QPC: RD20BTECH341

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Reg. No





## **GIET UNIVERSITY, GUNUPUR – 765022**

B. Tech (Fifth Semester – Regular) Examinations, December – 2022

## BPCCS5040 - Artificial Intelligence (CSE)

Time: 3 hrs Maximum: 70 Marks

| 1 11111                   | c. 5 ms |  |            |                          | Maxilliulli. /       | U Waiks   |
|---------------------------|---------|--|------------|--------------------------|----------------------|-----------|
|                           |         |  |            | Questions                |                      |           |
| DAI                       | от А.   |  | ight han   | d margin indicate marks. | (1 v 10 = 1(         | ) Marka)  |
| FAI                       | X1 – A: | (Multiple Choice Questions)              |            |                          | $(1 \times 10 = 10)$ | ) Marks)  |
| Q.1. Answer ALL questions |         |  |            |                          | [CO                  | )#] [PO#] |
| a.                        | The id  | ea of AI originated from                 |            |                          | CO-                  | -1 PO-1   |
|                           | (i)     | Chemical Test                            | (ii)       | Biological Test          |                      |           |
|                           | (iii)   | Turing Test                              | (iv)       | None of these            |                      |           |
| b.                        | Time o  | complexity of BFS is                     |            |                          | CO-                  | -2 PO-2   |
|                           | (i)     | O(bd)                                    | (ii)       | $O(b^d)$                 |                      |           |
|                           | (iii)   | $O(d^b)$                                 | (iv)       | O(b+d)                   |                      |           |
| c.                        | Constr  | aint satisfaction is also referred to as | S          |                          | CO-                  | -2 PO-1   |
|                           | (i)     | Divide-and-Conquer algorithm             | (ii)       | Greedy algorithm         |                      |           |
|                           | (iii)   | Relaxation algorithm                     | (iv)       | None of these            |                      |           |
| d.                        | The pr  | ocess of eliminating existential quar    | ntifier is | known as                 | CO-                  | -3 PO-1   |
|                           | (i)     | Resolution                               | (ii)       | Skolemization            |                      |           |
|                           | (iii)   | Unification                              | (iv)       | None of these            |                      |           |
| e.                        | CD pri  | mitive that is used to do mental tran    | sfer is _  |                          | CO-                  | -3 PO-3   |
|                           | (i)     | ATRANS                                   | (ii)       | ATTRANS                  |                      |           |
|                           | (iii)   | PTRANS                                   | (iv)       | MTRANS                   |                      |           |
| f.                        | Which   | unit makes inference based on curre      | ent set o  | f beliefs                | CO-                  | -4 PO-2   |
|                           | (i)     | TMS                                      | (ii)       | Inference engine         |                      |           |
|                           | (iii)   | KB                                       | (iv)       | All of these             |                      |           |
| g.                        | Game    | Playing is often called as an            |            |                          | CO-                  | -2 PO-1   |
|                           | (i)     | Sequential search                        | (ii)       | Informed search          |                      |           |
|                           | (iii)   | Adversarial Search                       | (iv)       | None of these            |                      |           |
| h.                        | ATN s   | tands for                                |            |                          | CO-                  | -3 PO-1   |
|                           | (i)     | Automated Teller Machine                 | (ii)       | Automatic Truth Machine  |                      |           |
|                           | (iii)   | Augmented Transition Network             | (iv)       | None of these            |                      |           |
| i.                        | Rote le | earning is based on the principle of     |            |                          | CO-                  | -1 PO-2   |
|                           | (i)     | Catching                                 | (ii)       | Induction                |                      |           |
|                           | (iii)   | Deduction                                | (iv)       | None of the above        |                      |           |
| j.                        | Which   | of the following is an example of an     | n ES       |                          | CO-                  | -1 PO-1   |
|                           | (i)     | DENDRAL                                  | (ii)       | MYCIN                    |                      |           |
|                           | (iii)   | JAVA                                     | (iv)       | Both (i) and (ii)        |                      |           |

