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Reg. No.			

B.Tech/ M.Tech (Integrated) DEGREE EXAMINATION, MAY 2024

Fourth Semester

21CSC206T - ARTIFICIAL INTELLIGENCE

(For the candidates admitted from the academic year 2022-2023 onwards)

(i)	Part - A should be answered in OMR sheet within first 40 minutes and OMR sheet sheet sheet in to hall invigilator at the end of 40 th minute.	ould be	han	ded o	over				
(ii)	Part - B and Part - C should be answered in answer booklet.								
Time: 3	me: 3 Hours			Max. Marks: 75					
	$PART - A (20 \times 1 = 20Marks)$	Marks	BL	СО	PO				
	Answer ALL Questions								
1.	Which of the following is not an application of artificial intelligence?	1	1	1	1				
	(A) Database management system (B) Computer vision								
	(C) Natural language processing (D) Digital assistants								
2.	In the context of AI problem formulation, what does the term "State Space' refer to?	, 1	2	1	I				
	(A) The physical space where AI (B) The set of all possible states the	9							
	algorithms operate problem can be in								
	(C) The memory space allocated for (D) The space complexity of the All								
	AI programs solution	*							
3.	In a game of tic-tac-toe, the player who goes first (X) makes optimal moves, and the player who goes second (O) also makes optimal moves. Assuming both		3	1-74	2				
	players play perfectly, what is the outcome of a standard 3×3 tic-tac-toe game?								
	(A) X wins (B) O wins								
	(C) It's a draw (D) Depends on the specific moves made	3	3						
4.	A self-driving car needs to navigate through a city while avoiding obstacles and following traffic rules. Which AI approach is most suitable for training the car to make decisions in real-time based on its environment.		3	1	2				
	 (A) Supervised learning (B) Unsupervised learning (C) Reinforcement learning (D) Ensemble learning 								
5.	The post order traversal of a binary tree is 8, 9, 6, 7, 4, 5, 2, 3, 1. The inorder traversal of the same tree is 8, 6, 9, 4, 7, 2, 5, 1, 3. The height of a tree is the length of the longest path from the root to any leaf, the height of the tree is	;	3	2	2				
	$\overline{(A)}$ $\overline{(B)}$ $\overline{(B)}$								
	(C) 3 (D) 4								
6.	In uniform cost search, what happens if two paths have the same cost to reach	. 1	3.	2	2				
	a node? (A) One of them is randomly chosen (B) Both paths are explored simultaneously								
	(C) The first path encountered is (D) The last path encountered is								

chosen

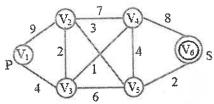
chosen

Note:

7.	The goal of any search algorithm is to achieve the		I	2	2	1
	(A) Initial state (B) Intermediate state					
	(C) Goal state (D) State space					
	(b) State space					
			1	1	2	1
8.	Generate and test search is a heuristic search technique based on	4.4	ŧ.	•	2	•
	(A) Best first search with (B) Depth first search v	vith				
	backtracking backtracking					
	(C) Iterative deepening search (D) Depth limited search					
9.	What is the significance of the beta value in alpha-beta pruning?		1	2	3	2
	(A) The highest score found so far for (B) The maximum depth of	the				
	the maximizing player search					
		for				
	(C) The current node being evaluated (D) The lowest score found so far	101				
	in the game tree the minimizing player					
				2	2	2
10.	Consider the problem of preparing a schedule for a class of students. W	/hat	1	2	3	2
	type of problem is this?					
	(A) Search problem (B) Constraint satisfaction proble	m				
	(C) Backtrack problem (D) Planning problem					
11.	In a distributed intelligent agent system, what does dynamic discovery	and	1	2	3	2
J. 1.	registration facilitate?					
	(A) Lack of communication between (B) Static interactions					
	• •					
	agents					
	(C) Dynamic interactions and (D) Independence from other age	nts				
	collaborations					
				_	_	
12.	In a scenario with low observability, what technology could be particul	arly	1	2	3	1
	useful for enhancing an agent's understanding of the environment?					
	(A) Sensor fusion (B) Machine learning algorithms	;				
	(C) Communication networks (D) Predictive modelling					
	(4)					
13	A knowledge representation system should have which of the follow	vina				
15.	properties.	, mg				
	(i) Representation adequacy (ii) Inferential adequacy (iii) Inferential efficients	лсу				
	(A) (i) and (ii) only (B) (ii) and (iii) only					
	(C) (i) and (iii) only (D) All (i), (ii) and (iii)					
14.	The statement " $P \land Q \rightarrow R$ " is equivalent to:		1	2	4	2
	(A) $P \land (Q \rightarrow R)$ (B) $(P \land Q) \rightarrow R$					
	(C) $P \rightarrow (Q \land R)$ (D) $(P \rightarrow Q) \land R$					
15.	In uncertain reasoning, what does the term "belief revision" refer to?		I	1	4	1
	(A) Modifying existing knowledge (B) Completely discarding uncer	rtain				
	based on new evidence information					
		ition				
	(C) Ignoring conflicting data (D) Using only certain information	шоп				
	for decision making					
16	Which of the following is not an around of the greatent that were some	ntic	1	1	4	1
10.	Which of the following is not an example of the system that uses sema	шис	•	•	,	•
	nets?					
	(A) Wordnet (B) Concept net					
	(C) Control net (D) Gellish model					

