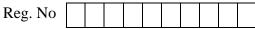
(GIET UNIVERSITY) M.C.A (Fifth Semester) Examinations, November - 2024 **BCA20501 – Artificial Intelligence** (BCA) Time: 3 hrs Maximum: 60 Marks The figures in the right hand margin indicate marks. **PART – A: (Multiple Choice Questions)** (1 x 10 = 10 Marks) CO# PO# Q. 1 Answer ALL questions CO1 PO1 Which of the following is not a composition of Intelligence? a. i. Reasoning ii. Learning iii. Terminating iv. Perception CO1 PO1 The Turing Test was proposed by whom? b. i. Graham Turing ii. Alan Turing iii. Christopher Turing Andrew NG Turing iv. A proposition formula which is always false is called-CO2 PO1 c. i. Contradiction None of these ii. iii. Tautology iv. Paradox CO2 d. Inheritance relations are used in-PO1 **Production Rules** ii. Semantic Network i. iii. Frames iv. Logical CO3 Which of the following is a type of Ensemble Learning? PO1 e. Linear Regression i. **Decision Trees** ii. iii. Support Vector Machines Random Forest iv. Specific attributes "Instance" and "ISA" play an import role in which form of reasoning? CO3 f. PO1 i. **Property Inheritance Class Inheritance** ii. iii. Hierarchical Inheritance iv. Multi-level Inheritance CO4 PO1 MYCIN was designed tog. i. Detect cancer at early stages ii. Find bacteria causing infections iii. Chemical analysis iv. Determine the type and level of lung cancer CO4 PO1 ES was first developed in the year h. i. 1950 1980 ii. iii. 1970 1990 iv. CO1 PO1 Deep learning is the subset ofi. i. Data Science ii. Ensemble learning iii. Machine Learning iv. Data Mining CO2 PO1 Which of the following is Knowledge about knowledge į. i. Procedural Knowledge ii. Heuristic Knowledge iii. Structural Knowledge iv. Meta-Knowledge

PART – B: (Short Answer Questions)

CO# PO# Q.2. Answer ALL questions CO1 PO1 a. Explain PEAS in terms of an Ideal Rational Agent. CO1 PO1 b. What is the structure of an Agent? CO2 PO1 c. What is Payoff function? What will be the Payoff function values in the game of chess? CO2 d. Define the two parameters of Alpha-Beta Pruning. PO1

 $(2 \times 10 = 20 \text{ Marks})$



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е.	What do you mean by Pruning?	CO3	PO1
f.	Describe Quantifiers? Give an example.	CO3	PO1
g.	Define Reinforcement Learning.	CO4	PO1
h.	What does a Knowledge Engineer do in ES?	CO4	PO1
i.	What is the role of PXDES?	CO1	PO1
<i>j</i> .	What is DENDRAL?	CO2	PO1

PART – C: (Long Answer Questions) (10 x 4 = 40 Marks)

Answer ALL questions		Marks	CO#	PO#
3. <i>a</i> .	What is an Environment in terms of AI? Describe any six types of Environments with an	5	CO1	PO1
b.	example. What is GPS? Given a situation that the weather is Cloudy, Explain the step-by-step approach	5	CO1	PO2
	how an Agent would avoid getting wet			
	(OR)	10	CO1	DO2
С.	Write a short note on	10	CO1	PO2
	(i) UCS			
	(ii) IDDFS	_	001	DOI
4. <i>a</i> .	What do you mean by Optimal Decision Making in games? What are the challenges in a Multiplayer game?	5	CO1	PO1
<i>b</i> .	What is KRR? Explain the different techniques of Knowledge Representation with examples.	5	CO2	PO2
	(OR)			
С.	Write a short note on:	10	CO2	PO2
	(i) KBA			
	(ii) Frame Representation			
5. <i>a</i> .	What are Quantifiers? Explain the types of Quantifiers with examples	5	CO3	PO1
b.	What are Decision Trees? Explain the decision-making process in Decision Trees with a neat Diagram.	5	CO3	PO2
	(OR)			
с.	Given below are some statements, represent them using Instance and ISA relationships.	10	CO3	PO2
	Explain the initial steps or representation.			
	1. Marcus was a man			
	2. Marcus was a Pompeian			
	3. All Pompeians were Romans			
	4. Caesar was a ruler			
	5. All Pompeians were either loyal to Caesar or hated him			
6. <i>a</i>	Describe Expert System Shells with a neat diagram. What are the applications of ES?	5	CO4	PO1
<i>b</i> .	Explain the Expert System shell components.	5	CO4	PO2
	(OR)			
С.	What is an ES? Describe the development of MYCIN.	5	CO4	PO1
d.	What do you mean by forward chaining and backward chaining? What are the limitations of ES?	5	CO4	PO2

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