| Total No. of Questions : 8] | <u>^</u>  | SEAT No.:             | _ |
|-----------------------------|-----------|-----------------------|---|
| PD4250                      |           | [Total No. of Pages : | 2 |
|                             | [6403]-45 |                       |   |

## T.E. (Computer Engineering) ARTIFICIAL INTELLIGENCE (2019 Pattern) (Semester - VI) (310253)

|              |           | (2019 Pattern) (Semester - VI) (310253)   | 4    |
|--------------|-----------|---|------|
| Time         | : 21/     | / <sub>2</sub> Hours] [Max. Marks   | : 70 |
|              |           | ons to the candidates:  | ,    |
| 1            | 1)        | Answer Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.  |      |
| 2            | 2)        | Neat diagrams must be drawn wherever necessary.   |      |
| 3            | 3)        | Figures to the right side indicate full marks.  |      |
| 4            | <i>1)</i> | Assume Suitable data if necessary.  |      |
|              |           |   |      |
| Q1)          | a)        | Explain Alpha-Beta tree search and cut off procedure with example.                              | [9]  |
|              | b)        | Explain in details the concept of backtracking and constraint propaga                           | tion |
|              |           | to solve n-queens problem.  | [8]  |
|              |           | OR  |      |
| <i>Q2</i> )  | a)        | What is constraint satisfaction problem? Explain with example.                                  | [5]  |
| ,            | b)        | Compare and contrast the stochastics games and partial observable gar                           | nes. |
|              | -)        | garage and parameters garage  | [4]  |
|              | c)        | How AI technique is used to solve tic-tac-toe problem.  | [8]  |
|              | c)        | Trow Ar technique is used to solve tie-tae-toe problem.   | [O]  |
| (12)         | (ء        | Evaloia Warners would a comment with DEAS description   | 103  |
| ~            | a)        | Explain Wumpus world environment with PEAS description.   | [8]  |
|              | b)        | What is knowledge representation in propositional logic? Compare                                |      |
|              |           | contrast PL and FOLS  | [8]  |
|              |           | OR OR   |      |
| <b>Q</b> 4)  | a)        | Explain different inference rules in FOL with suitable example.                                 | [9]  |
|              | b)        | What is an agent? Explain knowledge based agent with architec-                                  | ture |
|              |           | diagram, also state the significance of inference engine  | [8]  |
|              |           |   |      |
| <b>()</b> 5) | (۵        | Illustrate with an example the use of the usit vation describe to prove                         | tha  |
| <i>Q5)</i>   | a)        | Illustrate with an example the use of the unification algorithm to prove concept of resolution. |      |
|              | , (       | O 0,  | [9]  |
|              | b)        | Define and explain the forward changing with example, analyze                                   |      |
|              |           | differences between forward and backward changing.  | [9]  |
|              |           | OR OR   |      |

| Q6)  | a)   | Describe Ontological Engineering wirt. Categories, Objects and Mode      | el.<br><b>9]</b> |
|------|------|--|------------------|
|      | b)   | Define First order Logic, Explain FOL inference for following classifier | s.<br>9]         |
|      |      | i) Universal Generalization  |                  |
|      |      | ii) Universal Instantiation  | *                |
|      |      | iii) Extential Instantiation   |                  |
|      |      | iv) Extential Introduction   |                  |
|      |      |  |                  |
| Q7)  | a)   | Explain the algorithm for classical planning with an example.            | 6]               |
|      | b)   | Analyze various planning approaches in AI.                               | 6]               |
|      | c)   | Explain the Hierarchical planning with relevant example.                 | 6]               |
|      |      | ORO  |                  |
| Q8)  | a)   | Explain with example how planning is different than problem solving.     | 6]               |
|      | b)   |  | 6]               |
|      | c)   | Explain AI components and AI Architecture.                               | 6]^              |
|      |      |  |                  |
|      |      | Explain AI components and AI Architecture.                               |                  |
| [640 | 3]-4 | 2  |                  |