



School of Computer Science and Engineering

Winter Semester 2023-24

Continuous Assessment Test – I

SLOT: B2+TB2

Programme Name & Branch: B.Tech & SCOPE

Course Name & Code: Artificial Intelligence & BCSE306L

Class Number (s): Common to all batches

Faculty Name (s): All

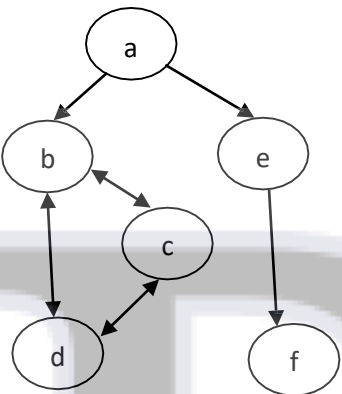
Exam Duration: 90 Min.

Maximum Marks: 50

Q. No.	Question					Max Marks	CO	BL
1.	Design PEAS for the following artificial intelligent agents. i) Taxi driver agent ii) Automated robot in a manufacturing plant. iii) Playing soccer iv) Bidding an item on an auction v) Shopping for used AI books on the Internet					10	CO1	BL2
Answer	Agent	Performance measure	Environment	Actuators	Sensors			
	Playing soccer	Scoring goals, defending, winning, injuries and teamwork	Soccer playground, Players, ball, goals, referee	Player's legs, head and hands	Camera, orientation sensor, players locator			
	Shopping for used AI books on the Internet	Price, authors, book review, interested books, cost minimization	Websites, vendors, shippers	Keyboard, mouse (hands)	Camera, price monitor			
	Bidding an item on auction	The winning bid amount	Auctioneer Bidders BiddersItems which are to be bid	Speakers Microphones Display items Budget	Camera Price monitor, where prices are being displayed.			
	Taxi driver agent	Safe Fast Legal	Roads, Traffic, Pedestrians	Steering, Accelerator, Brake,	Cameras, Sonar, Speedometer,			

		Comfortable trip Maximize profits		signal, horn,	GPS, odometer, engine sensors, keyboard			
	Automated robot in a manufacturing plant.	Percentage of parts correctly manufactured	Conveyor	Jointed arm hand	Camera, joint angle sensors			
2.	Consider the project developed by Google, codenamed Waymo. Waymo has successfully deployed self-driving cars with advanced sensors and implemented AI-based model algorithms in their decision-making process. These autonomous vehicles navigate the roads, making decisions based on percept history and real-time sensory input — the ability to make informed decisions based on historical data and real-time perceptual input received from the environments. Identify the most suitable model and explain how it fits this scenario where a decision has been made based on the perception of events that happened.					10	CO1	BL3
Ans wer	<p>A Learning based Agent model may be used and justification for model needed. Architecture -4 marks</p> <p>To make the overall design more concrete, let us return to the automated taxi example. The performance element consists of whatever collection of knowledge and procedures the taxi has for selecting its driving actions. The taxi goes out on the road and drives, using this performance element. The critic observes the world and passes information along to the learning element. Foreexample, after the taxi makes a quick left turn across three lanes of traffic, the critic observes the shocking language used by other drivers. From this experience, the learning element is able to formulate a rule saying this was a bad action, and the performance element is modified by installation of the new rule. The problem generator might identify certain areas of behavior in need of improvement and suggest experiments, such as trying out the brakes on different road surfaces under different conditions.</p> <p>Not Model based agent and others: model-based agent is that it does not have to describe “what the world is like now” in a literal sense. For example, the taxi may be driving back home, and it may have a rule telling it to fill up with gas on the way home unless it has at least half a tank. Although “driving back home” may seem to an aspect of the world state, the fact of the taxi’s destination is actually an aspect of the agent’s internal state. If you find this puzzling, consider that the taxi could be in exactly the same place at the same time, but intending to reach a different destination.</p>							

