

    subgraph "Components"
        E[Neurons]
        F[Weights]
        G[Bias]
        H[Activation Function]
    end
end
{Highlighting}
{Shaded}
```

Component	Functionality
<b>Neurons</b>	Processing units that receive inputs and produce outputs
<b>Weights</b>	Connection strengths between neurons
<b>Bias</b>	Additional parameter to shift activation function
<b>Activation Function</b>	Introduces non-linearity to the network

- **Input layer:** Receives and distributes input data
- **Hidden layers:** Extract features and patterns
- **Output layer:** Produces final classification or prediction
- **Connections:** Weighted links between neurons

#### Mnemonic

"Neurons with Weights, Bias, and Activation"

### Question 3(a) OR [3 marks]

Write a short note on Backpropagation.

#### Solution

Aspect	Description
<b>Purpose</b>	Training algorithm for neural networks
<b>Method</b>	Gradient descent with chain rule
<b>Direction</b>	Backward error propagation

- **Process:** Calculate error gradients backwards through network
- **Update:** Adjust weights to minimize error

#### Mnemonic

“Back-ward Error Propagation”

### Question 3(b) OR [4 marks]

Explain Single-layer feed forward network.

#### Solution

Feature	Description
<b>Structure</b>	Input layer directly connected to output layer
<b>Layers</b>	Only input and output layers
<b>Limitations</b>	Can only solve linearly separable problems
<b>Example</b>	Perceptron

- **Capability:** Limited to linear decision boundaries
- **Applications:** Simple classification tasks

#### Mnemonic

“Single Layer, Linear Limits”

### Question 3(c) OR [7 marks]

Draw and explain the architecture of Recurrent neural network.

#### Solution

##### Mermaid Diagram (Code)

```
{Shaded}
{Highlighting}[]
graph LR
    A[Input] --> B[Hidden State]
    B --> C[Output]
    B --> B[Self-loop]
    D[Previous State] --> B
{Highlighting}
{Shaded}
```

Component	Function
<b>Hidden State</b>	Maintains memory of previous inputs
<b>Recurrent Connection</b>	Feedback from hidden state to itself
<b>Sequence Processing</b>	Handles sequential data

- **Memory:** Retains information from previous time steps
- **Applications:** Language modeling, speech recognition
- **Advantage:** Can process variable-length sequences

#### Mnemonic

“Recurrent Remembers, Loops Back”

### Question 4(a) [3 marks]

Define NLP and write down advantages of it.

#### Solution

Term	Definition
<b>NLP</b>	Natural Language Processing - enables computers to understand, interpret, and generate human language

#### Advantages:

- **Human-computer interaction:** Natural communication
- **Automation:** Automated text processing and analysis
- **Accessibility:** Voice interfaces for disabled users

#### Mnemonic

“Natural Language, Natural Interaction”

### Question 4(b) [4 marks]

Compare NLU and NLG.

#### Solution

Aspect	NLU (Understanding)	NLG (Generation)
<b>Purpose</b>	Interpret human language	Generate human language
<b>Input</b>	Text/Speech	Structured data
<b>Output</b>	Structured data	Text/Speech
<b>Examples</b>	Sentiment analysis	Text summarization

- **NLU:** Converts unstructured text to structured data
- **NLG:** Converts structured data to natural text

#### Mnemonic

“NLU Understands, NLG Generates”

### Question 4(c) [7 marks]

Explain word tokenization and frequency distribution of words with suitable example.

#### Solution

Process	Description	Example
<b>Tokenization</b>	Breaking text into individual words/tokens	“Hello world” → [“Hello”, “world”]
<b>Frequency Distribution</b>	Counting occurrence of each token	{“Hello”: 1, “world”: 1}



### Example:

Text: "The cat sat on the mat"

Tokens: ["The", "cat", "sat", "on", "the", "mat"]

Frequency: {"The": 1, "cat": 1, "sat": 1, "on": 1, "the": 1, "mat": 1}

- **Case sensitivity:** "The" and "the" counted separately
- **Applications:** Text analysis, search engines
- **Preprocessing:** Essential step for NLP tasks

### Mnemonic

"Tokenize then Count"

## Question 4(a) OR [3 marks]

List disadvantages of NLP.

### Solution

Disadvantage	Description
<b>Ambiguity</b>	Multiple meanings of words/sentences
<b>Context dependency</b>	Meaning changes with context
<b>Language complexity</b>	Grammar rules and exceptions

- **Cultural variations:** Different languages, dialects
- **Computational cost:** Resource-intensive processing

### Mnemonic

"Ambiguous, Contextual, Complex"

## Question 4(b) OR [4 marks]

Explain types of ambiguities in NLP.

### Solution

Type	Description	Example
<b>Lexical</b>	Word has multiple meanings	"Bank" (financial/river)
<b>Syntactic</b>	Multiple parse trees possible	"I saw a man with a telescope"
<b>Semantic</b>	Multiple interpretations	"Flying planes can be dangerous"

- **Resolution:** Context analysis, statistical models
- **Challenge:** Major hurdle in NLP systems

### Mnemonic

"Lexical words, Syntactic structure, Semantic meaning"

## Question 4(c) OR [7 marks]

Explain stemming words and parts of speech (POS) tagging with suitable example.

### Solution

Process	Description	Example
<b>Stemming</b>	Reducing words to root/stem form	"running" → "run", "flies" → "fli"
<b>POS Tagging</b>	Assigning grammatical categories	"The/DT cat/NN runs/VB fast/RB"

#### Stemming Example:

Original: ["running", "runs", "runner"]

Stemmed: ["run", "run", "runner"]

#### POS Tagging Example:

Sentence: "The quick brown fox jumps"

Tagged: "The/DT quick/JJ brown/JJ fox/NN jumps/VB"

- **Stemming purpose:** Reduce vocabulary size, group related words
- **POS purpose:** Understand grammatical structure
- **Applications:** Information retrieval, grammar checking

### Mnemonic

"Stem to Root, Tag by Grammar"

## Question 5(a) [3 marks]

Define the term word embedding and list various word embedding techniques.

### Solution

Term	Definition
<b>Word Embedding</b>	Dense vector representations of words that capture semantic relationships

#### Techniques:

- **TF-IDF:** Term Frequency-Inverse Document Frequency
- **Bag of Words (BoW):** Simple word occurrence counting
- **Word2Vec:** Neural network-based embeddings

### Mnemonic

"TF-IDF counts, BoW bags, Word2Vec vectorizes"

## Question 5(b) [4 marks]

Explain about Challenges with TF-IDF and BoW.

### Solution

Method	Challenges
<b>TF-IDF</b>	Sparse vectors, no semantic similarity, high dimensionality
<b>BoW</b>	Order ignored, context lost, sparse representation

**Common Issues:**

- **Sparsity:** Most vector elements are zero
- **No semantics:** Similar words have different vectors
- **High dimensions:** Memory and computation intensive

**Mnemonic**

“Sparse, No Semantics, High Dimensions”

**Question 5(c) [7 marks]**

Explain applications of NLP with suitable examples.

**Solution**

Application	Description	Example
<b>Machine Translation</b>	Translate between languages	Google Translate
<b>Sentiment Analysis</b>	Determine emotional tone	Product review analysis
<b>Question Answering</b>	Answer questions from text	Chatbots, virtual assistants
<b>Spam Detection</b>	Identify unwanted emails	Email filters
<b>Spelling Correction</b>	Fix spelling errors	Auto-correct in text editors

**Mermaid Diagram (Code)**

