Total No. of Questions: 8]	SEAT No.	•
PD4590	[Tota	l No. of Pages :

## [6404]-95 B.E (Computer Engineering) DEEP LEARNING (2019 Pattern) (410251) (Semester - VIII)

		4 7
	/2 Hours]	[Max. Marks: 70
instructi 1)	ons to the candidates.  Solve Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.	O
2)	Figures to the right side indicate full marks.	
3)	Neat diagrams must be drawn wherever necessary.	
<i>4</i> )	Make suitable assumption whenever necessary.	
<b>Q1</b> ) a)	Draw and Explain CNN Architecture in detail.	[6]
b)	Explain working of Convolution Layer.	[6]
c)	Explain pooling layers and its type.	[6]
	OR O	
<b>Q2</b> ) a)	Explain all the features of pooling layer.	[6]
b)	Explain local response Normalization.	[6]
c)	Explain ReLU Layer in detail.	[6]
	50.6.	
<b>Q3</b> ) a)	Explain recursive neural network.	8 [6]
<b>b</b> )	Explain the LSTM in RNN.	[6]
		, D.
c)	Explain in brief about working of RNN.	[5]
	OR OR	
Q4) a)	Difference between CNN Vs RNN.	[6]
b)	What are the challenges of long term dependencies?	[6]
c)	Explain Encoder-Decoder RNN model.	[5]
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<b>Q</b> 5)	a)	Explain Deep Generative Model.	[6]
	b)	Explain Boltzmann Machine in details.	[6]
	c)	Explain in brief GAN with an example.	[6]
		OR	
<b>Q6</b> )	a)	Explain deep belief networks in detail.	[6]
	b)	What is Generative Adversarial Network? Explain its component.	[6]
	c)	Explain types of GAN.	[6]
<b>Q</b> 7)	a)	Explain Markov Decision Process.	[6]
	b)	Explain deep reinforcement learning.	[6]
	c)	What are the challenges of reinforcement learning?	[5]
		OR	
Q8)	a)	Explain the process of Deep Q-learning.	[6]
	b)	Explain reinforcement learning for Tic-Tac-Toe game.	[6]
	c)	Explain Dynamic programming algorithm for reinforcement learning.	[5]
		Explain reinforcement learning for Tic-Tac-Toe game.  Explain Dynamic programming algorithm for reinforcement learning.  ******	5
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