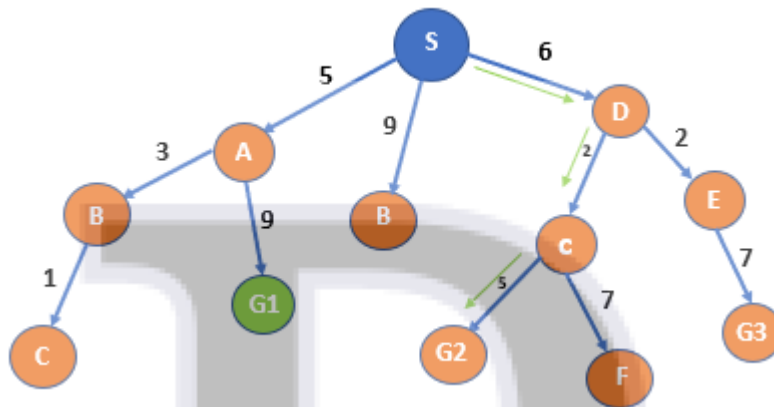
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3.	<p>Consider the directed graph below, where a is the start node, and f is the goal node.</p>  <pre> graph TD a((a)) --> b((b)) a((a)) --> e((e)) b((b)) --> c((c)) c((c)) --> b((b)) c((c)) --> d((d)) d((d)) --> b((b)) e((e)) --> f((f)) </pre> <p>Which sequences of paths are explored by BFS and DFS in this problem? Show the complete intermediate state space for DFS and BFS with a neat sketch. Would you prefer DFS or BFS for this problem? Justify? <i>Note: Nodes are revisited as per the direction mentioned.</i></p> <p><i>If we were just running vanilla DFS(nopruning or loopchecking) then we would prefer BFS, because DFS could get stuck in an infiniteloop. Note that DFS is sensitive to the ordering of the nodes. If it explores to the left first it will get stuck in the loop, whereas if it explores to the right first it will find the goal very quickly.</i></p> <p>DFS explores $a \rightarrow b \rightarrow d \rightarrow b \rightarrow d$ BFS first adds $a \rightarrow b$ and $a \rightarrow e$ to the frontier. <i>It expands ab and adds abd and abc to the frontier. Path ae is then expanded, adding aef to the frontier. Path abd is selected and removed from the frontier, and expanded so that abdb and abdc are added to the frontier. Path abc is selected and expanded, adding abcb and abcd to the frontier.</i></p>	10	CO2	BL3
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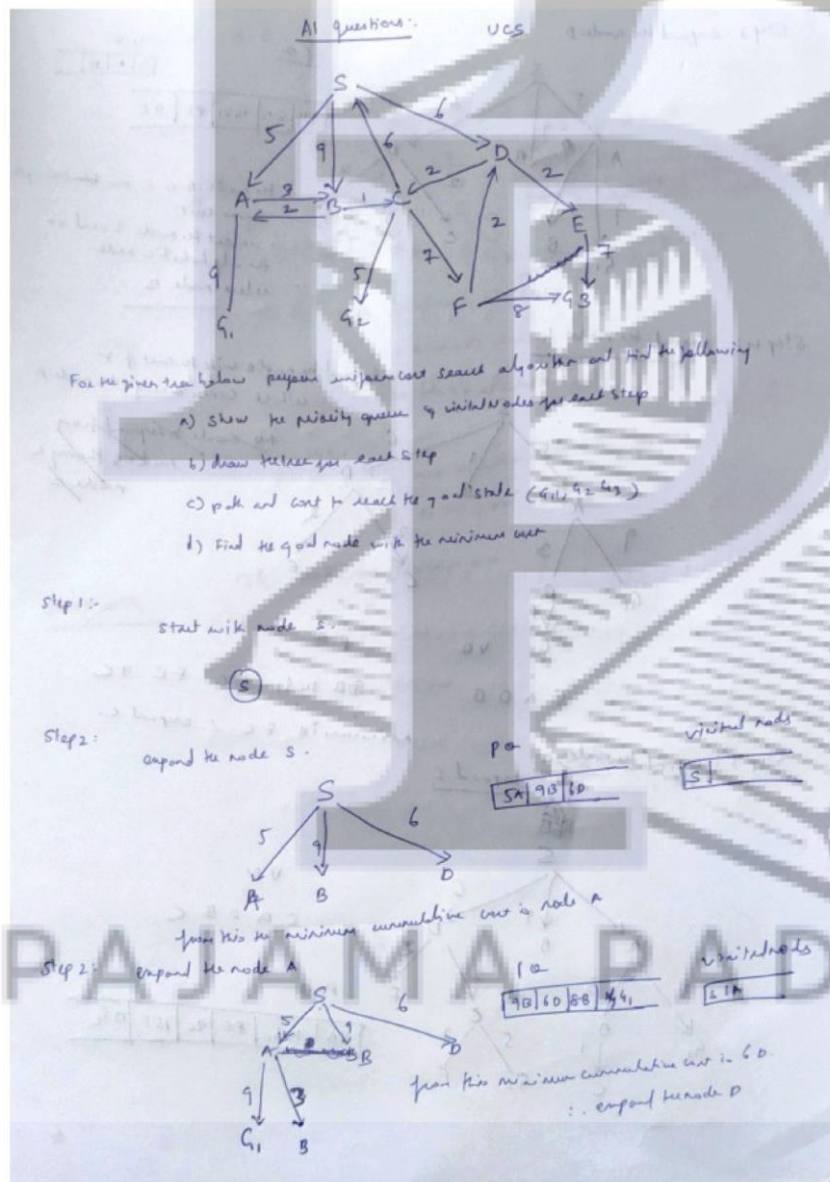
<p>Answer</p>	<div data-bbox="204 185 1102 1077" data-label="Complex-Block"> <p><u>DFS</u> explores $a \rightarrow b \rightarrow d \rightarrow b \rightarrow d$ keeps oscillating b/w the two nodes b & d.</p> <p><u>BFS</u></p> <div data-bbox="389 421 687 792" data-label="Diagram"> </div> <p>for this problem keep BFS</p> <p>DFS get stuck in an infinite loop. If it explores to the last first it will get stuck in the loop.</p> <p>aef selected reached the goal node</p> <div data-bbox="236 904 596 1016" data-label="Diagram"> </div> <p>Keep oscillating.</p> </div>	<p>10</p>	<p>CO2</p>	<p>BL3</p>
<p>4.</p>	<div data-bbox="204 1077 1235 1939" data-label="Complex-Block"> <p>For the given directed graph (start node is S), perform the Uniform Cost Search (UCS). Expand the node based on the alphabetic order if the nodes have the same cumulative cost.</p> <ol style="list-style-type: none"> Show the priority queue and visited nodes for each step (4M) Draw the tree for each step (3M) Path and cost to reach the goal states (G1, G2, G3) (2M) Find the goal node which has the minimum cost. (1M) <div data-bbox="272 1375 1161 1883" data-label="Diagram"> </div> </div>	<p>10</p>	<p>CO2</p>	<p>BL3</p>

