

**B.Tech. DEGREE EXAMINATION, NOVEMBER 2023**

Fifth Semester

**18ECE332T – PRINCIPLES OF ARTIFICIAL INTELLIGENCE***(For the candidates admitted from the academic year 2020-2021 to 2021-2022)***Note:**

- (i) **Part - A** should be answered in OMR sheet within first 40 minutes and OMR sheet should be handed over to hall invigilator at the end of 40<sup>th</sup> minute.
- (ii) **Part - B & Part - C** should be answered in answer booklet.

Time: 3 hours

Max. Marks: 100

**PART – A (20 × 1 = 20 Marks)**

Marks BL CO PO

Answer **ALL** Questions

- Turning test used in which of the following definitions of Artificial Intelligence (AI)?  
 (A) Acting Humanly (B) Thinking Humanly  
 (C) Acting Rationally (D) Thinking Rationally  
 Marks: 1, 2, 1, 1
- In Artificial Intelligence (AI), PEAS is \_\_\_\_\_  
 (A) Performance Environment (B) Performance Environment  
 Agent State Actuator Sensors  
 (C) Performance Environment (D) Performance Environment  
 Agent State Actuator State  
 Marks: 1, 2, 1, 1
- Select the ODD one from the following  
 (A) Depth first search (B) Breadth First Search  
 (C) Uniform Cost (D) Greedy Search  
 Marks: 1, 2, 1, 1
- If the agent has no sensor, the nature of the environment is  
 (A) Fully observable (B) Partially Observable  
 (C) Unknown (D) Unobservable  
 Marks: 1, 2, 1, 1
- The inference mechanisms used in knowledge based agent are  
 (A) TELL, ACT (B) TELL, ASK  
 (C) POP, PUSH (D) TELL, PUSH  
 Marks: 1, 1, 2, 1
- Using modus Ponens rule, if  $(Wumpus Ahead \wedge Wumpus Alive) \Rightarrow$  and  $(Wumpus Ahead \wedge Wumpus Alive)$  \_\_\_\_\_ can be inferred  
 (A) Wumpus Ahead (B) Wumpus Alive  
 (C) Shoot (D)  $Wumpus Ahead \wedge Wumpus Alive$   
 Marks: 1, 2, 2, 1
- In the  $4 \times 4$  Wumpus world if there is breeze in (1,1) write the possibility of location of pits using propositional logic can be written as  
 (A)  $B_{1,1} \Leftrightarrow (P_{1,2} \wedge P_{2,1} \wedge P_{1,1})$  (B)  $B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$   
 (C)  $B_{1,1} \Leftrightarrow (P_{1,2} \wedge P_{2,1})$  (D)  $B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1} \wedge P_{1,1})$   
 Marks: 1, 1, 2, 1

