



AI CT1 MCQ Set 1 Key - question for cycle test 2

Artificial Intelligence (SRM Institute of Science and Technology)



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SRM Institute of Science and Technology **SET -1**

College of Engineering and Technology, School of Computing

SRM Nagar, Kattankulathur – 603203.

Academic Year: 2021-22 (EVEN)

Test: CLA-T1

Date: 10-02-2022

Course Code & Title: 18CSC305J: Artificial Intelligence

Duration: 60 Minutes

Year & Sem: III Year / VI Sem

Max.Marks: 25

Part - A (10 x 1 = 10 Marks)					
Q. No	Question	Marks	BL	CO	PO
1	A program with good performance for any particular task can be generated by making an appropriate series of small mutations to a machine-code program. A) achieving perfect rationality B) four artificial intelligence categories C) machine evolution or genetic algorithm D) perceptron convergence theorem	01	01	01	01
2	The process of attempting to catch our own thoughts as they pass is known as A) Empiricism B) Behaviourism C) Introspection D) Acting rationally	01	01	01	01
3	Domain knowledge, ensuring the best solution (for example, A*, best first) A) Informed Search B) Semi-dynamic C) Inductive reasoning D) Trustworthy AI	01	01	01	01
4	----- is used to determine the best strategy; the best move maximizes the worst-case terminal utility. A) Predicate Logic B) Minmax Algorithm C) Training data set D) Validation data set	01	01	01	01
5	An object component contains values, default values, pointers to other frames, a set of rules, or procedures is A) Slot	01	01	01	01

	B) PEAS C) Agent D) Rationality				
6	The performance measure, the agent's prior knowledge, the agent's actions, and the agent's percept sequence are all referred to as A) Semi-dynamic B) Autonomy C) Agent D) Rationality	01	01	01	01
7	The process of allowing computers to store what they know or hear is known as A) Automated reasoning B) Knowledge representation C) Natural language processing D) Computer vision	01	01	01	01
8	To achieve the best possible outcome or the best-expected outcome (when there is uncertainty). What is the proper term for this? A) some sciences related to AI B) Rational agent act C) strategy D) Example of partially observable	01	01	01	01
9	We can create a model of the current state of the world by analysing the sequence is A) Logical Reasoning B) Percept Sequence C) Semi dynamic D) Discrete	01	01	01	01
10	Memory that encodes all of the histories that the agent has access to and compresses information from the past in order to make optimal decisions is referred to as A) Belief state B) Symbol C) Modularity D) Planning Horizon	01	01	01	01
11	Pick out the wrong statement about solving CSP a. Need for decomposition of problem b. Analyze the problem structure c. Understanding the problem structure d. Directly implementing the problem	01	01	01	01
12	A conjunction of primitive constraint is called as 1. Primitive Constraint 2. Non-primitive Constraint 3. Generic Constraint 4. Periodic Constraint a. 1,3 b. 2,4 c. 2,3	01	01	01	01

	d. 2,3,4																			
13	Which is not the tuple of Constraint domain a. Set of Operators b. Set of Variables c. Path d. Functions	01	02	01	01															
14	Pick the odd one out of demand constraint satisfaction a. Water Jug problem b. Time Table Scheduling c. Employee Task Management d. Network Configuration	01	01	01	01															
15	Solve the given Crypt arithmetic puzzle and find the values of A, B, and C respectively. <div><div>AA</div><div>+ BB</div><div>-----</div><div>CB C</div><div>-----</div></div> a. 9, 1, 0 b. 9, 2, 1 c. 8, 1, 0 d. 8, 9, 1	01	02	01	01															
16	Consider a group assignment problem, there are 4 groups in a class. Each group has chosen their favorite subjects and details are given below. They need to allocate with separate classrooms where every adjacent group should have at least one similar subject. Choose the correct constraint graph for the above scenario <table><tr><th>Group Name</th><th>Subject 1</th><th>Subject 2</th></tr><tr><td>Group 1</td><td>Mathematics</td><td>Science</td></tr><tr><td>Group 2</td><td>Hindi</td><td>English</td></tr><tr><td>Group 3</td><td>Science</td><td>Tamil</td></tr><tr><td>Group 4</td><td>Mathematics</td><td>Hindi</td></tr></table> <div>a.<div><div>1</div><div>4</div><div>2</div></div></div>	Group Name	Subject 1	Subject 2	Group 1	Mathematics	Science	Group 2	Hindi	English	Group 3	Science	Tamil	Group 4	Mathematics	Hindi	01	02	01	01
Group Name	Subject 1	Subject 2																		
Group 1	Mathematics	Science																		
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	<p>b.</p> <p>c.</p> <p>d.</p>				
17	<p>In an 8-queen problem, all 8 queens should be placed in a 8 X 8 grid where no two queens should be in the same row, the same column, or in diagonal to one another. Find out what type of constraint it is?</p> <p>a. Unary</p> <p>b. Higher-order</p> <p>c. Binary</p> <p>d. No order</p>	01	02	01	01
18	<p>If Goal state is defined in the problem – Pick the right category</p> <p>a. Structured</p> <p>b. Unstructured</p>	01	01	01	01

	c. Linear d. Non-Linear				
19	In tic-Tac-Toe Problem the path cost can be calculated by a. Storage space b. Length of the path c. Number of possible moves d. Number of positions	01	01	01	01
20	Chess game falls under which class of problem? a. Recoverable b. Ignorable c. Irrecoverable d. Decomposable	01	01	01	01
21	In state-space, the set of actions for a given problem is defined by the _____. a. Intermediate States b. Successor function that takes current action and returns next state c. Initial States d. Action sequence	01	01	01	01
22	Which could be best way to deal with Game playing problem? a. Linear approach b. Heuristic approach c. Random approach d. An Optimal approach	01	01	01	01
23	Pick the statements relevant to toy problem a. The problem environment is controlled b. All constraints are known c. Can't set boundary condition d. Not possible to convert as programs	01	02	01	01

24	<p>The following diagram is the representation of _____ in n Queens Problems where n=4?</p> <table> <tr> <td></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>1</td> <td></td> <td>q₁</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td></td> <td></td> <td></td> <td>q₂</td> </tr> <tr> <td>3</td> <td>q₃</td> <td></td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td></td> <td>q₄</td> <td></td> </tr> </table> <p>a. Initial state</p> <p>b. Intermediate state</p> <p>c. Goal State</p> <p>d. Path</p>		1	2	3	4	1		q ₁			2				q ₂	3	q ₃				4			q ₄		01	02	01	01
	1	2	3	4																										
1		q ₁																												
2				q ₂																										
3	q ₃																													
4			q ₄																											
25	<p>Constraints are the ones that restrict</p> <ol style="list-style-type: none"> 1. Movement 2. Arrangement 3. Possibilities 4. Solutions <p>a. 1,3</p> <p>b. 1,2,3,4</p> <p>c. 2,4</p> <p>d. 1,3,4</p>	01	01	01	01																									