

BE(ELECTRONICS.) / Sem-III / R-19 / C Scheme / AI

Time: 3 hours

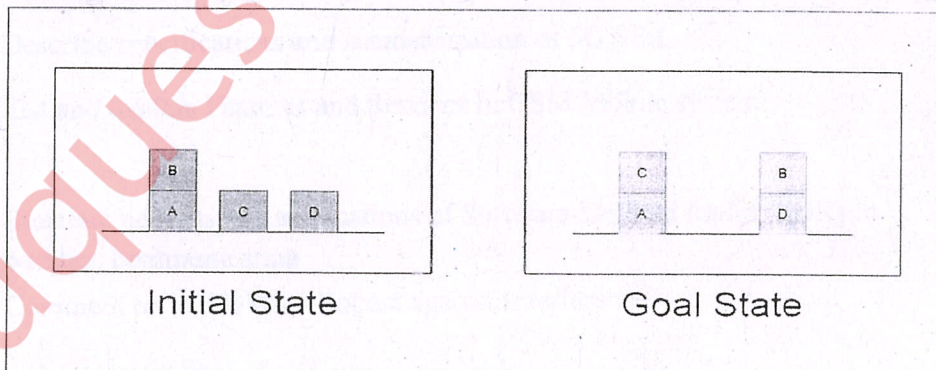
Max. Marks: 80

N.B.: (1) Question No. 1 is **Compulsory**.(2) Attempt any **three** questions out of the remaining **five**.

(3) Each question carries 20 marks and sub-question carry equal marks.

(4) Assume suitable data if required.

1. Solve **ANY FOUR** sub-questions from the following (20)
 - (a) Define Intelligent Agent. What are the characteristics of Intelligent Agent? (5)
 - (b) Give State space representation for 8 puzzle Problem. What are possible Heuristic functions for it? (5)
 - (c) What is FOPL? Represent the following sentences using FOPL (5)
 - i) John has at least two friends
 - ii) If two people are friends then they are not enemies.
 - (d) Differentiate between forward and backward chaining. (5)
 - (e) Define Artificial Intelligence with example. (5)
2. (a) Draw and Describe the Architecture of Utility based agent. How is it different from Model based agent? (10)
- (b) Explain A* Algorithm with example. (10)
3. (a) Explain Resolution by Refutation with suitable example (10)
- (b) Give the partial order plan for the following blocks-world-problem (10)



4. (a) Apply Heuristic Search Technique to 8-puzzle problem (10)
- (b) Explain different Inference Rules for First Order Predicate Logic. (10)

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5. (a) Define the terms chromosome, fitness function, crossover and mutation as used in Genetic algorithms. Explain how Genetic algorithms work. (10)
- (b) What are steps involved in natural language processing (NLP) of an English sentence? Explain with an example sentence. (10)
6. Write short note on **ANY TWO** of the following. (20)
- (a) Expert System Architecture and Applications (10)
- (b) Depth First Search Algorithm (10)
- (c) Decision Tree learning (10)