Unit IV

1. Artificial intelligence is

A. It uses machine-learning techniques. Here program can learn From past experience and adapt themselves to new situations

B. Computational procedure that takes some value as input and produces some value as output.

C. **Science of making machines performs tasks that would require intelligence when performed by humans**

D. None of these

2. Expert systems

A. Combining different types of method or information

B. Approach to the design of learning algorithms that is structured along the lines of the theory of evolution

C. **an information base filled with the knowledge of an expert formulated in terms of if-then rules**

D. None of these

3. Falsification is

A. Modular design of a software application that facilitates the integration of new modules

B. **Showing a universal law or rule to be invalid by providing a counter example**

C. A set of attributes in a database table that refers to data in another table

D. None of these

4. **Evolutionary computation is**

A. Combining different types of method or information

B. **Approach to the design of learning algorithms that is structured along the lines of the theory of evolution.**

C. Decision support systems that contain an information base filled with the knowledge of an expert formulated in terms of if-then rules.

D. None of these

5. **Genetic Algorithm are a part of**

A. Evolutionary Computing

B. inspired by Darwin's theory about evolution - "survival of the fittest"

C. are adaptive heuristic search algorithm based on the evolutionary ideas of natural selection and genetics

D **All of the above**

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6. What are the 2 types of learning

A. Improvised and unimprovised

B. **supervised and unsupervised**

C. Layered and unlayered

D. None of the above

7. **Supervised Learning is**

A. learning with the help of examples

B. learning without teacher

C. **learning with the help of teacher**

D. learning with computers as supervisor

8. Unsupervised learning is

A. learning without computers

B. problem based learning

C.

D. learning from teachers

9. Conventional Artificial Intelligence is different from soft computing in the sense

A. Conventional Artificial Intelligence deal with prdicate logic where as soft computing deal with fuzzy logic

B. Conventional Artificial Intelligence methods are limited by symbols where as soft computing is based on empirical data

C. **Both (a) and (b)**

D. None of the above

10. **In supervised learning**

A. classes are not predefined

B. **classes are predefined**

C. classes are not required

D. classification is not done

11. **Shallow knowledge**

A. The large set of candidate solutions possible for a problem

B. **The information stored in a database that can be, retrieved with a single query**

C. Worth of the output of a machine learning program that makes it understandable for humans

D. None of these

12. **Quantitative attributes are**

A. A reference to the speed of an algorithm, which is quadratically dependent on the size of the data

B. **Attributes of a database table that can take only numerical values**

C. Tools designed to query a database

D. None of these

13: Subject orientation

A. The science of collecting, organizing, and applying numerical facts

B. Measure of the probability that a certain hypothesis is incorrect given certain observations.

C. **One of the defining aspects of a data warehouse, which is specially built around all the existing applications of the operational data**

D. None of these

14:

Vector

A. It do not need the control of the human operator during their execution

B. **An arrow in a multi-dimensional space. It is a quantity usually characterized by an ordered set of scalars**

C. The validation of a theory on the basis of a finite number of examples

D. None of these

15. **Transparency**

A. The large set of candidate solutions possible for a problem

B. The information stored in a database that can be retrieved with a single query

C. **Worth of the output of a machine learning program that makes it understandable for humans**

D. None of these

16. Core of soft Computing is

A. **Fuzzy Computing, Neural Computing, Genetic Algorithms**

B. Fuzzy Networks and Artificial Intelligence

C. Artificial Intelligence and Neural Science

D. Neural Science and Genetic Science

17. Who initiated the idea of Soft Computing

A.Charles Darwin

B.Lofti A Zadeh

C.Rechenberg

D.Mc_Culloch

18. Fuzzy Computing

A.mimics human behaviour

B.doesnt deal with 2 valued logic

C.deals with information which is vague, imprecise, uncertain, ambiguous, inexact, or probabilistic

D.All of the above

19. **Neural Computing**

A.mimics human brain

B.information processing paradigm

C.Both (a) and (b)

D.None of the above

20. **Genetic Algorithm are a part of**

A.Evolutionary Computing

B.inspired by Darwin's theory about evolution - "survival of the fittest"

C.are adaptive heuristic search algorithm based on the evolutionary ideas of natural selection and genetics

D.All of the above

21. **What are the 2 types of learning**

A.Improvised and unimprovised

B.supervised and unsupervised

C.Layered and unlayered

D.None of the above

22. **Supervised Learning is**

A.learning with the help of examples

B.learning without teacher

C.learning with the help of teacher

D.learning with computers as supervisor

23. **Unsupervised learning is**

A. learning without computers

B. problem based learning

C. **learning from environment**

D. learning from teachers

24. Conventional Artificial Intelligence is different from soft computing in the sense

A. Conventional Artificial Intelligence deal with prdicate logic where as soft computing deal with fuzzy logic

B. Conventional Artificial Intelligence methods are limited by symbols where as soft computing is based on empirical data

C. **Both (a) and (b)**

D. None of the above

25. In supervised learning

A. classes are not predefined

B. **classes are predefined**

C. classes are not required

D. classification is not done

26. **Massively parallel machine is**

A. A programming language based on logic

B. **A computer where each processor has its own operating system, its own memory, and its own hard disk**

C. Describes the structure of the contents of a database.

D. None of these

27. **Search space**

A. **The large set of candidate solutions possible for a problem**

B. The information stored in a database that can be, retrieved with a single query.

C. Worth of the output of a machine learning program that makes it understandable for humans

D. None of these

28. n(log n) is referred to

A. **A measure of the desired maximal complexity of data mining algorithms**

B. A database containing volatile data used for the daily operation of an organization

C. Relational database management system

D. None of these

29. Perceptron is

A. General class of approaches to a problem.

B. Performing several computations simultaneously

C. Structures in a database those are statistically relevant

D. **Simple forerunner of modern neural networks, without hidden layers**

30. Prolog is

A.A programming language based on logic

B.A computer where each processor has its own operating system, its own memory, and its own hard disk

C.Describes the structure of the contents of a database

D.None of these

31.