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# NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA (An Autonomous Institute Affiliated to AKTU, Lucknow) **B.Tech** SEM: VI - THEORY EXAMINATION (2023 - 2024) Subject: Artificial Intelligence Max. Marks: 100

**Time: 3 Hours** 

# **General Instructions:**

**IMP:** *Verify that you have received the question paper with the correct course, code, branch etc.* 

1. This Question paper comprises of three Sections -A, B, & C. It consists of Multiple Choice *Questions (MCQ's) & Subjective type questions.* 

**2.** *Maximum marks for each question are indicated on right -hand side of each question.* 

**3.** *Illustrate your answers with neat sketches wherever necessary.* 

**4.** Assume suitable data if necessary.

**5.** *Preferably, write the answers in sequential order.* 

6. No sheet should be left blank. Any written material after a blank sheet will not be evaluated/checked.

SECTION A

# 1. Attempt all parts:-

\_\_\_\_\_\_ is the complete history of everything the agent has ever perceived.(CO1) 1-a. 1

- (a) Goal
- (b) State-space

(c) Percept

(d) Percept sequence

- In1972, the first intelligent humanoid robot was built in Japan which was 1-b. 1 named as (CO1)
  - (a) SNARC
  - (b) DEEP BLUE
  - (c) WABOT 1
  - (d) ELIZA

is the example of Uninformed search algorithm. (CO2) 1-c.

- (a) Greedy Best first Search
- (b) A\* Search

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Subject Code:- AEC0616

- (c) Depth first search
- (d) None of the above
- 1-d. The data structure node PATH-COST in the tree represents(CO2)
  - (a) the state to which the node corresponds
  - (b) the node in the tree that generated this node
  - (c) the action that was applied to the parent's state to generate this node

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- (d) the total cost of the path from the initial state to this node
- 1-e. Artificial intelligence uses \_\_\_\_\_ logical connectives.(CO3)
  - (a) Two
  - (b) Three
  - (c) Four
  - (d) Five
- 1-f. If A is True and B is false, then  $A \Leftrightarrow B$  is (CO3)
  - (a) TRUE
  - (b) FALSE
  - (c) Either True or false
  - (d) Neither true nor false
- 1-g. Operation performed by KBA are (CO4)
  - (a) Tell and Ask
  - (b) Ask and Perform
  - (c) Tell, Ask and Perform
  - (d) None of the mentioned
- 1-h. Forward Chaining is a (CO4)
  - (a) Top -down Approach
  - (b) Bottom-up Approach
  - (c) both of the above
  - (d) None of the mentioned
- 1-i. The root node of a decision tree represents: (CO5)
  - (a) a leaf node
  - (b) a decision rule
  - (c) a split on a feature
  - (d) none of the above
- 1-j. In a goal-based agent, the agent selects actions that (CO5)

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- (a) maximize its utility function
- (b) minimize its cost function
- (c) achieve a desired goal
- (d) all of the above

## 2. Attempt all parts:-

2.a.	Enlist the capabilities of a machine to pass the Turing test. (CO1)	2
2.b.	Define Goal in AI. (CO2)	2
2.c.	Briefly describe Heuristic knowledge. (CO3)	2
2.d.	Define resolution and write the steps for resolution. (CO4)	2
2.e.	Describe neural network learning. (CO5)	2
	SECTION B	30
3. Answer any <u>five</u> of the following:-		
З-а.	Explain Goal based Agent with suitable example. (CO1)	6
3-b.	Differentiate between Strong AI and Weak AI.(CO1)	6
3-c.	Explain the different parameters for evaluating the performance of Search strategies. (CO2)	6
3-d.	Explain Adversarial search in AI. (CO2)	6
3.e.	Write a short note on Semantic Tableaux and resolution in FOPL. (CO3)	6
3.f.	Draw the architecture of knowledge based system and define each block. (CO4)	6
3.g.	Define planning and explain different types of planning in AI. (CO5)	6
	SECTION C	50
4. Answer any <u>one</u> of the following:-		
4-a.	Write down the features of Well-defined learning problem and also write the features of well posed learning problem of the following: (a) A checkers	10

features of well posed learning problem of the following: (a) A checkers learning problem (b) A handwriting recognition learning problem (c) A robot driving learning problem. (CO1)

4-b. Explain the historical development of Artificial Intelligence. (CO1) 10

### 5. Answer any <u>one</u> of the following:-

5-a. Distinguish between Greedy Best-first Search and A\* Search algorithm. (CO2) 10

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5-b. Explain Mini-Max search with reference to game playing. (CO2)

### 6. Answer any <u>one</u> of the following:-

6-a. Three missionaries and three cannibals are on one side of a river, along with a 10 boat that can hold one or two people. Find a way to get everyone to the other

side without ever leaving a group of missionaries in one place outnumbered by the cannibals in that place. a.) Formulate the problem precisely, making only those distinctions necessary to ensure a valid solution. Draw a diagram of the complete state space. b.) Implement and solve the problem optimally using an appropriate search algorithm. (CO3)

6-b. Draw truth table for the five logical connectives in Propositional logic and 10 explain its importance. (CO3)

#### 7. Answer any one of the following:-

- 7-a. Write short note on (i) Operations performed by KBA (ii) Levels of KBA (iii) 10 Approaches to design a KBA. (CO4)
- 7-b. Draw the architecture of an expert system and explain it in detail. (CO4) 10

#### 8. Answer any <u>one</u> of the following:-

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- 8-a. Explain Particle swarm optimization algorithm. (CO5) 10
- 8-b. Write short note on (i) supervised learning (ii) Unsupervised learning. (CO5) 10