

# Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021)

Course Name - –Artificial Intelligence

Course Code - BCA601

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Answer all the questions. Each question carry one mark.

9. 1. Which is not a Goal-based agent?

*Mark only one oval.*

- Inference
- Search
- Planning
- Conclusion

10. 2. The process of removing detail from a given state representation is called

*Mark only one oval.*

- Extraction
- Abstraction
- Information Retrieval
- Mining of data

11. 3. Knowledge and reasoning also play a crucial role in dealing with \_\_\_ environment.

*Mark only one oval.*

- Completely observable
- Partially observable
- Neither completely nor partially observable
- Only completely and partially observable

12. 4. The network that involves backward links from output to the input and hidden layers is

*Mark only one oval.*

- Self organizing maps
- Perceptron
- Recurrent neural network
- Multi layered perceptron

13. 5. What is the feature of ANNs due to which they can deal with noisy, fuzzy, inconsistent data?

*Mark only one oval.*

- associative nature of networks
- distributive nature of networks
- both associative & distributive
- none of these

14. 6. What was originally called the “imitation game” by its creator?

*Mark only one oval.*

- The Turing Test
- LISP
- The Logic Theorist
- Cybernetics

15. 7. What is state space?

*Mark only one oval.*

- The whole problem
- Your Definition to a problem
- Problem you design
- Representing your problem with variable and parameter

16. 8. What is the heuristic function of greedy best-first search?

*Mark only one oval.*

$f(n) \neq h(n)$

$f(n) < h(n)$

$f(n) = h(n)$

$f(n) > h(n)$

17. 9. Which of the following is not an application of learning?

*Mark only one oval.*

Data mining

WWW

Speech recognition

None of these

18. 10. What is Machine Translation?

*Mark only one oval.*

Converts one human language to another

Converts human language to machine language

Converts any human language to English

Converts Machine language to human language

19. 11. A completely automated chess engine (Learn from previous games) is based on

*Mark only one oval.*

- Strong Artificial Intelligence approach
- Weak Artificial Intelligence approach
- Cognitive Artificial Intelligence approach
- Applied Artificial Intelligence approach

20. 12. An 'agent' is anything that

*Mark only one oval.*

- Perceives its environment through sensors and acting upon that environment through actuators
- Takes input from the surroundings and uses its intelligence and performs the desired operations
- A embedded program controlling line following robot
- All of these

21. 13. How is Fuzzy Logic different from conventional control methods?

*Mark only one oval.*

- FOR approach
- WHILE approach
- IF and THEN approach
- DO approach



22. 14. The model will be trained with data in one single batch is known as ?

*Mark only one oval.*

- Batch learning
- Offline learning
- Offline learning & Batch learning
- None of these

23. 15. Two literals are similar if \_\_\_\_\_

*Mark only one oval.*

- They are equal
- They are identical and of equal sign
- They are identical but of opposite sign
- They are unequal but of equal sign

24. 16. What is the name of the computer program that simulates the thought processes of human beings?

*Mark only one oval.*

- Human logic
- Expert reason
- Personal information
- Expert system

25. 17. The action of the Simple reflex agent completely depends upon

*Mark only one oval.*

- Perception history
- Current perception
- Learning theory
- Utility functions

26. 18. A hybrid Bayesian network contains

*Mark only one oval.*

- Only Discrete variables
- Only Discontinuous variable
- Both discrete and continuous variables
- Both Discrete and Discontinuous variable

27. 19. Full form of ANN is

*Mark only one oval.*

- Ameno neural network
- Artificial neuron network
- Artificial neural network
- Artificial neural networking

28. 20. How many types of Artificial Neural Networks?

*Mark only one oval.*

3

4

2

5

29. 21. Which instruments are used for perceiving and acting upon the environment?

*Mark only one oval.*

Sensors

Perceiver

Sensors and Actuators

None of these

30. 22. In which agent does the problem generator is present?

*Mark only one oval.*

Observing agent

Reflex agent

Learning agent

None of these

31. 23. Which is not Familiar Connective in First Order Logic?

*Mark only one oval.*

and

iff

not

or

32. 24. What test reach you destination of decision tree ?