## **PART – B: (Short Answer Questions)**

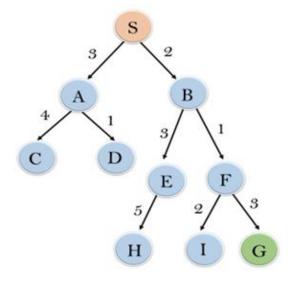
| $(2 \times 10 = 20 \text{ Mar})$ | ·ks) |
|----------------------------------|------|
|----------------------------------|------|

| Q.2. | Answer ALL questions   | [CO#] | [PO#] |
|------|--|-------|-------|
| a.   | Define AI? List four applications of Artificial Intelligence?                    | CO-1  | PO-1  |
| b.   | What are the limitations of hill climbing problem?                               | CO-2  | PO-2  |
| c.   | Define and differentiate between state space and search space?                   | CO-1  | PO-2  |
| d.   | Mention the role of TMS in problem solving.                                      | CO-3  | PO-1  |
| e.   | Represent the sentence "john fertilized the field" in Conceptual dependency (CD) | CO-3  | PO-3  |
| f.   | How linear planning different from non-linear planning.                          | CO-4  | PO-2  |
| g.   | What is Understanding and what makes understanding hard?                         | CO-4  | PO-2  |
| h.   | With an example describe Syntactic ambiguity.                                    | CO-1  | PO-2  |
| i.   | What is the role of learning element in Learning?                                | CO-3  | PO-1  |
| j.   | Describe the role of expert system "DENDRAL"                                     | CO-4  | PO-1  |

## **PART – C: (Long Answer Questions)**

 $(10 \times 4 = 40 \text{ Marks})$ 

| Answer ALL questions |  | Marks | [CO#] | [PO#] |
|----------------------|--|-------|-------|-------|
| 3. a.                | Using cryptarithmetic problem solve $SEND + MORE = MONEY$ .  | 5     | CO-1  | PO-3  |
| b.                   | Describe the Hill climbing search with its potential problem.  | 5     | CO-1  | PO-2  |
|                      | (OR)   |       |       |       |
| c.                   | Briefly explain about A* algorithm and calculate the cost using A* algorithm, where S is starting state and G is goal state. | 5     | CO-1  | PO-3  |



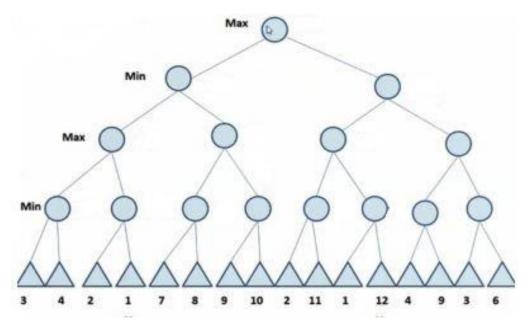
| node | H (n) |
|------|-------|
| A    | 12    |
| В    | 4     |
| C    | 7     |
| D    | 3     |
| E    | 8     |
| F    | 2     |
| H    | 4     |
| I    | 9     |
| S    | 13    |
| G    | 0     |

Explain the reduction techniques AND-OR Graph with an example. C0-1 PO-2 Assume the following facts. Rama likes only easy course. Engg. Courses are hard. CO-3 PO-3 All courses in Arts are easy.AR04 is an Arts course. Using resolution principle answer the question that "What course would Rama like" PO-2 b. Describe Frame with suitable example. 5 CO-3

- c. Define script. Represent the Restaurant script. 5 CO-3 PO-2
- d. What do you mean by resolution?

Consider the following Knowledge Base: prove that It will rain.

- 1. The humidity is high or the sky is cloudy.
- 2. If the sky is cloudy, then it will rain.
- 3. If the humidity is high, then it is hot.
- 4. It is not hot.
- 5. a. Describe alpha- beta pruning and using it evaluate the cost at root node. Mention 5 CO-2 PO-2 where Cut occurs for following tree.



b. Describe the different phase of Natural language processing.

5 CO-2 PO-2

5

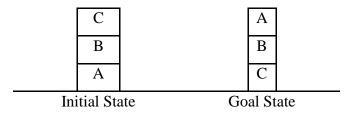
CO-3

PO-3

(OR)

c. Explain Goal stack planning. Using the Goal stack planning solve the following.

5 CO-3 PO-3



d. Describe statistical Natural language processing.

5 CO-4 PO-2

6. a. Describe Learning. With a neat diagram describe the different component of 10 CO-4 PO-2 learning.

(OR)

b. Describe Expert system. With a neat diagram describe the different component of 10 CO-4 PO-2 expert system.