

KIET Group of Institutions

CT Examination (2025-2026) ODD Semester

Department: Computer Science**Year: II****Subject Name: AI And Its Application****Duration: 2 Hrs****Note: Attempt all the questions of each section****Course: B.Tech.****Semester: III****Subject Code: CS205B****Max. Marks: 40**

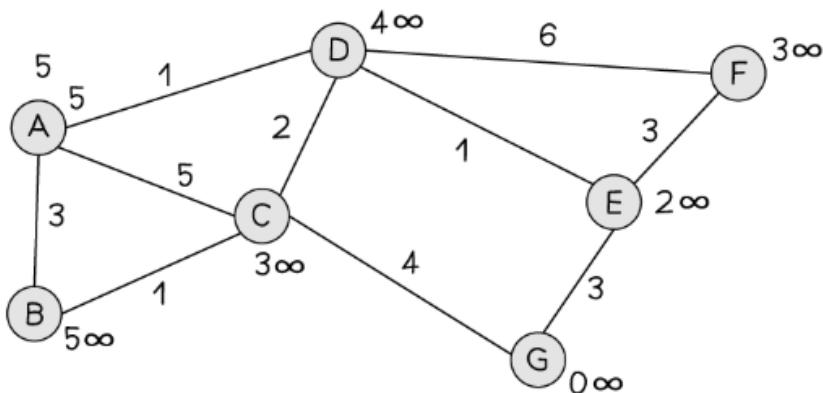
		(1X10=10)		
Q. 1	Section-A	Competitive Exam[#]	CO	BL/ KC*
a	You're building a route planner for a delivery app. Under limited memory conditions, would you prefer DFS or BFS to explore delivery routes in a large city map? Justify your choice based on their characteristics.		1	2C
b	A robot is navigating an unknown maze. Initially, it has no information about the goal location but later gets a GPS hint about the direction. How would its search strategy change from uninformed to informed? Illustrate with examples of algorithms for each case.		1	2C
c	You are developing a class scheduler for a university. Each class must be scheduled in a room without time conflicts. Define the domains, constraints, and how consistency checking helps in avoiding schedule overlaps.		1	2C
d	You're designing a knowledge base for a smart assistant that should respond to queries like "All professors in the CS department are PhDs". Should you use propositional logic or first-order logic? Explain your choice with representation examples.		1	2C
e	A hiring system uses an AI-based model to screen applicants. What potential risks arise if the algorithm lacks transparency and fairness? How would you ensure fairness in such a model?		1	2C
f	Consider an AI-based stock trading agent. Explain how it would behave as a rational agent in a volatile market. Discuss the factors influencing its decision-making process.		2	1F
g	You're developing a smart home assistant that adjusts lighting, temperature, and security based on user preferences. Describe how this assistant qualifies as an intelligent agent.		2	1F
h	Imagine a self-driving car responding to red traffic lights. Would a reflex agent be sufficient? If the car also considers passenger comfort and fuel efficiency, how does a utility-based agent improve the decision-making?		2	2C
i	In a pricing strategy between two online sellers of the same product, each seller sets a price knowing the competitor might react. Model this scenario and identify a potential Nash Equilibrium.		2	1F
j	A warehouse robot must decide whether to pick up, deliver, or recharge based on battery level and task priority. Model this as a Markov Decision Process by identifying its states, actions, transition model, and reward function.		2	1F

