

GUJARAT TECHNOLOGICAL UNIVERSITY
BE – SEMESTER – VIII. EXAMINATION – WINTER 2016

Subject Code: 180703**Date: 22/10/2016****Subject Name: Artificial Intelligence (Department Elective - II)****Time: 02:30 PM to 05:00 PM****Total Marks: 70****Instructions:**

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

- Q.1 (a)** Discuss following: **07**
- i. Turing Test
 - ii. State space of a problem
- (b)** Analyze (a) 8-puzzle, (b) Chess and (c) Tower of Hanoi problems with respect to the following problem characteristics: **07**
- i. Is the problem decomposable?
 - ii. Can solution step be ignored?
 - iii. Is the good solution absolute or relative?
 - iv. Is the solution state or a path?
 - v. What is the role of knowledge?
- Q.2 (a)** Describe the components of a semantic net. **07**
- (b)** Consider the following sentences: **07**
- Raj likes all kinds of food.
 - Apples are food.
 - Anything anyone eats and isn't killed by is food.
 - Sachin eats peanuts and is still alive.
 - Vinod eats everything Sachin eats.
- Now, attempt following:
- i. Translate these sentences into formulas in predicate logic.
 - ii. Use resolution to answer the question, "What food does Vinod eat?"
- OR**
- (b)** What is wrong with the following arguments? **07**
- Men are widely distributed over the earth
 - Socrates is a man.
 - Therefore, Socrates is widely distributed over the earth.
- How should the facts represented by these sentences be represented in logic so that this problem does not arise?
- Q.3 (a)** Explain AO* algorithm with an example. **07**
- (b)** Enlist and Explain various phases involved in Natural Language Processing. **07**
- OR**
- Q.3 (a)** Explain non-monotonic reasoning in detail. **07**

- (b) Solve the Crypt – arithmetic problem with the following constraints. Give solution steps. 07

Constraints :- (i) Use decimal arithmetic

(ii) No two letters possess same digit.

$$\begin{array}{r}
 \text{C R O S S} \\
 + \text{R O A D S} \\
 \hline
 \text{D A N G E R}
 \end{array}$$

- Q.4 (a) Explain how list is used in Prolog. Discuss how following list-functions can be implemented in Prolog: 07

(a) Checking membership of an element in a given list, (b) concatenating two lists, and (c) deleting an element from a given list.

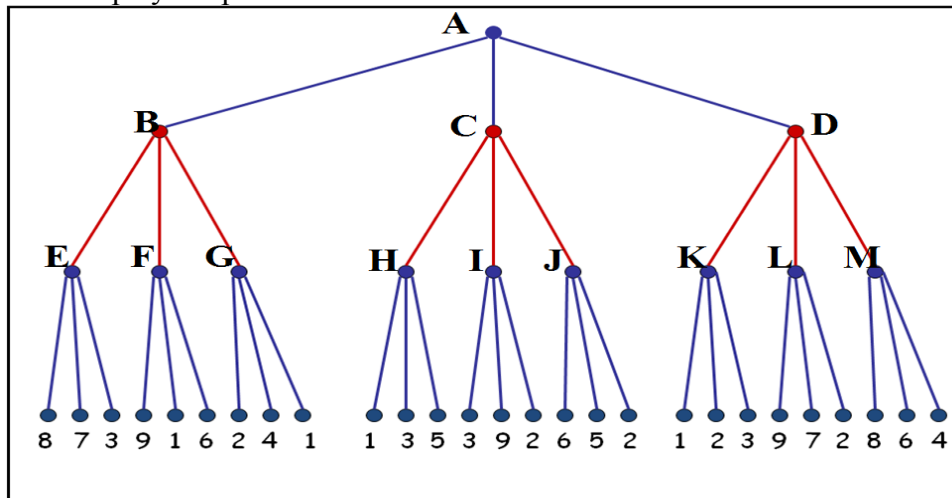
- (b) Explain cut and fail predicate with example. 07

OR

- Q.4 (a) Write a Prolog program to find factorial of a given number. 07

- (b) Discuss Hill climbing and Simulated Annealing. State the differences between these two methods. 07

- Q.5 (a) Consider the following 2 player game tree in which static scores are given from the first player's point of view: 07



Suppose the first player is the maximizing player. What move should be chosen? Why? Use Mini-Max search to solve.

Also explain limitations of Mini-Max search. How to overcome them?

- (b) Describe Expert System development procedure. 07

OR

- Q.5 (a) Discuss perceptron learning algorithm for training a neural network. Also discuss different activation functions. 07

- (b) Discuss following: 07

- i. Bayesian network
- ii. Fuzzy logic
