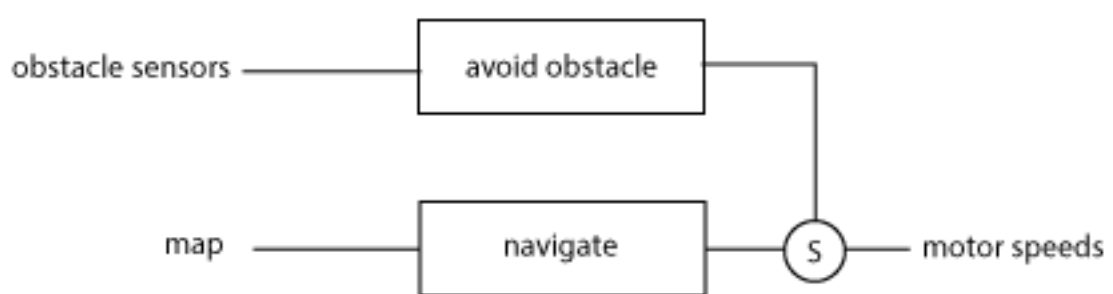
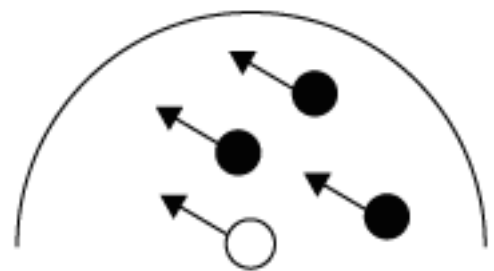


# ENGINEERING MATHS EXAM SOLUTIONS 2015-2016

Q No.	PAPER NAME	Bio-inspired Artificial Intelligence	Q.SETTER INITIALS	SH	Marks
1a	output1: 1, output2: -0.5717				2
1b	There are multiple correct answers:				3
	<ul style="list-style-type: none"> <li>• 4 inputs (3 numbers and 1 bias), linear output function, one output.</li> <li>• 3 inputs (2 bits and 1 bias), two (or three if bias included) hidden neurons, step or sigmoid function, one output.</li> <li>• many possible architectures - most important is that the time sequence is either represented in the input (sliding window input), or that internal memory is enabled through recursion.</li> </ul>				
2a	[0 0 0 1 0 1 0 0 0], [0 0 1 0 1 0 1 0 0], [0 1 0 1 0 1 0 1 0], [1 0 1 0 1 0 1 0 1]				2
2b	Periodic final state.				1
2c	Anything a Turing machine can compute - universal machine.				1
3a	There are multiple correct answers:				5
	<ul style="list-style-type: none"> <li>• genotype: <math>[w_1, w_2]</math>, where <math>w_i</math> is a float between 0 and 1.</li> <li>• phenotype: <math>\text{motorspeed1} = \text{default\_speed} + w_1 * \text{sensor\_1}</math>, <math>\text{motorspeed2} = \text{default\_speed} + w_2 * \text{sensor\_2}</math></li> <li>• fitness: Area covered by the robot.</li> <li>• initial population: 100 random genomes.</li> <li>• selection operator: tournament selection.</li> <li>• crossover and mutation probabilities: single point crossover, <math>w_i</math> mutation - probability = 0.1</li> </ul>				
3b	Improve the fitness function, increase the population size, increase diversity in the population, increase mutation and crossover probabilities.				2
4a	There are multiple correct answers:				4
	<ul style="list-style-type: none"> <li>• Inspiration from eyes for optic flow sensing.</li> <li>• Inspiration from flapping wings for lift generation at small scales.</li> <li>• Inspiration from reactive behaviour and robustness/compliance to control flight using minimal processing.</li> <li>• Coordination in populations of insects using minimal local interactions.</li> </ul>				
4b	Reproducing certain aspects of fly behaviour or "hardware" could provide hypotheses to biologists regarding flight mechanisms, control, and coordination.				1
	<pre> graph LR     OS[obstacle sensors] --&gt; AO[avoid obstacle]     N[null] --&gt; MS[move straight]     AO --&gt; S((S))     MS --&gt; S     S --&gt; MS[motor speeds] </pre>				
4c					2

Continued on next page...

# ENGINEERING MATHS EXAM SOLUTIONS 2015-2016

Q No.	PAPER NAME	Bio-inspired Artificial Intelligence	Q.SETTER INITIALS	SH	Marks
4d					1
5a		<p>Robot Hand - pros: precise, controllability, similar to human hands; cons: many controllable degrees of freedom, requires planning and computation, expensive. Soft Robot - pros: cheap, conforms to shape of object, embodied control, robust; cons: limited precision and capabilities, difficult to model.</p>			2
5b		<p>Localisation (spiders can localise prey depending on where they land).</p>			1
6a		<ul style="list-style-type: none"> <li>• <math>N + X_1 - &gt; Y, Y + X_1 - &gt; N</math></li> <li>• <math>N + X_1 - &gt; Y, Y + X_2 - &gt; N</math></li> <li>• <math>X_1 - &gt; 2Y</math></li> <li>• <math>X_1 + X_1 - &gt; Y</math></li> <li>• <math>X_1 - &gt; Y, X_2 - &gt; Y</math></li> <li>• <math>X_1 + X_2 - &gt; Y</math></li> </ul>  <p style="text-align: center;">reynolds flocking</p>			6
7a					1
7b		<p>For every agent: v1=compute attraction vector to neighboring agents; v2=compute repulsion vector from neighboring agents; v3=compute average velocity vector of neighboring agents; move in direction of the resulting vector combining v1, v2, and v3.</p>			2
7c		<p>Hand-coded (trial and error), bio-inspired, automatically designed (using artificial evolution for example).</p>			2
7d		<p>Group-level selection, homogeneous swarms.</p>			2