*Mark only one oval.*

Single test

Two test

Sequence of test

No test

33. 25. How many levels in parsing?

*Mark only one oval.*

3

2

1

4

34. 26. Which of the following contains the output segments of Artificial Intelligence programming?

*Mark only one oval.*

- Printed language and synthesized speech
- Manipulation of physical object
- Locomotion
- All of these

35. 27. What is the main task of a problem-solving agent?

*Mark only one oval.*

- Solve the given problem and reach to goal
- To find out which sequence of action will get it to the goal state
- All of these
- None of these

36. 28. What is the major component/components for measuring the performance of problem solving?

*Mark only one oval.*

- Completeness
- Optimality
- Time and Space complexity
- All of these

37. 29. Perception can be define as

*Mark only one oval.*

- Feed-forward neural network
- Back-propagation algorithm
- Feed Forward-backward algorithm
- None of these

38. 30. End Nodes are represented by \_\_\_\_\_

*Mark only one oval.*

- Disks
- Squares
- Triangles
- Circles

39. 31. An expert system differs from a database program in that only an expert system:

*Mark only one oval.*

- contains procedural knowledge
- features the retrieval of stored information
- contains declarative knowledge
- expects users to draw their own conclusions

40. 32. The problem space of means-end analysis has

*Mark only one oval.*

- One or more initial states and one goal state
- One or more initial states and one or more goal state
- An initial state and one or more goal states
- One initial state and one goal state

41. 33. In Baye's theorem, what is meant by  $P(H_i|E)$ ?

*Mark only one oval.*

- The probability that hypotheses  $H_i$  is false given evidence  $E$
- The probability that hypotheses  $H_i$  is true given false evidence  $E$
- The probability that hypotheses  $H_i$  is true given evidence  $E$
- The probability that hypotheses  $H_i$  is false given false evidence  $E$

42. 34. Which of the following is also called as exploratory learning?

*Mark only one oval.*

- Supervised learning
- Unsupervised learning
- Active learning
- All of these

43. 35. What is Morphological Segmentation?

*Mark only one oval.*

- Does Discourse Analysis
- Separate words into individual morphemes and identify the class of the morphemes
- Is an extension of propositional logic
- None of these

44. 36. What is the name of the computer program that contains the distilled knowledge of an expert

*Mark only one oval.*

- Database management system
- Management information System
- Expert system
- Artificial intelligence

45. 37. ategorize Crossword puzzle in Fully Observable / Partially Observable.

*Mark only one oval.*

- partially Observable
- All of these
- Fully Observable
- None of these



46. 38. Consider a good system for the representation of knowledge in a particular domain. What property should it possess?

*Mark only one oval.*

- Representational Adequacy
- Inferential Adequacy
- All the these.
- Inferential Efficiency

47. 39. In Model based learning methods, an iterative process takes place on the ML models that are built based on various model parameters, called ?

*Mark only one oval.*

- mini-batches
- optimizedparameters
- superparameters
- hyperparameters

48. 40. If a robot can change its own trajectory in reply to external conditions, it is considered to be

*Mark only one oval.*

- mobile
- open loop
- intelligent
- non-servo

49. 41. The primary interactive method of communication used by humans is:

*Mark only one oval.*

- reading
- writing
- All of these
- speaking

50. 42. Agents behaviour can be best described by

*Mark only one oval.*

- Perception sequence
- Sensors and Actuators
- Agent function
- Environment in which agent is performing

51. 43. Which is not a desirable property of a logical rule-based system?

*Mark only one oval.*

- Locality
- Attachment
- Detachment
- Truth-Functionality

52. 44. Automated vehicle is an example of

*Mark only one oval.*

- Supervised learning
- Unsupervised learning
- Active learning
- Reinforcement learning

53. 45. One word have different meaning. there need to select the meaning which makes the most sense in context. This can be done by

*Mark only one oval.*

- Fuzzy Logic
- Word Sense Disambiguation
- Shallow Semantic Analysis
- All of these

54. 46. What is the goal of artificial intelligence?

*Mark only one oval.*

- To solve real-world problems
- To solve artificial problems
- To explain various sorts of intelligence
- To extract scientific causes

55. 47. Which element in agent is used for selecting external actions?

