



## CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY

## Artificial Intelligence [IT473]

Marks: 70

Duration: 225 mins.

## SECTION-I

Answer all the questions.

1				Weak (Narrow) AI is _____												
				1) a set of computer programs that produce output that would be considered to reflect intelligence if it were generated by humans.			2) the study of mental faculties through the use of mental models implemented on a computer.			3) the embodiment of human intellectual capabilities within a computer.			4) All of the above			(1)
				AI Technique is a manner to organize and use the knowledge efficiently in such a way that _____.												
				1) It should be perceivable by the people who provide it.			2) It should be easily modifiable to correct errors.			3) Both 1 and 2			4) None of the Above			(1)
				USA + USSR = PEACE; P + E + A + C + E =?												
				1) 8			2) 9			3) 10			4) 11			(1)
				In heuristic search algorithms in Artificial Intelligence (AI), if a collection of admissible heuristics $h_1 \dots h_m$ is available for a problem and none of them dominates any of the others, which should we choose?												
				1) $h(n) = \max \{h_1(n), \dots, h_m(n)\}$			2) $h(n) = \min \{h_1(n), \dots, h_m(n)\}$			3) $h(n) = \text{avg} \{h_1(n), \dots, h_m(n)\}$			4) $h(n) = \text{sum} \{h_1(n), \dots, h_m(n)\}$			(1)
				Consider the following statements:												
				S1: A heuristic is admissible if it never overestimates the cost to reach the goal.												
				S2: A heuristic is monotonous if it follows triangle inequality property.												
				Which of the following is true referencing the above statements?												
				Choose the correct answer from the code given below:												
				Code:												
				1) Neither of the statements S1 and S2 are true			2) Statement S1 is false but statement S2 is true			3) Statement S1 is true but statement S2 is false			4) Both the statements S1 and S2 are true			(1)
				Consider the following statements related to AND-OR Search algorithm.												
				S1: A solution is a subtree that has a goal node at every leaf.												
				S2: OR nodes are analogous to the branching in a deterministic environment.												
				S3: AND nodes are analogous to the branching in a non-deterministic environment.												
				Which of the following is true referencing the above statements?												
				Choose the correct answer from the code given below:												
				Code:												
				1) S1 – False, S2 – True, S3 – True			2) S1 – True, S2 – True, S3 – False			3) S1 – True, S2 – True, S3 – True			4) S1 – False, S2 – True, S3 – False			(1)
				Which search implements stack operation for searching the states?												
				1) Depth-limited search			2) Depth-first search			3) Breadth-first search			4) None of the mentioned			(1)
				Hill climbing sometimes called _____ because it grabs a good neighbor state without thinking ahead about where to go next.												
				1) Needy local search			2) Heuristic local search			3) Greedy local search			4) Optimal local search			(1)



1)	When two individual situations are represented, knowledge should provide generalization such that only common properties of both situations are represented rather than representing both situations individually	2)	Knowledge should be represented such that it should be understood by the people who have provided it	3)	Knowledge should be represented in a way that it can be easily modified	4)	All of these
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20

Forward chaining systems are \_\_\_\_\_ where as backward chaining systems are \_\_\_\_\_

(1)

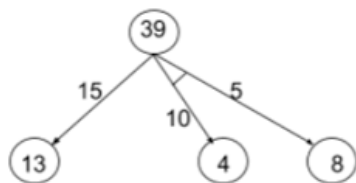
1)	Goal-driven, goal-driven	2)	Goal-driven, data-driven	3)	Data-driven, goal-driven	4)	Data-driven, data-driven
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## SECTION-II

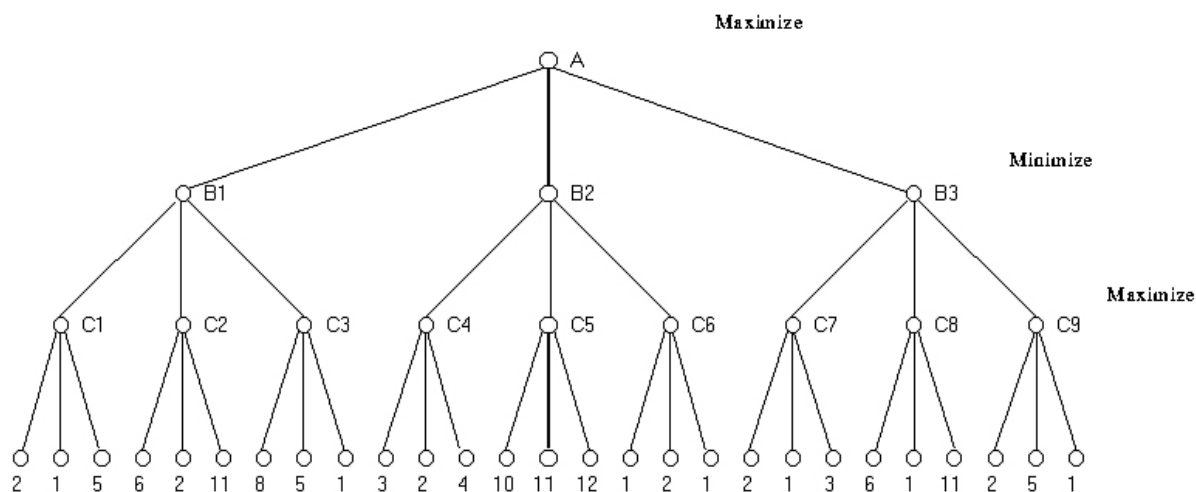
Answer 5 out of 7 questions.