Ans
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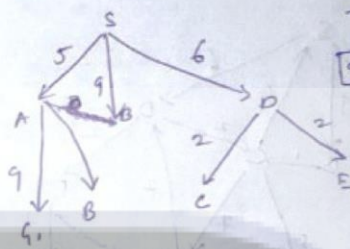
Step by step solution is required



Closed list :S,A,D,B,C,E



Step 3: expand the node B.



PA

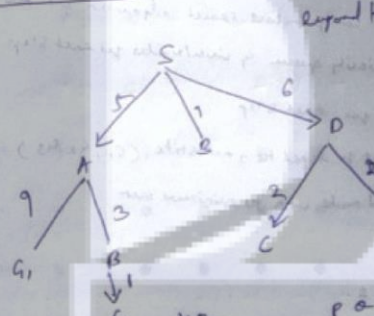
9B	8B	14G1	8C	8E
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VB

S	A	D
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The nodes B, C & E are the same cost.
 \therefore select the node based on the alphabetic order.
 \therefore select node B.

Step 4: expand the node B.



PA

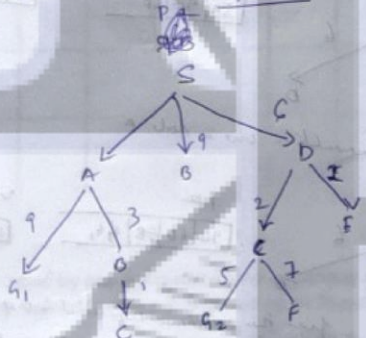
9B	14G1	8C	8E	9C
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VB

S	A	D	B
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minimum is 8C. \therefore expand C.

