### NOTE:

- 1. Answer question 1 and any FOUR from questions 2 to 7.
- 2. Parts of the same question should be answered together and in the same sequence.

### Time: 3 Hours

Total Marks: 100

1.

- a) What is Chinese Room Test? Discuss how is it different from Turing test?
- b) Compare Breadth First and Depth First Search techniques on the basis of time, space and optimality and completeness.
- c) Criticize Hill Climbing algorithm with the help of an example.
- d) Differentiate between Semantic Nets and Frames?
- e) Why do we need fuzzy logic systems in the present scenario? What are its advantages and disadvantages?
- f) Discuss the role of Recursive Transitions Nets (RTN) and Augmented Transition Nets (ATN) in natural language processing
- g) Briefly explain the learning paradigms in artificial neural networks.

(7x4)

### 2.

- a) Consider a state space where the start state is number 1 and each state k has two successors: numbers 2k and 2k + 1.
  - i) Draw the portion of the state space for states 1 to 15.
  - ii) Suppose the goal state is 11. List the order in which nodes will be visited for breadth-first search and depth-first search.
- b) What are production systems? Describe the various categories of production systems.
- c) What is Simulated Annealing algorithm? How is it different from Local Beam Search?

(8+6+4)

3.

a) Given the game board below where it is X's turn to play next, show the game tree with a cut-off depth of two ply (i.e., stop after each player makes one move). Use the following evaluation function on all leaf nodes:

Eval(s) = 10X3(s) + 3X2(s) + X1(s) - (10O3(s) + 3O2(s) + O1(s))

where we define Xn(s) as the number of rows, columns, or diagonals in state *s* with exactly *n* X's and no O's, and similarly define On(s) as the number of rows, columns, or diagonals in state *s* with exactly *n* O's and no X's. Use the minimax algorithm to determine X's best move.



- b) What are artificial neural networks (ANNs)? Discuss the basic structure of ANNs in detail.
- c) Draw the Parse tree for the given statement: "The bird pecks the grains"

(10+6+2)

# 4.

- a) What is Fuzzy Logic system? Explain its various components with the help of an example.
- b) Is it true to say that Dempster-Shafer theory is an alternative to traditional probability theory. Justify your answer with appropriate reasons. Also discuss the suitable applications of Dempster-Shafer theory and traditional probability theory.
- c) Write a PROLOG program:
  - i) To remove duplicates from the list
  - ii) For merging two ordered lists using cut

#### (6+6+6)

- 5.
- a) Consider a situation in which we want to reason about the relationship between smoking and lung cancer. We'll use 5 Boolean random variables representing "has lung cancer" (C), "smokes" (S), "has a reduced life expectancy" (RLE), "exposed to second- hand smoke" (SHS), and "at least one parent smokes" (PS). Intuitively, it is known that whether or not a person has cancer is directly influenced by whether she is exposed to second-hand smoke and whether she smokes. Both of these things are affected by whether her parents smoke. Cancer reduces a person's life expectancy.
  - i) Draw the network (nodes and arcs only)
  - ii) How many independent values are required to specify all the conditional probability tables (CPTs) for the network?
  - iii) How many independent values are in the full joint probability distribution for this problem domain?
- b) Self Organizing Networks and Recurrent Networks are alternatives to each other? Comment and Justify.
- c) Define the term Knowledge Acquisition (KA)? Describe the techniques used for Knowledge Acquisition.

(6+6+6)

## 6.

- a) Choose variable symbols, predicates etc and express the following sentences in FOL:
  - i) Every parrot is an animal with wings.
  - ii) Animals with wings fly.
  - iii) Polly is a parrot.
  - Show using Modus Ponens as well as resolution that Polly flies.
- b) Construct semantic network representations for the information below: "Mary gave the green flowered vase to her cousin."
- c) Discuss the role of consistency driven techniques in constraint satisfaction problems.

(6+4+8)

# 7.

- a) Discuss various activation functions of Artificial Neural Network.
- b) Explain Hebb's Learning Rule.

(9+9)