

Question	Answer	Marks												
5(a)	<p>Working (<b>Max 3</b>)</p> <p>May be seen on diagram</p> <ul style="list-style-type: none"><li>• Initialisation: setting Base to 0</li><li>• ... and the rest of the towns to <math>\infty</math></li><li>• Evidence to show values at nodes being updated</li><li>• Evidence to show 'visited node(s)'</li></ul> <p>May be seen in working section of paper</p> <ul style="list-style-type: none"><li>• Evidence to show calculation of at least one route</li><li>• Evidence to show more than one route has been calculated for at least one town</li></ul> <p><b>Correct Answer (Max 2)</b> <b>One mark</b> for four correct values... ... <b>One mark</b> for all values correct</p> <table><tr><th>Town 1</th><th>Town 2</th><th>Town 3</th><th>Town 4</th><th>Town 5</th><th>Town 6</th></tr><tr><td>3</td><td>5</td><td>2</td><td>9</td><td>3</td><td>8</td></tr></table>	Town 1	Town 2	Town 3	Town 4	Town 5	Town 6	3	5	2	9	3	8	5
Town 1	Town 2	Town 3	Town 4	Town 5	Town 6									
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5(b)	<p><b>One mark for each correct marking point (Max 3)</b></p> <ul style="list-style-type: none"> <li>• Artificial Neural Networks can be represented using graphs</li> <li>• Graphs provide structures for relationships // graphs provide relationships between nodes</li> <li>• AI problems can be defined/solved as finding a path in a graph</li> <li>• Graphs may be analysed/ingested by a range of algorithms</li> <li>• ...e.g. A* / Dijkstra's algorithm</li> <li>• ...used in machine learning.</li> <li>• Example of method e.g. Back propagation of errors / regression methods</li> </ul>	<b>3</b>

Question	Answer	Marks
9(a)(i)	<p><b>One</b> mark for correct statement (<b>Max 1</b>)</p> <ul style="list-style-type: none"> <li>• Enables deep learning to take place</li> <li>• Where the problem you are trying to solve has a higher level of complexity it requires more layers to solve</li> <li>• To enable the neural network to learn and make decisions on its own</li> <li>• To improve the accuracy of the result.</li> </ul>	<b>1</b>
9(a)(ii)	<p><b>One</b> mark for each correct marking point (<b>Max 4</b>)</p> <ul style="list-style-type: none"> <li>• Artificial neural networks are intended to replicate the way human brains work</li> <li>• Weights / values are assigned for each connection between nodes</li> <li>• The data are input at the input layer and are passed into the system</li> <li>• They are analysed at each subsequent (hidden) layer where characteristics are extracted / outputs are calculated</li> <li>• ... this process of training / learning is repeated many times to achieve optimum outputs // reinforcement learning takes place</li> <li>• Decisions can be made without being specifically programmed</li> <li>• The deep learning net will have created complex feature detectors</li> <li>• The output layer provides the results</li> <li>• Back propagation (of errors) will be used to correct any errors that have been made.</li> </ul>	<b>4</b>

Question	Answer	Marks																																																																			
9(b)	<p><b>One</b> mark for each correct calculation as follows (<b>Max 4</b>)</p> <ul style="list-style-type: none"><li>Node B (from Home) (Line 3 in table)</li><li>Node C (from Home) (Line 4 in table)</li><li>Node B and Node E (from A) (Lines 5 and 6 in table)</li><li>Node F and Node School (from E) (Lines 7 and 8 in table)</li><li>Node School (from F) (Line 9 in table)</li></ul> <p><b>One</b> mark for correct path (<b>Max 1</b>):</p> <ul style="list-style-type: none"><li>Home <math>\Rightarrow</math> A <math>\Rightarrow</math> E <math>\Rightarrow</math> F <math>\Rightarrow</math> School</li></ul> <table><tr><th></th><th>Node</th><th>Cost from Home Node (g)</th><th>Heuristic (h)</th><th>Total (f = g + h)</th></tr><tr><td>1</td><td>Home</td><td>0</td><td>14</td><td>14</td></tr><tr><td>2</td><td>A</td><td>1</td><td>10</td><td>11</td></tr><tr><td>3</td><td>B</td><td>5</td><td>7</td><td>12</td></tr><tr><td>4</td><td>C</td><td>4</td><td>9</td><td>13</td></tr><tr><td>5</td><td>B</td><td>1 + 3 = 4</td><td>7</td><td>11</td></tr><tr><td>6</td><td>E</td><td>1 + 6 = 7</td><td>3</td><td>10</td></tr><tr><td>7</td><td>F</td><td>7 + 1 = 8</td><td>3</td><td>11</td></tr><tr><td>8</td><td>School</td><td>7 + 5 = 12</td><td>0</td><td>12</td></tr><tr><td>9</td><td>School</td><td>8 + 3 = 11</td><td>0</td><td>11</td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <table><tr><td><b>Final Path</b></td><td>Home <math>\Rightarrow</math> A <math>\Rightarrow</math> E <math>\Rightarrow</math> F <math>\Rightarrow</math> School</td></tr></table>		Node	Cost from Home Node (g)	Heuristic (h)	Total (f = g + h)	1	Home	0	14	14	2	A	1	10	11	3	B	5	7	12	4	C	4	9	13	5	B	1 + 3 = 4	7	11	6	E	1 + 6 = 7	3	10	7	F	7 + 1 = 8	3	11	8	School	7 + 5 = 12	0	12	9	School	8 + 3 = 11	0	11																<b>Final Path</b>	Home $\Rightarrow$ A $\Rightarrow$ E $\Rightarrow$ F $\Rightarrow$ School	5
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9(a)	<p><b>One mark for each correct point (Max 2)</b></p> <ul style="list-style-type: none"> <li>• Uses artificial <b>neural</b> network(s)</li> <li>• ... that contain(s) a high number of <b>hidden layers</b></li> <li>• ... modelled on the human brain.</li> <li>• Deep learning uses <b>many</b> layers to progressively extract higher level features from the (raw) input.</li> <li>• Deep learning is a <b>specialised</b> form of machine learning.</li> </ul>	<b>2</b>
9(b)	<p><b>One mark for each correct point (Max 2)</b></p> <ul style="list-style-type: none"> <li>• Deep learning makes good use of unstructured data.</li> <li>• Deep learning outperforms other methods if the data size is large.</li> <li>• Deep learning systems enable machines to process data with a nonlinear approach.</li> <li>• Deep learning is effective at identifying (hidden) patterns / patterns that humans might not be able to see / patterns that are too complex / time consuming for humans to carry out.</li> <li>• It can provide a more accurate outcome with higher numbers of hidden layers.</li> </ul>	<b>2</b>