```
{Shaded}
{Highlighting}[]
graph TD
    A[NLP Applications] --> B[Machine Translation]
    A --> C[Sentiment Analysis]
    A --> D[Question Answering]
    A --> E[Spam Detection]
    A --> F[Spelling Correction]
{Highlighting}
{Shaded}
```

- **Real-world impact:** Improves human-computer interaction
- **Business value:** Automates text processing tasks
- **Growing field:** New applications emerging constantly

**Mnemonic**

“Translate, Sentiment, Question, Spam, Spell”

**Question 5(a) OR [3 marks]**

Describe the Glove(Global Vector for word representation).

**Solution**

Aspect	Description
<b>Purpose</b>	Create word vectors using global corpus statistics
<b>Method</b>	Combines global matrix factorization and local context
<b>Advantage</b>	Captures both global and local statistical information

- **Global statistics:** Uses word co-occurrence information
- **Pre-trained:** Available trained vectors for common use

#### Mnemonic

“Global Vectors, Local Context”

### Question 5(b) OR [4 marks]

Explain the Inverse Document Frequency (IDF).

#### Solution

Component	Formula	Purpose
<b>IDF</b>	$\log(N/df)$	Measure word importance across documents
<b>N</b>	Total documents	Corpus size
<b>df</b>	Document frequency	Documents containing the term

- **High IDF:** Rare words (more informative)
- **Low IDF:** Common words (less informative)
- **Application:** Part of TF-IDF weighting scheme

#### Mnemonic

“Inverse Document, Rare is Important”

### Question 5(c) OR [7 marks]

Explain calculation of TF(Term Frequency) for a document with suitable example.

#### Solution

Method	Formula	Description
<b>Raw TF</b>	$f(t,d)$	Simple count of term in document
<b>Normalized TF</b>	$f(t,d)/\max(f(w,d))$	Normalized by maximum frequency
<b>Log TF</b>	$1 + \log(f(t,d))$	Logarithmic scaling

**Example Document:** “The cat sat on the mat. The mat was soft.”

Term	Count	Raw TF	Normalized TF	Log TF
“the”	3	3	1.0	1.48
“cat”	1	1	0.33	1.0
“mat”	2	2	0.67	1.30

#### Calculation Steps:

1. Count each term occurrence
2. Apply chosen TF formula
3. Use in TF-IDF calculation

#### Mnemonic

“Count, Normalize, Log”