	Utech
Name :	
Roll No.:	A Desar (y Exercising 2nd Explored
Invigilator's Signature :	

INTELLIGENT SYSTEMS

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

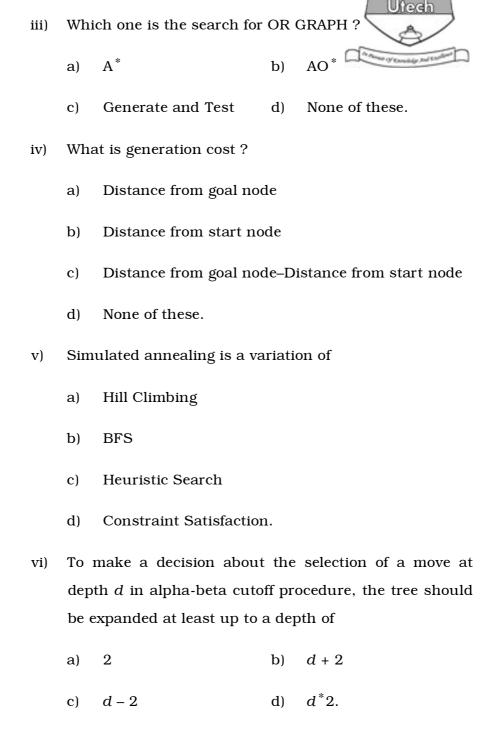
Candidates are required to give their answers in their own words as far as practicable.

GROUP - A

(Multiple Choice Type Questions)

- 1. Choose the correct answers for the following: $10 \times 1 = 10$
 - i) Heuristic cost of goal node is
 - a) 1 + generation cost of goal node
 - b) same as generation cost
 - c) zero
 - d) none of these.
 - ii) Which one is heuristic search?
 - a) Breadth First Search b) Depth First Search
 - c) A* Search d) None of these.

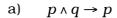
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b)
$$p \lor q \rightarrow p$$

c) $p \rightarrow q$

d) none of these.

viii) According to Modus-Ponens inference rule, from P and $P \rightarrow Q$ infers

a) *P*

b) *Q*

c) Not P

d) Not Q.

ix) The forward reasoning in problem is generally represented by

a) Semantic Net

b) FOPL

c) Frame

d) none of these.

x) Frame is a collection of

a) Slots

b) Filler

c) Resolution

d) Knowledge.



(Short Answer Type Questions)

Answer any three of the following.



 $3 \times 3 = 13$

2. What is production system? What are its different types?

2 + 3

- 3. Compare and contrast between BFS and DFS with respect to its advantages and disadvantages.
- 4. Represent the given facts about a person with the help of a frame structure :

"John is a manager, his age is 50, his wife's name is Maria, he is having 3 children Smith, Alice and Bob and his address is 100 Hamstad, Dallas, Texus-750001"

5. Derive the parse tree for the following:

 $2\frac{1}{2} + 2\frac{1}{2}$

- (i) The frog kissed a boy
- (ii) The boy ate a popsicle.

Where are the following rewrite rules used?

$$S \rightarrow NP VP$$

$$NP \rightarrow ART N$$

$$VP \rightarrow V NP$$

 $N \rightarrow$ boy popsicle frog

 $V \rightarrow$ ate kissed flew

$$ART \rightarrow the a$$

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6. What is the difference between knowledge and intelligence? Describe knowledge representation with block diagram. 1 + 4

GROUP - C

(Long Answer Type Questions)

Answer any *three* of the following. $3 \times 15 = 45$

- 7. a) Write a LISP function called "match" that takes two arguments and returns *T* if the two are identical, returns the two arguments if one is a variable and the other a term and returns "NIL" otherwise.
 - b) Define two fuzzy sets "tall" and "short" and compute the distance between them using the appropriate equation.

5

c) Define learning.

5

- 8. a) You are given two jugs, a 4 gallon and a 3 gallon neither has any measuring marker on it. There is a pump that can be used to fill the water. How can you get exactly 2 gallons of water into the 4 gallon jug?
 - b) Derive the parse tree for the sentence "Sachin plays for the Mumbai Indians" where the following rewrite rules are used:

 $S \rightarrow NP / VP$ $N \rightarrow Sachin / IPL-6$

 $NP \rightarrow N$ $V \rightarrow \text{played}$

 $NP \rightarrow DET/N$ DET \rightarrow the

 $VP \rightarrow V/PP$ PREP \rightarrow for

 $PP \rightarrow PREP/NP$ $N \rightarrow$ Mumbai Indians. 8

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9.	a)	What is Clausal Form ? Change the following expression in Clausal Form : $\exists x \forall y \ (\ \forall z P \ (f \ (x \), \ y, \ z \) \rightarrow (\ \exists u Q \ (x, \ y \) \land \exists v R \ (y, \ v \) \) \)$
		1 + 4
	b)	Represent the following expressions in F.O.P.L. (Necessary assumptions must be made) :
		(i) All employees earning Rs. 1400 or more per year pay taxes
		(ii) Some employees are sick today
		(iii) No employees earn more than the President.
		2 + 2 + 2
	c)	Write down the WFF of the following statements :
		(i) Everyone is loyal to someone
		(ii) Marcus hates ruler and Caeser is ruler so Marcus hates Caesar. 2 + 2
10.	a)	What do you mean by informed search and uninformed search?
	b)	Explain the various problems that a heuristic search may face.
	c)	Write down AO* algorithm. 5

Explain under which condition A^* algorithm gives an

Discuss Best First Search Algorithm in brief.

3

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optimal solution.

d)

e)



11. a) Consider the following 8-puzzle problem. Define huristic function for it to solve and generate the state space graph.

Start:

1	2	3
8	5	6
4	7	

Goal:

1	2	3
4	5	6
7	8	

b) What is AND-OR graph? Which heuristic search procedure is used in AND-OR graph? 5

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