Q.1) Intelligence is the ability to learn from experiences and to adapt to, shape, and select environments. Intelligence as measured by conventional standardized tests varies across the lifespan, and also across generations. Many aspects of intellectual functions and processes such as attention, problem solving and decision making, learning, reasoning, computation and the formation of knowledge and memory come under “Cognitive Intelligence”. Cognitive intelligence increases understanding human needs and behaviour and providing a practical solution. Where as techniques such as rule-based systems, artificial neural networks, Bayesian and statistical approaches, artificial immune systems, and hybrid systems, etc. come under “Evolutionary Intelligence”. Evolutionary Intelligence also deals with how a human brain grows and evolves with a period of time and learns with past experiences.

Q.2)According to the given rules we can come to conclusion that it is a game of “Tic Tac Toe”. For top down approach we would be making the game by first creating a matrix(3X3) in which we can take input values(X or O), where X will be the first turn followed by O. If X is in a straight line be it row/column/diagonal then X wins, similarly if O is in a straight line first then O wins. As we go top to down in the matrix game we keep giving it information step by step as and when required, it keeps getting updated with result being shown in the end. Whereas for bottom up approach we provide all the information necessary for Tic Tac Toe at once and then we would be assigning the values of X and O in the same way as above. This demonstrates that two seemingly different terms are in fact either identical or just equal which is the goal of Unification.