*Mark only one oval.*

- Perceive
- Performance
- Learning
- Actuator

56. 48. Which is the best way to go for Game playing problem?

*Mark only one oval.*

- Linear approach
- Heuristic approach (Some knowledge is stored)
- Random approach
- An Optimal approach

57. 49. How many things are concerned in the design of a learning element?

*Mark only one oval.*

- 1
- 2
- 3
- 4

58. 50. What is the other name of each and every total-order plan?

*Mark only one oval.*

- Polarization
- Linearization
- Solarization
- None of these

59. 51. What is Artificial intelligence?

*Mark only one oval.*

- Putting your intelligence into Computer
- Programming with your own intelligence
- Making a Machine intelligent
- Playing a Game

60. 52. Which is used to improve the agent's performance?

*Mark only one oval.*

- Perceiving
- Learning
- Observing
- None of these

61. 53. Web Crawler is a/an

*Mark only one oval.*

- Intelligent goal-based agent
- Problem-solving agent
- Simple reflex agent
- Model based agent

62. 54. In LISP, “true” atoms are represented as

*Mark only one oval.*

- t
- ml
- y
- time

63. 55. A constructive approach in which no commitment is made unless it is necessary to do so is

*Mark only one oval.*

- Least commitment approach
- Most commitment approach
- Nonlinear planning
- Opportunistic planning

64. 56. A search algorithm takes \_\_\_\_\_ as an input and returns \_\_\_\_\_ as an output.

*Mark only one oval.*

- Input, output
- Problem, solution
- Solution, problem
- Parameters, sequence of actions

65. 57. Which is the best way to go for Game playing problem

*Mark only one oval.*

- Linear approach
- Heuristic approach
- Random approach
- Optimal approach

66. 58. In default logic, we allow inference rules of the form

*Mark only one oval.*

- (A: B) / C
- A / (B:C)
- A / B
- (A: B): C

67. 59. Which of the following is not the promise of artificial neural network?

*Mark only one oval.*

- It can explain result
- It can survive the failure of some nodes
- It has inherent parallelism
- It can handle noise

68. 60. What are the issues on which biological networks proves to be superior than AI networks?

*Mark only one oval.*

- robustness & fault tolerance
- flexibility
- collective computation
- all of these

69. 61. An Artificial Intelligence technique that allows computers to understand associations and relationships between objects and events is called:

*Mark only one oval.*

- heuristic processing
- cognitive science
- relative symbolism
- pattern matching



70. 62. A\* algorithm is based on

*Mark only one oval.*

- Breadth-First-Search
- Depth-First –Search
- Best-First-Search
- Hill climbing

71. 63. Wumpus world is a classic problem, best example of

*Mark only one oval.*

- Single player game
- Two player game
- Reasoning with Knowledge
- Knowledge based game

72. 64. Which of the following is an example of active learning?

*Mark only one oval.*

- News recommender system
- Dust cleaning machine
- Automated vehicle
- None of these

73. 65. Which of the following is utilized to mapping sentence plan into sentence structure?

*Mark only one oval.*

- Text planning
- Sentence planning
- Text Realization
- None of these

74. 66. The following task/tasks Artificial Intelligence could not do yet

*Mark only one oval.*

- Understand natural language robustly
- Web mining
- Construction of plans in real time dynamic systems
- All of these

75. 67. In which agent, the problem generator is present?

*Mark only one oval.*

- Learning agent
- Observing agent
- Reflex agent
- None of these

76. 68. What is Transposition rule?

*Mark only one oval.*

- From  $P \rightarrow Q$ , infer  $\sim Q \rightarrow P$
- From  $P \rightarrow Q$ , infer  $Q \rightarrow \sim P$
- From  $P \rightarrow Q$ , infer  $Q \rightarrow P$
- From  $P \rightarrow Q$ , infer  $\sim Q \rightarrow \sim P$

77. 69. ML is a field of AI consisting of learning algorithms that?

*Mark only one oval.*

- Improve their performance
- At executing some task
- Over time with experience
- All of these

78. 70. Computational learning method analyses the sample complexity and computational complexity of

*Mark only one oval.*

- Unsupervised Learning
- Inductive learning
- Forced based learning
- Knowledge based learning

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