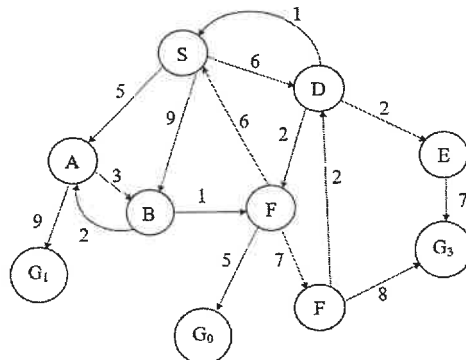
8. "Everyone who loves all animals is loved by someone", can be represented in conjunctive normal form as
- (A)  $\forall x [\forall y (\text{Animal}(y) \Rightarrow \text{Loves}(x,y)) \Rightarrow (\exists y \text{ Loves}(y,x))]$  (B)  $\forall x [\forall y (\text{Animal}(y) \Rightarrow \text{Loves}(x,y)) \Rightarrow (\exists y \text{ Loves}(y,x))]$
- (C)  $\forall x [\forall y (\text{Animal}(y) \Rightarrow \text{Loves}(x,y)) \Rightarrow (\forall y \text{ Loves}(y,x))]$  (D)  $\exists x \exists y (\text{Animal}(y) \Rightarrow \text{Loves}(x,y)) \Rightarrow (\exists y \text{ Loves}(y,x))]$
9. What is the effect of the following action schema Action (Fly (P<sub>1</sub>, SFO, JFK), At (P<sub>1</sub>, SFO)  $\wedge$  Plane (P<sub>1</sub>)  $\wedge$  Airport (SFO)  $\wedge$  Airport (JFK))
- (A) Effect :  $\Gamma \text{At}(P_1, \text{SFO}) \wedge \text{At}(P_1, \text{JFK})$  (B) Effect :  $\text{At}(P_1, \text{SFO}) \wedge \Gamma \text{At}(P_1, \text{JFK})$
- (C) Effect :  $\text{At}(P_1, \text{SFO}) \wedge \text{At}(P_1, \text{JFK})$  (D) Effect :  $\Gamma \text{At}(P_1, \text{SFO}) \wedge \Gamma \text{At}(P_1, \text{JFK})$
10. \_\_\_\_\_ is used for implementing planning algorithm
- (A) ADL (B) Strips
- (C) Predicate Logic (D) First Order Logic
11. Select the correct one from the following
- (A) In Planning, First – Order state descriptions Literals must be grand and function – free
- (B) In Planning, First – order state descriptions, Literals must be either Positive / Negative and function free
- (C) In planning, First – order state descriptions, Literals must be ground and have function
- (D) In planning, First – order state descriptions, Literals must have more than one literal and function free
12. ADD list always contains
- (A) Positive Literals (B) Negative Literals
- (C) Both Positive and Negative Literals (D) Functions
13. If X and Y are independent events, then which of the following is correct with respect to the joint probability
- (A)  $P(x,y) = P(x/y) P(x)$  (B)  $P(x,y) = P(y) P(y) P(y/x)$
- (C)  $P(x,y) = P(x) P(y)$  (D)  $P(x,y) = P(x) + P(y)$
14. In \_\_\_\_\_, the state and reward of the next state depend only on present state
- (A) Bayesian Network (B) Recurrent Neural Network
- (C) Markov Process (D) Convolution Neural Networks
15. Bayes rule can be used to \_\_\_\_\_
- (A) Solve Queries (B) Increase complexity of a query
- (C) Decrease the complexity of a query (D) Answer probabilistic queries
16. Bayes rule is [select the correct one]
- (A)  $P\left(\frac{A}{B}\right) = \frac{P(A)P(B/A)}{P(B)}$  (B)  $P\left(\frac{A}{B}\right) P(B) = P\left(\frac{B}{A}\right)$
- (C)  $P\left(\frac{B}{A}\right) = P(A) P\left(\frac{A}{B}\right)$  (D)  $P\left(\frac{A}{B}\right) = P\left(\frac{B}{A}\right) P(B)$

17. \_\_\_\_\_ is stated as predicting the value of a state variable at some time  $t$  is in the past, given evidence from  $t$  and from other times up to the present  
 (A) Recognition (B) Smoothing  
 (C) Segmentation (D) Extraction
18. Select the odd one from the following  
 (A) Solar Cell (B) Camera  
 (C) Piezo Electric (D) Sonar
19. \_\_\_\_\_ is the process of breaking an image into groups, based on similarities of the pixels  
 (A) Recognition (B) Classification  
 (C) Segmentation (D) Detection
20. Finite State Machines (FSM) possess internally timers are called  
 (A) Augmented FSM (B) Subsumption  
 (C) Generic Robot (D) C++ for Embedded System (CES)

**PART – B ( $5 \times 4 = 20$  Marks)**

Answer **ANY FIVE** Questions

21. Find the path cost for the given graph from start node to any one of the goal nodes ( $G_1, G_{21}, G_3$ ) using depth first search



22. Explain the basic parameters of Genetic Algorithm.
23. Explain proposition logic inference rules  
 i. Modus Ponens  
 ii. And elimination with example
24. What are the types of reasoning explain with example.
25. Explain AND – OR search algorithm
26. Explain the Dynamic Bayesian Network Structure
27. Explain the preprocessing steps involved in image processing applications.

## PART – C (5 × 12 = 60 Marks)

Answer ALL Questions

Marks	BL	CO	PO
12	4	1	1

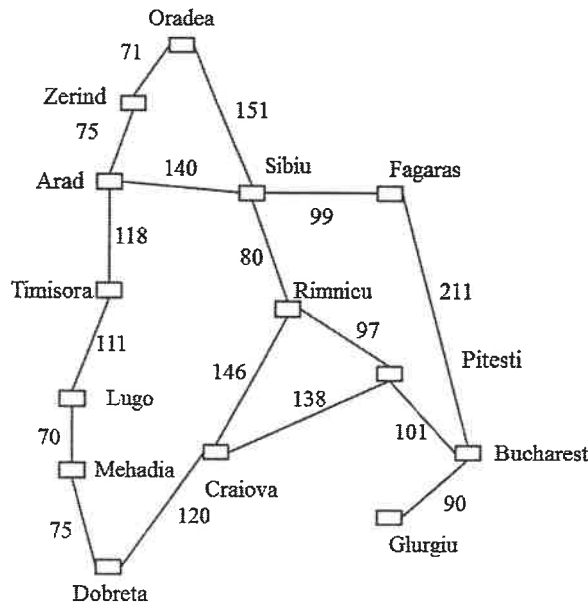
28. a. Discuss the following

- i. Fully observable and partial observable environment
- ii. Competitive and Co-operative Environment
- iii. Simple Reflex Agent
- iv. Goal based Agent

