

(3 hours)

Total Marks: 80

N.B. 1. Question No. 1 is **compulsory**2. Attempt any **Three** out of remaining3. Assume suitable data if **necessary** and **justify** the assumptions4. Figures to the **right** indicate full marks

- Q1. [A] Explain any two Fuzzy membership functions. 05
- [B] Show Mc-culloch Pitt Model to implement OR gate. 05
- [C] Explain with diagram different activation functions used in Neural Network. 05
- [D] Explain with an example Union and Intersection of two fuzzy sets. 05
- Q2 [A] What is learning? Explain the different types of learning with example. Compare the different learning rules. 10
- [B] Let X be the Universe of well-known objects such as 10
- $X = \{\text{car, boat, house, bike, tree, Mountain}\}$
- Let Y be the Universe of simple geometrical shapes such as
- $Y = \{\text{square, octagon, triangle, circle, ellipse}\}$
- Following are the fuzzy sets of objects such as “car”, “square” and “corner”
- $A = \text{car} = \{1.0/\text{car} + 0.7/\text{boat} + 0.3/\text{house} + 0.2/\text{bike} + 0.4/\text{tree} + 0.0/\text{Mountain}\}$
- $B = \text{square} = \{1.0/\text{square} + 0.5/\text{octagon} + 0.6/\text{triangle} + 0.0/\text{circle} + 0.1/\text{ellipse}\}$
- $C = \text{corner} = \{0.6/\text{square} + 0.8/\text{octagon} + 0.5/\text{triangle} + 0.0/\text{circle} + 0.2/\text{ellipse}\}$
- Find the relation R between “car” and “square”.
  - Find the relation S between “square” and “corner”.
  - Find the relation T between “car” and “corner” using Max-Min composition.
- Q3 [A] Determine the weights after one iteration for Hebbian learning of a single neuron network starting with initial weight vector  $w = [1, 0, -1, 0.5]$  and inputs as 10
- $X_1 = [1, -2, 0.5, -1],$
- $X_2 = [1, -1.5, -2, -0.5],$
- $X_3 = [1, 0, -1, 1.5]$  and  $c=1.$
- Use bipolar binary activation function.
- [B] Explain with example Centre of largest area and weighted average method of Defuzzification. 10

- Q4 [A] Describe in brief Single Solution Particle Swarm Optimization method. 10  
[B] Explain the steps in Genetic Algorithm with a suitable Example. 10
- Q5 [A] Explain with examples Binary SVM. 10  
[B] With the help of a flow chart explain the working of Learning Vector Quantization. 10
- Q6 Describe the methods (**any two**) 20
- a. Natural Immune System
  - b. TSP, Best path finding using Ant algorithm
  - c. Color Recipe prediction - Single MLP approach
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