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

Course Name - –Artificial Intelligence
Course Code - BCS601

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- ( ) M.SC.(MSJ)
- ( ) M.SC.(AM)
- ( ) M.SC.CS)
- ( ) M.SC.(ANCS)
- ( ) M.SC.(MM)
- ( ) B.A.(Eng)

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) != 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(Hi|E)?

Mark only one oval.

○ The probability that hypotheses Hi is false given evidence E

○ The probability that hypotheses Hi is true given false evidence E

○ The probability that hypotheses Hi is true given evidence E

○ The probability that hypotheses Hi 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 Analysi

◯ 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 → Q, infer ~Q → P

⬭ From P → Q, infer Q → ~P

⬭ From P → Q, infer Q → P

⬭ From P → Q, infer ~Q → ~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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