

(2 ½ Hours)

[Total Marks: 75]

- N.B. 1) All questions are compulsory.  
 2) Figures to the right indicate marks.  
 3) Illustrations, in-depth answers and diagrams will be appreciated.  
 4) Mixing of sub-questions is not allowed.

**Q. 1 Attempt All (Each of 5Marks)****(15)**

- (a) 1. Left, right, Top, Down are the actions of \_\_\_\_\_  
 a) 8 puzzle  
 b) 8 queens problem  
 c) vacuum world  
 d) All of the above
2. To pass the total Turing Test, the computer will need \_\_\_\_\_  
 a) Computer Vision  
 b) Robotics  
 c) both, (a) and (b)  
 d) (a) or (b)
3. SARSA stands for  
 a) State-Action-Reaction-State-Action  
 b) Set-Action-Reward-State-Reaction  
 c) Set-Action-Reward-State-Action  
 d) State-Action-Reward-State-Action
4. Locally weighted regression gives us  
 a) with discontinuities  
 b) neighbours with discontinuities  
 c) without discontinuities  
 d) neighbours without discontinuities
5. . The most widely used ensemble method is called \_\_\_\_\_  
 a) Bayesian Learning  
 b) Online learning  
 c) Boosting  
 d) Support Vector Machine.

**(b) Fill in the blanks**

(Percept, omniscient, reinforcement learning, error rate, Abstraction)

- The term \_\_\_\_\_ to refer to the agent's perceptual inputs at any given instant.
- An \_\_\_\_\_ agent knows the *actual* outcome of its actions and can act accordingly.
- The process of removing detail from a representation is \_\_\_\_\_
- \_\_\_\_\_ of a hypothesis as the proportion of mistakes it makes.
- In \_\_\_\_\_ the agent learns from a series of rewards.

**(c) Short Answers**

- Define Turing Test.
- Define rational agent.
- Define null hypothesis.
- Define classification.
- What are the parameters of linear Gaussian model?

**Q. 2 Attempt the following (Any THREE)(Each of 5Marks) (15)**

- (a) Explain the contribution of Mathematics, Psychology, Linguistics to AI.
- (b) What is PEAS? Explain with two suitable examples.
- (c) Define heuristic function. Give an example heuristic function for solving 8-puzzle problem.
- (d) Explain following task environments.
  - 1. Discrete Vs Continuous
  - 2. Known Vs Unknown
- (e) Explain A\* search Algorithm.
- (f) Describe working of Utility based agent.

**Q. 3 Attempt the following (Any THREE) (Each of 5Marks) (15)**

- (a) Write a short note on support vector machines and its properties.
- (b) What are the similarities and differences between Reinforcement learning and supervised learning?
- (c) List and explain the issues involved in applicability of decision trees.
- (d) Describe K-fold cross validation and LOOCV.
- (e) What is an artificial neuron? Explain its structures.
- (f) Write the pseudo-code for the Decision-Tree-Learning algorithm.

**Q. 4 Attempt the following (Any THREE) (Each of 5Marks) (15)**

- (a) Explain Bayesian Learning with an example.
- (b) What is EM algorithm? What are its steps?
- (c) Explain Maximum-likelihood parameter learning for Continuous models.
- (d) What are beta distributions? Elaborate with example.
- (e) Write a short note on temporal difference learning.
- (f) Explain any one application of Reinforcement Learning.

**Q. 5 Attempt the following (Any THREE) (Each of 5Marks) (15)**

- (a) What is Widrow–Hoff rule?
- (b) Explain recursive best-first search algorithm.
- (c) What is entropy? How do we calculate it?
- (d) Explain single-layer feed forward neural networks.
- (e) What is Adaptive dynamic programming?

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