

BE2-R4 : ARTIFICIAL INTELLIGENCE & NEURAL NETWORKS

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) Explain the challenges of Artificial Intelligence in Real World.
 - (b) Compare Breadth first search and depth first search.
 - (c) Define Tautology and truth table.
 - (d) Convert the following sentence into predicate logic:
 - All Pompeians were Romans
 - Every one is loyal to someone
 - (e) Explain the significance of Membership Function in Fuzzy systems.
 - (f) Explain MCP neuron model.
 - (g) Explain the term Linearly Seperable Patterns and explain the XOR problem in the context of linearly seperability.

(7 × 4)

2.
 - (a) Define Single-state problem formulation.
 - (b) Explain the concept of Iterative Deepening Depth-First Search.
 - (c) Describe how Problem Reduction is done with AO* Algorithm.

(6 + 6 + 6)

3.
 - (a) List the basic components of First Order Logic (FOL) or predicate logic.
 - (b) What are Semantic Networks? Explain with the help of an example.
 - (c) Explain the various components of Natural Language Processing.

(6 + 6 + 6)

4.
 - (a) Write a program in PROLOG to verify if a word is a palindrome.
 - (b) What is the significance of Interface Engine in Expert Systems? Discuss forward chaining and backward chaining strategies.
 - (c) Explain the Expert System Architecture.

(6 + 6 + 6)

5. (a) Discuss how rate of learning effects Back propagation algorithm.
(b) Explain types of Artificial Neural Network architectures.
(c) Explain Error Back propagation algorithm.

(6 + 6 + 6)

6. Explain following types of learning rules:
(a) Hebb's Learning Rule
(b) Delta Learning Rule
(c) Perceptron Learning Rule

(6 + 6 + 6)

7. Write short notes on the following:
(a) Bottom up Parsing Techniques
(b) Characteristics of A.I. Programs
(c) Hill-Climbing Search

(6 + 6 + 6)