Step 5: expand the node C.

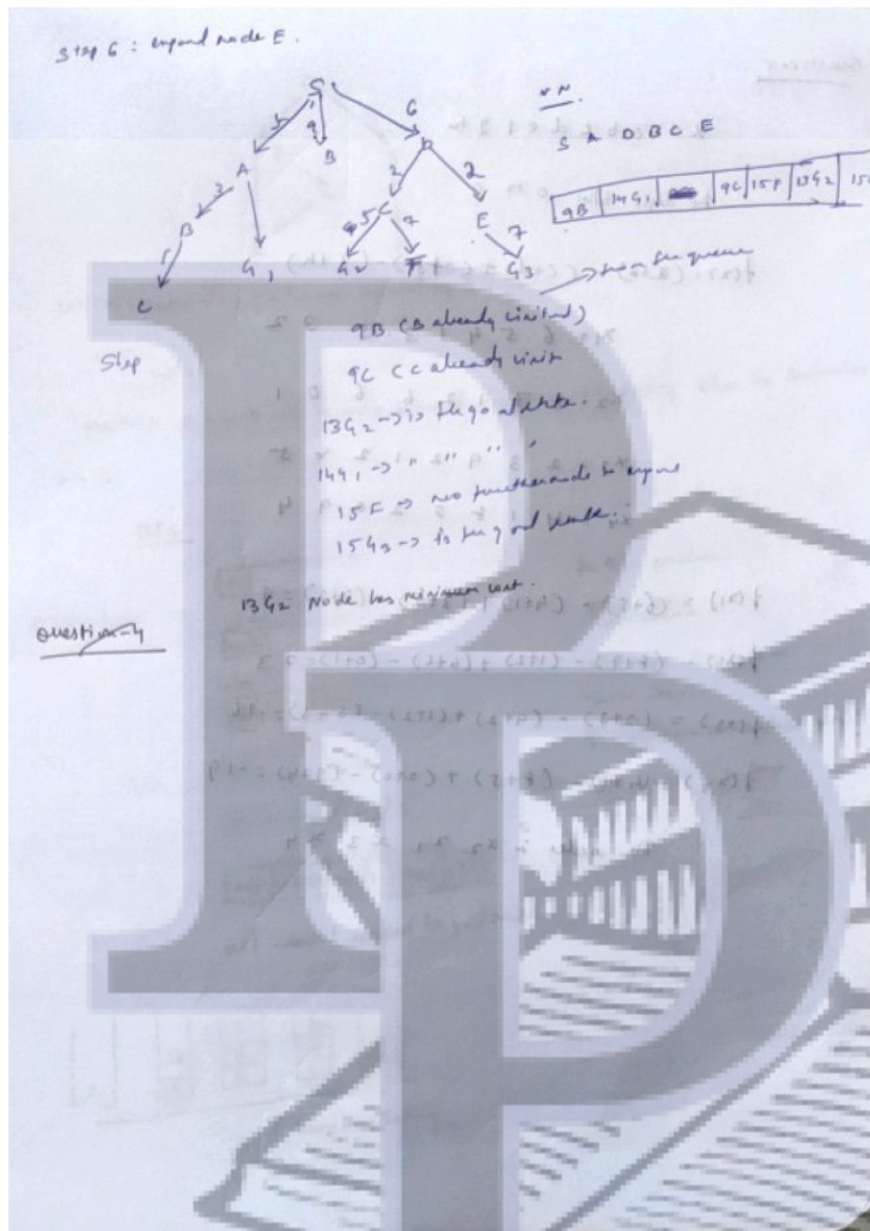


PA

9B	14G1	8E	8C	15G2	13G1
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VB

S	A	D	B	C
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3

5. a) Suppose a genetic algorithm uses chromosomes of the form $x = abcdefgh$ with a fixed length of eight genes. Each gene can be any digit between 0 and 9. Let the fitness of individual x be calculated as:

$$f(x) = (a + b) - (c + d) + (e + f) - (g + h)$$

and let the initial population consist of four individuals with the following chromosomes:

$$x_1 = 65413532$$

$$x_2 = 87126601$$

$$x_3 = 23921285$$

$$x_4 = 41852094$$

Evaluate each individual's fitness, showing all your workings and arrange them in order with the fittest first and the least fit last. (4 M)