(OR)

b. Find the path from Arad to Bucharest using Greedy search Algorithm

12	4	1	1
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Heuristic table:

Arad	366	Hirsova	151	Rimnicu	193
Bucharest	0	Iasi	226	Sibiu	253
Craiova	160	Lugoj	244	Timiseare	329
Dobrete	242	Mehadia	241	Urziceni	80
Eforie	161	Neamt	234	Vaslui	199
Fagras	176	Oradea	380	Zerind	374
Giurgiu	77	Pitesti	10		

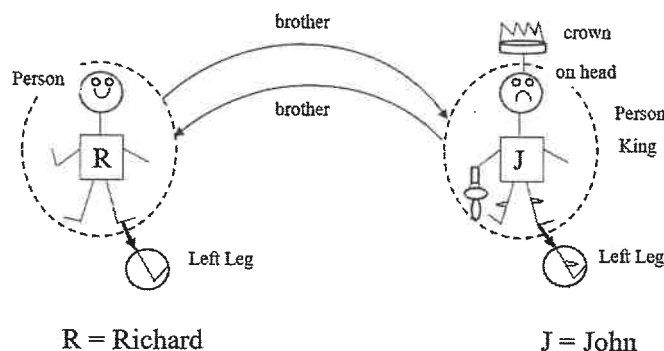
29. a. What is Knowledge Engineering Process? Explain the algorithm involved for constructing full adder circuit

12	3	3	1
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(OR)

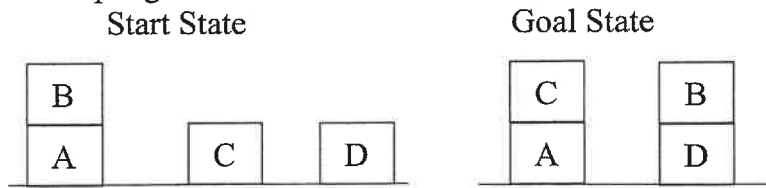
b. i. Write First Order Logic (FCL) to describe the relation of the following.

6	4	3	1
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- ii. The law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles and all of its missiles were sold to it by Colonel West, Who is American. Prove West is a criminal using First Order Logic with forward and backward chaining algorithm. 6    4    3    1

30. a. Apply goal stack planning algorithm to reach goal state from start state for the example given below 12    4    4    1



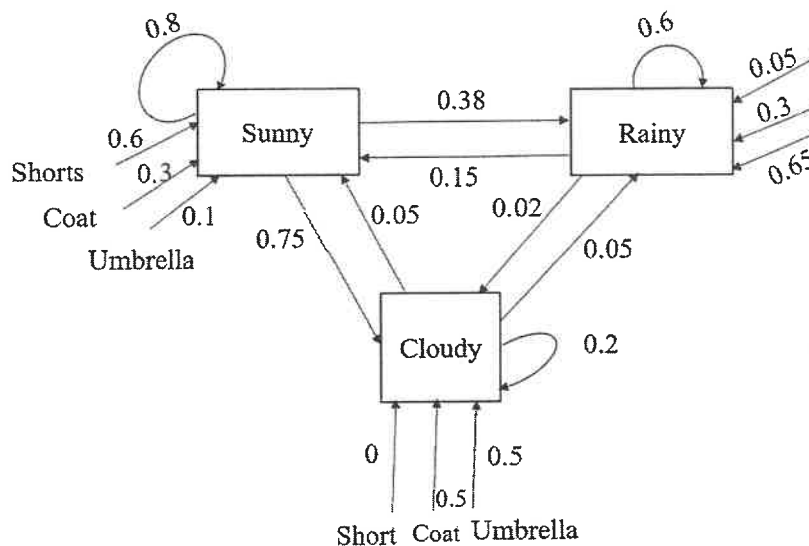
**(OR)**

- b. Explain forward search space and backward search space algorithm. Write the limitations of forward search space planning algorithm with an example. 12    3    4    1

31. a. Explain Bayesian network and its semantics with an example 12    3    5    1

**(OR)**

- b. Explain the following 3    5    1
- i. Markov and Hidden Markov model 2
  - ii. Emission Probability 2
  - iii. Transition state diagram and calculate the probability of wearing shorts if weather is sunny?



32. a. Explain early processing methods in image processing application 12    3    5    1

**(OR)**

- b. Explain the hardware architecture of Robotics in details. 12    3    6    1

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