

## KIET Group of Institutions

### CT Examination (2025-2026) ODD Semester

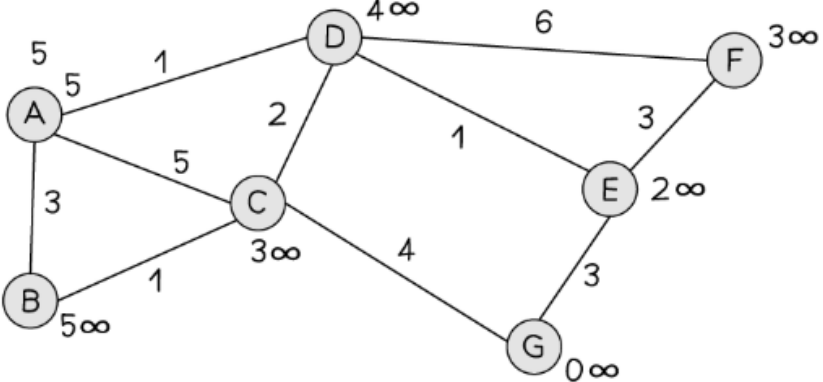
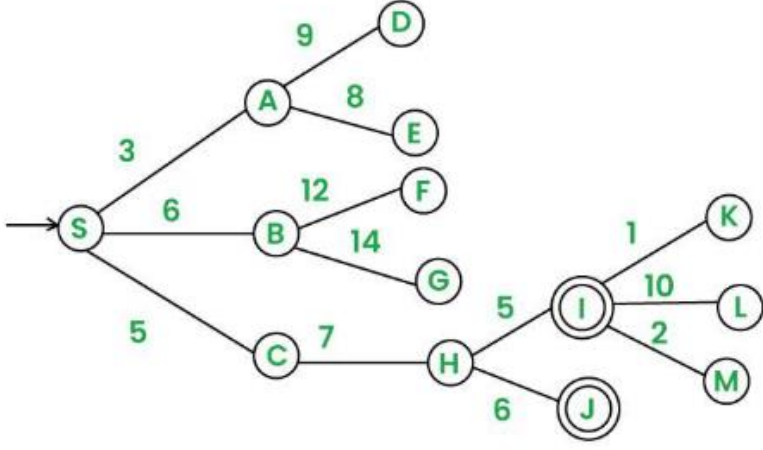
**Department:** Computer Science  
**Year:** II  
**Subject Name:** AI And Its Application  
**Duration:** 2 Hrs

**Course:** B.Tech.  
**Semester:** III  
**Subject Code:** CS205B  
**Max. Marks:** 40

**Note:** Attempt all the questions of each section

| Section-A |  |                   |    | (1X10=10) |
|-----------|--|-------------------|----|-----------|
| Q. 1      |  | 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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|   |   |  |   |                 |
|---|---|--|---|-----------------|
| <p>Apply the A* algorithm on the given graph to find the shortest path. Here every node has 2 values the first value represents the <math>h(x)</math> and second value represent <math>f(x)</math></p>  |   |  |   | 3P              |
| OR  |   |  |   |                 |
| <p>Apply the best first search algorithm on the following tree</p>   |   |  |   |                 |
| Q. 3  | Demonstrate the Map Coloring Problem (with 4 regions) as a CSP by defining variables, domains, and constraints.                                   |  |   | 3P              |
|   | OR  |  |   |                 |
|   | Illustrate how forward checking would proceed in solving the 4-Queens problem   |  | 1 |                 |
| 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                  |  | 2 | 2C              |
|   | 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 <b>Markov Decision Process (MDP)</b> to model a robot's movement through a 3-room layout with rewards and penalties.               |  | 2 | 3C              |
|   | OR  |  |   |                 |
|   | Illustrate how collaborative robots in a warehouse represent a multi-agent system.  |  |   |                 |
| <b>Section-C</b>  |   |  |   | <b>(7X2=14)</b> |
| Q. 6  | Apply a CSP model for university exam scheduling where:   |  |   |                 |

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| Roll No. _____   |   |   |   |    |   |  |   |    |
|--|---|---|---|----|---|--|---|----|
|  | 1. No student has overlapping exams,<br>2. Rooms have limited capacity,<br>3. Some exams require specific rooms (e.g., computer labs).<br>Justify your choice of variables, domains, and constraints, and discuss possible strategies to solve it efficiently.  |   | 1 | 3C |   |  |   |    |
|  | OR  |   |   |    |   |  |   |    |
|  | A reflex agent is deployed to solve a maze represented as a 2D grid, where:<br>1. S is the start point<br>2. G is the goal<br>3. 0 represents open paths<br>4. 1 represents walls<br>S 0 1 0 G<br>0 1 0 0 0<br>0 0 0 1 0<br>1 1 0 1 0<br>0 0 0 0 0<br>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).<br>b. Apply Breadth-First Search (BFS) to find the shortest path from S to G, and list the order in which nodes are visited.<br>c. Mark the shortest path from S to G on the grid using an asterisk * for each step of the path.  |   |   |    |   |  |   |    |
| Q.7  | A vacuum cleaner operates in a 2×2 room grid as shown below:<br><table border="1"><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table><br>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,<br>a. List all possible actions the vacuum can take in the first two steps, starting from A.<br>b. Propose a sequence of moves that will allow the vacuum to clean all dirty cells using the fewest number of moves.<br>c. Draw the final room state after your proposed path, labeling each step taken (e.g., A → B → clean → C → clean).<br>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   |   |   |   |    |   |  |   |    |
| Solve the cryptarithm: CROSS+ROAD =DANGER<br>1 Define the variables involved.<br>2 State the domain for each variable.<br>3 List at least three constraints that must be satisfied.<br>4 Identify one possible solution that satisfies all constraints (if any).<br>5 Explain how a backtracking search or constraint propagation could be used to solve this. |   |   |   |    |   |  |   |    |

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