

KATHMANDU UNIVERSITY
End Semester Examination [C]
June 2018

Marks scored:

Level : B.E./B.Sc.
Year : IV

Course : COMP 472
Semester: I

Exam Roll No:

Time: 30 mins.

F.M. : 10

Registration No.:

Date **JUN 13 2018**

SECTION "A"

[20 Q.×0.5=10 marks]

Pick the correct answer(s)

- Which one of the following learning unit is responsible for suggesting actions that will lead to new and informative experiences?
 Problem Generator Performance element
 Critic Learning element
- Which one of the following is responsible for improving the efficiency of the performance element?
 Problem Generator Performance element itself
 Critic Learning element
- Genetic algorithm uses the concept of
 Hill climbing search A*search
 Uniform cost search Neural search
- Everyone do not like Iva can be translated as _____ in FOPL
 $\neg\exists x \text{ Likes}(x, Iva)$ $\exists y \neg\text{likes}(Iva)$
 $\forall x \neg\exists y \text{ Likes}(x, Iva)$ $\neg\forall x \exists y \text{ Likes}(Iva, y)$
- Which of the following is not a syntactically legal sentence of Propositional Logic?
 $m \wedge \neg m$ $(m \Rightarrow (q \Rightarrow r)) \Leftrightarrow (s \Leftarrow t)$
 $\neg(q \vee r) \neg q \Rightarrow \neg m$ $m \vee \neg q \wedge \neg m \vee \neg q \Rightarrow m \vee q$
- A* algorithm is based on
 Breadth-First-Search Depth-First -Search
 Best-First- Search Hill climbing
- Which of the following is a problem that occurs in hill climbing?
 Cliff Ridge Valley Rock slide
- What are you predicating by the logic: $\forall x: \exists y: \text{loyalto}(x, y)$.
 Everyone is loyal to someone Everyone is loyal to all
 Everyone is not loyal to someone Everyone is loyal
- The traveling salesman problem involves n cities with paths connecting the cities. The time taken for traversing through all the cities, without knowing in advance the length of a minimum tour, is
 $O(n)$ $O(n^2)$ $O(n!)$ $O(n/2)$

10. What is Transposition rule?
 From $P \rightarrow Q$, infer $\sim Q \rightarrow \sim P$ From $P \rightarrow Q$, infer $Q \rightarrow \sim P$
 From $P \rightarrow Q$, infer $\sim Q \rightarrow \sim P$ From $P \rightarrow Q$, infer $Q \rightarrow P$
11. A _____ embodies the criterion for success of an agent's behavior.
 Performance measure Efficiency
 Rationality Autonomy
12. Rationality at any given time does not depend upon one of the following condition.
 The agent's prior knowledge
 The action that the agent can perform
 The agents percepts sequence till date
 Agent's Omni-scientific capability
13. Which one of the following component does not describe the problem best?
 Initial state Goal state Path cost Abstract state
14. If we find a sentence $\alpha \Rightarrow \beta$ and α in a knowledge base then from that KB we can infer _____ knowledge as Modus Ponem.
 β α $\sim \beta$ $\sim \alpha$
15. The environment of a taxi driver agent can be best describe as
 Fully Observable, stochastic, sequential dynamic
 Partially Observable, deterministic, sequential episodic
 Partially Observable, stochastic, sequential dynamic
 Fully Observable, stochastic, sequential semi dynamic
16. If b is the branching factor and d is the depth of the goal node the space complexity of the depth first search algorithm can be expressed in Big O notation as _____
 $O(b^{d+1})$ $O(b^{d/2})$ $O(bd)$ $O(b^d)$
17. In the model where P implies Q and the contradiction of Q exist, then it infer contradictory of P is explained by
 Modus Ponem Modus Tollen
 AND elimination Resolution refutation
18. The following relation defines the sibling in prolog.
 sibling(X,Y):-parent(Z,X),parent(Z,Y).
 sibling(X,Y):-parent(Z,X),parent(Y,Z),(X\=Y).
 sibling(X,Y):-parent(Z,X),parent(Z,Y),(X\=Y).
 sibling(X,Y):-parent(Z,X),parent(Y,Z).
19. One of the following properties should be possessed by the machine to pass the total turing test.
 Vision Knowledge representation
 Learning Natural Language processing
20. Which one of the following agent cannot plan ahead?
 model based agent utility based agent
 goal based agent Simple reflex agent

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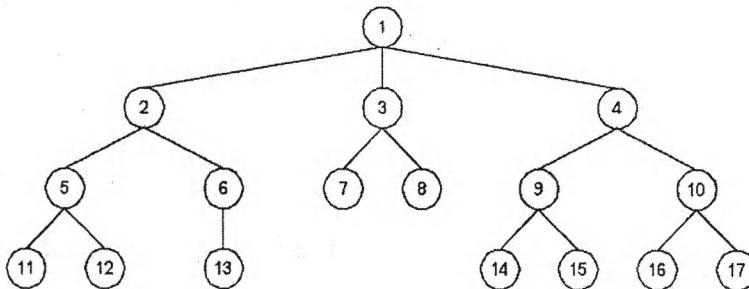
Course : COMP 472
Semester: I
F.M. : 40

SECTION "B"

[2 Q. × 8=16 marks]

Attempt ALL questions

- For the following tree, list the order in which the nodes are visited for the following Three search strategies and suggest the suitability for each of them.
 - Depth-First Search
 - Depth-First Iterative-Deepening Search
 - Breadth-First Search



- Discuss the typical neural network architecture. Explain how it is different from conventional computing.

SECTION "C"

[6 Q.×4=24 marks]

Attempt any SIX questions

- What is Artificial Intelligence? Explain the applications of Artificial Intelligence.
- Explain the term plateau, false peaks and ridges in hill climbing search. How can these problems be overcome
- Formulate the state space for the water jug problem defined as follows: you are given two jug a 4-gallon one and a 3-gallon one a pump which has unlimited **water which you** can use to fill the **jug**, and the ground on which **water** may be poured. Neither **jug** has any measuring markings on it. Your task is to get exactly 2 gallon water on the 4-gallon jug.
- What do you mean by informed search technique? Explain the term admissible heuristics and monotonicity.
- What is knowledge Base? How do you represent the knowledge in the computer system?

8. What types of problem are said to be constraint satisfaction problem? Explain how these problems are solved using artificial intelligence.
9. Convert the following sentences into FOPL.
 - a. Some painters are not teachers.
 - b. Some teacher loves both Bob and Alice.
 - c. Some painter loves some teacher.
 - d. All painters are teachers.