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Paper Code : OE-EC804A Artificial Intelligence

UPID : 008300

Time Allotted : 3 Hours

Full Marks : 70

The Figures in the margin indicate full marks.

Candidate are required to give their answers in their own words as far as practicable

Group-A (Very Short Answer Type Question)

1. Answer any ten of the following :

[1 x 10 = 10]

- (I) Which function will select the lowest expansion node at first for evaluation?
- (II) What are the syntactic elements of First Order Logic?
- (III) What is Reasoning?
- (IV) What are the components of a problem?
- (V) What is the meaning of semantics?
- (VI) what is Artificial Intelligence ?
- (VII) What are the tasks of Artificial Intelligence?
- (VIII) Database Management System is not an application of AI: True/False
- (IX) A* Search are informed search methods. True/False
- (X) Which search method will expand the node that is closest to the goal?
- (XI) What is Perceiving in AI ?
- (XII) The recognition system in AI is of how many types?

Group-B (Short Answer Type Question)

Answer any three of the following :

[5 x 3 = 15]

2. List down all the characteristics of intelligent agent. [5]
3. How will you measure the problem-solving performance? [5]
4. Define First order Logic? Mention its uses. [5]
5. What is BFS? What is the application of BFS? [5]
6. What are semantic nets? Describe its feature. [5]

Group-C (Long Answer Type Question)

Answer any three of the following :

[15 x 3 = 45]

7. a. Can there be more than one agent program that implements a given agent function? []
Give an example, or show why one is not possible. [3+3+3+3+3]
b. Are there agent functions that cannot be implemented by any agent program? []
c. Given a fixed machine architecture, does each agent program implement exactly one agent function?
d. Given an architecture with n bits of storage, how many different possible agent programs are there?
e. Suppose we keep the agent program fixed but speed up the machine by a factor of two. Does that change the agent function?
8. Explain properties of environment with examples : []
a) Discrete vs Continuous [3+3+3+3+3]
b) Deterministic vs Stochastic []
c) Single-agent vs Multi-agent
d) Known vs Unknown
e) Accessible vs Inaccessible
9. a) Define A.I [3+3+3+6]
b) What is meant by robotic agent? []
c) Define rational agent?
d) Give the general model of learning agent?
10. Explain in detail, the structure of following intelligent agents. Mention why they are called intelligent? [5+5+5]

- A. Simple Reflex Agents
- B. Model Based Reflex Agents
- C. Goal Based Agents

11. a. How can mini-max also be extended for game of chance? [5+5+5]
b. What is environment program ? List the properties of environments.
c. How agent should act?

*** END OF PAPER ***