10

CO2

BL3

b) With a neat sketch of the hill-climbing algorithm's state-space landscape, explain why the hill-climbing search gets stuck. List the variants of the hill climbing algorithm and describe how they overcome this problem. (6 M)

Answer

Question:

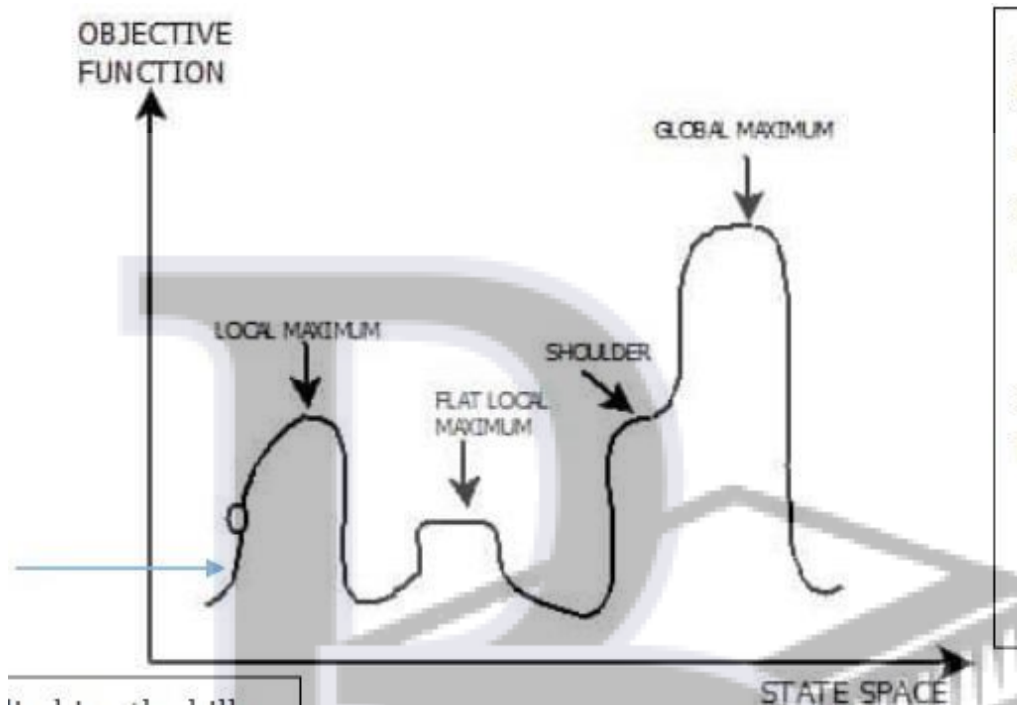
$x = a b c d e f g h$
 the digit b/w 0 to 9

$f(x) = (a+b) - (c+d) + (e+f) - (g+h)$

$x_1 = 6 \ 5 \ 4 \ 1 \ 3 \ 5 \ 3 \ 2$
 $x_2 = 8 \ 7 \ 1 \ 2 \ 6 \ 6 \ 0 \ 1$
 $x_3 = 2 \ 3 \ 9 \ 2 \ 1 \ 2 \ 4 \ 5$
 $x_4 = 4 \ 1 \ 8 \ 5 \ 2 \ 0 \ 9 \ 4$

$f(x_1) = (6+5) - (4+1) + (3+5) - (3+2) = 9$
 $f(x_2) = (8+7) - (1+2) + (6+6) - (0+1) = 23$
 $f(x_3) = (2+3) - (9+2) + (1+2) - (4+5) = -16$
 $f(x_4) = (4+1) - (8+5) + (2+0) - (9+4) = -19$

The order is $x_2 > x_1 > x_3 > x_4$



hill-climbing search gets stuck

- 1) Local maximum
- 2) Plateau/ flat maximum
- 3) Ridge

variants of the hill climbing algorithm

Simple hill Climbing:

Steepest-Ascent hill-climbing:

Stochastic hill Climbing:

Problem can be solved using simulated annealing

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