21

(A) Figure below depicts the AO\* algorithm working on a problem. The nodes are labelled with their heuristic values. The cost of each edge is given in the figure. Which of the following node(s), identified by their heuristic value, could the algorithm expand/refine next? [2]



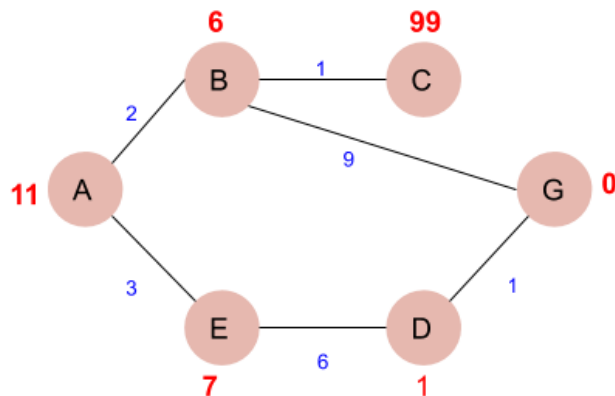
(B) Consider the following minimax game tree search. What will be the value propagated at root? [3]



(5)

22

Perform the A\* Algorithm on the following figure. Explicitly write down the queue at each step. Find a path between A and G in the following graph. (5)  
The number attached to each edge in the graph represents the COST of traversing the edge. The number accompanying each node represents a heuristic under-estimate of the distance of the node to the goal G.



23

Solve the following 8-puzzle problem using hill climbing algorithm.

The heuristic function to be used is set-up as  $h(n) = \text{the number of misplaced tiles (excluding the blank tile)}$ .

- 1) Show all possible moves at each iteration of hill climbing algorithm.
- 2) Show the best move after each iteration of hill climbing algorithm.
- 3) State number of steps required to solve the puzzle (i.e. reaching global minimum)

1	2	3
4	8	
7	6	5

(Initial state)

1	2	3
4	5	6
7	8	

(Goal state)

(5)

24

Differentiate: Forward Reasoning versus Backward Reasoning.

(5)

25

What are the phases (steps) of NLP? Explain it in brief.

(5)

26

Explain Semantic Network and Frame structure with suitable example.

(5)

27

Consider the following axioms:

1. Anyone who has any cats will not have any mice.
2. All hounds howl at night.
3. Light sleepers do not have anything which howls at night.
4. Asha has either a cat or a hound.
5. (Conclusion) If Asha is a light sleeper, then Asha does not have any mice.

(5)

The conclusion you have to prove using Resolution

## SECTION-III

Answer 5 out of 7 questions.

28

Consider the below axioms:

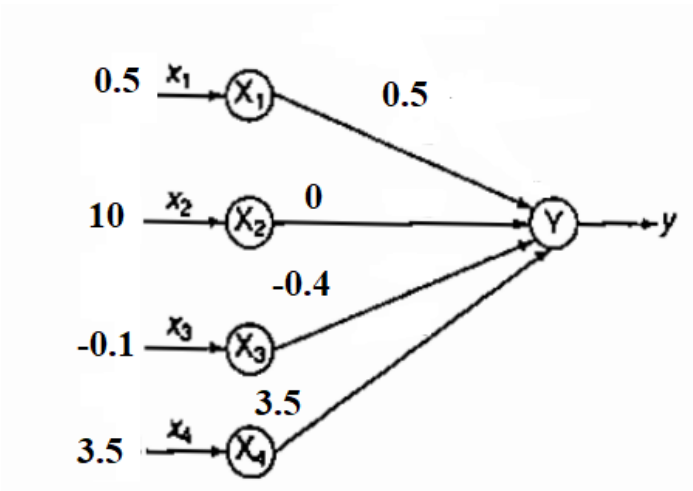
(5)

1. Sonal loves all types of clothes.
2. Suits are clothes.
3. Jackets are clothes.
4. Anything any wear and isn't bad is clothes.
5. Siya wears skirt and is good.
6. Angali wears anything Siya wears.

Apply backward chaining and prove that Sonal loves Kurtis.

29

For the network shown in figure, calculate the net input to the output neuron.



(5)

Use Binary and Bipolar Sigmoidal Activation Function.

30

Consider two given fuzzy sets given below.

$$\tilde{A} = \{ (x_1, 0.5), (x_2, 0.2), (x_3, 0.9) \}$$

$$\tilde{B} = \{ (x_1, 1), (x_2, 0.5), (x_3, 1) \}$$

(5)

Find Relation by performing Cartesian Product over the given fuzzy sets.

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31

What is an expert system? Which are the types of users involved with expert system? Explain in brief.

(5)

32

What are the basic knowledge representation issues? What are the considerations in knowledge representation?

(5)

33

State and prove Bay's Theorem. Justify the use of Bay's Theorem in Bayesian Network.

(5)

34

$$\begin{array}{r} \text{A P P L E} \\ + \quad \text{L E M O N} \\ \hline \text{B A N A N A} \end{array}$$

(5)

Solve the above crypt arithmetic problem using constraint satisfaction procedure.

-----End-----