

Program: BE Computer Engineering
Curriculum Scheme: **Revised 2012**
Examination: **Final Year Semester VII**
Course Code: **CPC703** and Course Name: **AI**

Time: 1-hour

Max. Marks: 50

=====

Note to the students: - All the Questions are compulsory and carry equal marks.

Q1.	Which of the following is not an AI agent?
Option A:	Self-driving car
Option B:	Software
Option C:	Robotic arm
Option D:	Chair
Q2.	In the foundation of AI, there are _____ approaches?
Option A:	One
Option B:	Two
Option C:	Three
Option D:	Four
Q3.	Which of the following is not a Components of AI?
Option A:	Knowledge representation
Option B:	Natural Language Processing
Option C:	Reasoning
Option D:	data collection
Q4.	A problem-solving approach works well for _____
Option A:	8-Puzzle problem
Option B:	8-queen problem
Option C:	Finding a optimal path from a given source to a destination
Option D:	Mars Hover (Robot Navigation)
Q5.	What is Percept Sequence?
Option A:	History of all that an agent has perceived
Option B:	It is agent's perceptual inputs at a given instance
Option C:	It is the action that agent performs after any given sequence of percept's
Option D:	It is the criteria, which determines how successful an agent is
Q6.	_____ perceive an environment and _____ acts upon the environment.
Option A:	Actuators, effectors
Option B:	Effectors, actuators

Option C:	Environment, actuators
Option D:	Actuators, environment
Q7.	DFS is _____ efficient and BFS is _____ efficient.
Option A:	Space, Time
Option B:	Time, Space
Option C:	Time, Time
Option D:	Space, Space
Q8.	To overcome the need to backtrack in constraint satisfaction problem can be eliminated by _____
Option A:	Forward Searching
Option B:	Constraint Propagation
Option C:	Backtrack after a forward search
Option D:	Omitting the constraints and focusing only on goals
Q9.	Informed search strategy uses _____
Option A:	Problem specific knowledge
Option B:	state knowledge
Option C:	Next phase information
Option D:	Domain based knowledge
Q10.	What is the other name of informed search strategy?
Option A:	Simple search
Option B:	Heuristic search
Option C:	Online search
Option D:	General search
Q11.	A* search algorithm is a popular form of _____
Option A:	BFS
Option B:	DFS
Option C:	DLFS
Option D:	Travelling
Q12.	Which is the best way to go for Game playing problem?
Option A:	Linear approach
Option B:	Heuristic approach
Option C:	Random approach
Option D:	An Optimal approach
Q13.	Which is identical to the closed list in Graph search?
Option A:	Hill climbing search algorithm
Option B:	Depth-first search
Option C:	Transposition table
Option D:	None of the mentioned

Q14.	Knowledge and reasoning also play a crucial role in dealing with which type of environment.
Option A:	Static
Option B:	Discrete
Option C:	Continuous
Option D:	Partially Observable
Q15.	What is called an exploration problem?
Option A:	State and actions are unknown to the agent
Option B:	State and actions are known to the agent
Option C:	Only actions are known to agent
Option D:	specific Action
Q16.	Constants symbols in first order are usually which of following that represent object
Option A:	String
Option B:	float
Option C:	data type
Option D:	value
Q17.	Prolog full form is
Option A:	Program for logic
Option B:	Program Language gathering
Option C:	Programming in logic
Option D:	Logarithm for Program
Q18.	What are not present in start actions?
Option A:	Preconditions
Option B:	Effect
Option C:	Finish
Option D:	Goal
Q19.	What is Decision Tree?
Option A:	Flow-Chart
Option B:	Structure in which internal node represents test on an attribute, each branch represents outcome of test and each leaf node represents class label
Option C:	Flow-Chart & Structure in which internal node represents test on an attribute, each branch represents outcome of test and each leaf node represents class label
Option D:	Search Tree
Q20.	which one is the process of deriving the inferred proposition from the given set of propositions
Option A:	Resolution
Option B:	Unification
Option C:	Refutation

Option D:	Negation
Q21.	What is used in determining the nature of the learning problem?
Option A:	Environment
Option B:	Feedback
Option C:	Problem
Option D:	Saving
Q22.	In which of the following learning the teacher returns reward and punishment to learner?
Option A:	Active learning
Option B:	Reinforcement learning
Option C:	Supervised learning
Option D:	Unsupervised learning
Q23.	In an Unsupervised learning _____
Option A:	Specific output values are given
Option B:	Specific output values are not given
Option C:	No specific Inputs are given
Option D:	Both inputs and outputs are given
Q24.	Which among the following is data-driven approach of reasoning?
Option A:	Forward
Option B:	Backward
Option C:	Truth
Option D:	Factual
Q25.	What is Machine Translation?
Option A:	Converts one human language to another
Option B:	Converts human language to machine language
Option C:	Converts any human language to English
Option D:	Converts Machine language to human language