1	7. In 1	nachine learning, what does unsupervised learning focus on?	1	1	5	1
	(A)	Predicting an output variable (B) Learning patterns without label from input variables training data				
	(C)					
1	8. Wh	at is the architecture of an expert system primarily concerned with?	1	1	5	1
	(A)	Identifying planning problems (B) Designing machine learning models				
	(C)	Replicating human expertise in a (D) Create virtual words for problem specific domain solving				
19	. Wh	at characterizes a simple planning agent in artificial intelligence?	1	1	5	1
		Complex decision making (B) The ability to predict future algorithms events				
	(C)	Advanced natural language (D) Basic reactive responses to the processing capabilities environment				
20). Hov	does a planning agent exhibit goal-directed behavior?	1	2	5	1
	(A)	Randomly selecting actions (B) Adapting to changes in the environment				
	(C)	Achieving specific objectives (D) Reacting impulsively to stimuli over time				
		$PART - B (5 \times 8 = 40 Marks)$				
		Answer ALL Questions	larks	BL	CO	PO
21. a	route pede iden	rery robot in a busy urban environment. The goal is to optimize the robot's for efficient package delivery while considering factors like traffic, strian safety and delivery time windows. Formulate the problem by tifying key components and considerations for the successful ementation of this AI solution.	8	4	1	2
b	. App	y the problem characteristics and identify the problem type for the given	8	A	1	2
	scen	ario along with appropriate explanation.	0	7	1	4
	(i)	Solving the equation $\int X^2 + 3x + \sin 2x \cos 2x dx$				
	(ii					
	(ii (iv	, and to to to the same and the				
22. a.	desti	ider the given graph and find the route to traverse from node A to nation D using breadth first search technique. Elucidate each step in detail necessary sketch.	8	3	2	2
		A				
		B E				
		© F				
		(D))				

b.	You are developing a warehouse management system that uses robots to move items around the warehouse. The warehouse is represented as a grid, where each cell represents a location that the robot can occupy. Some cells are obstacles that the robot cannot pass through. How would you implement path finding for the robots using the A^* algorithm?	0	3	2	,
23. a.	Imagine you are playing a two-player game with a relatively large game tree. Explain how alpha-beta pruning helps in reducing the number of nodes explored during the minimax search and why it is more efficient than the basic minimax algorithm.	8	3	3	2
	(OR)	a	3	3	2
b.	Explain how the adaptive behavior and robustness influence the flexibility of the intelligent agent in a diversified environment.	8	3	,	2
24. a.	The agent enters a 5×5 grid Wumpus world. It senses a stench in squares (2,1) and (4,3), and a breeze in squares (1,3) and (3,4). Additionally, it observes glitter in square (5,4). What are the possible locations of the Wumpus and pits, and how should the agent proceed to safely reach the gold?	8	4	4	3
ъ.	(OR) Discuss the challenges associated with applying uncertain knowledge and reasoning methods to simple decision-making in AI. How can these challenges be mitigated?	8	4	4	3
25. a.	Describe how mean ends analysis can be applied to solve complex scenarios in the blocks world.	8	4	5	3
b.	(OR) Elaborate the types of learning models used in machine learning and their relevance in AI applications.	8	4	5	3
	PART – C (1 × 15 = 15 Marks) Answer ANY ONE Question	Marks	BL	CO	PO
26.	There are three missionaries (M) and three cannibals (C) on one side of a river. They need to cross to the other side using a boat that can carry at most two people. If the number of missionaries ever becomes less than the number of cannibals on either side of the river, the cannibals will eat the missionaries. Determine the sequence of trips to safely transport everyone to the other side.	15	4	1	3
27.	Given a weighted graph, a source node and a destination node. The task is to find the shortest path from the source node (P) to the destination node (S) using uniform cost search.	15	3	2	2
	(V_2) (V_4) 8				



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