Section-B**(4X4=16)**

Q. 2			1
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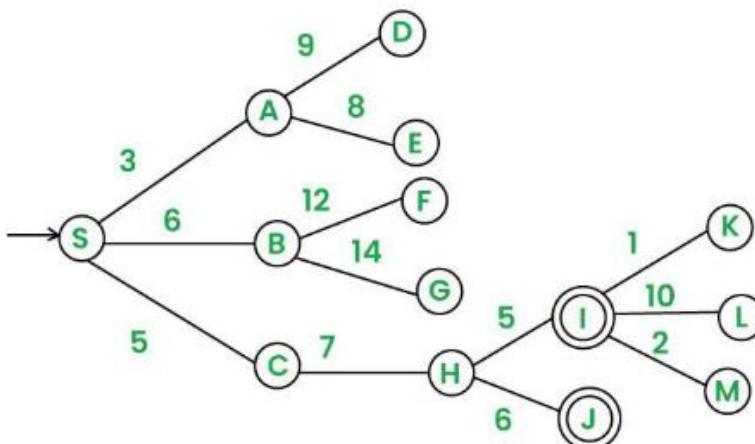
- CO -Course Outcome generally refer to traits, knowledge, skill set that a student attains after completing the course successfully.
- Bloom's Level (BL) - Bloom's taxonomy framework is planning and designing of assessment of student's learning.
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Apply the A* algorithm on the given graph to find the shortest path. Here every node has 2 values the first value represents the $h(x)$ and second value represent $f(x)$



OR

Apply the best first search algorithm on the following tree



Demonstrate the Map Coloring Problem (with 4 regions) as a CSP by defining variables, domains, and constraints.

Q. 3

OR

Illustrate how forward checking would proceed in solving the 4-Queens problem

Q. 4

Design a reflex agent for a smart vacuum cleaner that decides whether to clean, move, or stop based on dirt and obstacle sensors

OR

Given an agent that can perceive "light," "heat," and "sound," classify whether the environment is fully or partially observable and explain why.

Q. 5

Apply a simple **Markov Decision Process (MDP)** to model a robot's movement through a 3-room layout with rewards and penalties.

OR

Illustrate how collaborative robots in a warehouse represent a multi-agent system.

Section-C

(7X2=14)

Q. 6

Apply a CSP model for university exam scheduling where:

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	<p>1. No student has overlapping exams, 2. Rooms have limited capacity, 3. Some exams require specific rooms (e.g., computer labs).</p> <p>Justify your choice of variables, domains, and constraints, and discuss possible strategies to solve it efficiently.</p>		1	3C																								
	OR																											
	<p>A reflex agent is deployed to solve a maze represented as a 2D grid, where:</p> <ol style="list-style-type: none"> 1. S is the start point 2. G is the goal 3. 0 represents open paths 4. 1 represents walls <table border="0"> <tr><td>S</td><td>0</td><td>1</td><td>0</td><td>G</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr> </table> <ol style="list-style-type: none"> a. Represent the maze as a graph where each open cell is a node, and edges connect directly reachable neighbouring cells (up, down, left, right). b. Apply Breadth-First Search (BFS) to find the shortest path from S to G, and list the order in which nodes are visited. c. Mark the shortest path from S to G on the grid using an asterisk * for each step of the path. 	S	0	1	0	G	0	1	0	0	0	0	0	0	1	0	1	1	0	1	0	0	0	0	0	0		
S	0	1	0	G																								
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0	0	0	1	0																								
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0	0	0	0	0																								
Q. 7	<p>A vacuum cleaner operates in a 2×2 room grid as shown below:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table> <p>Each cell can be clean or dirty. The vacuum starts in cell A. It can move left, right, up, down (if a move is possible). The current room status is: A Clean, B Dirty, C Dirty, and D is clean,</p> <ol style="list-style-type: none"> a. List all possible actions the vacuum can take in the first two steps, starting from A. b. Propose a sequence of moves that will allow the vacuum to clean all dirty cells using the fewest number of moves. c. Draw the final room state after your proposed path, labeling each step taken (e.g., A \rightarrow B \rightarrow clean \rightarrow C \rightarrow clean). d. Explain how the vacuum cleaner can avoid unnecessary movement if it has memory of visited locations 	A	B	C	D		2	2P																				
A	B																											
C	D																											
	OR																											
	<p>Solve the cryptarithm: CROSS+ROAD =DANGER</p> <p>1 Define the variables involved. 2 State the domain for each variable. 3 List at least three constraints that must be satisfied. 4 Identify one possible solution that satisfies all constraints (if any). 5 Explain how a backtracking search or constraint propagation could be used to solve this.</p>																											

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