

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

Course Name - –Artificial Intelligence

Course Code - DCSE602

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Answer all the questions. Each question carry one mark.

9. 1.Turing Test is used for\_\_\_\_\_.

*Mark only one oval.*

- Measuring the success of an intelligent behavior of a system
- Measuring the fault of an intelligent behavior of a system
- Measuring the capacity of an intelligent behavior of a system
- None of these

10. 2.If there are a limited number of unambiguous states of the environment, then the nature of that environment is\_\_\_\_\_.

*Mark only one oval.*

- Discrete
- Continuous
- Static
- Dynamic

11. 3.In A\* algorithm, heuristic evaluation function is \_\_\_\_\_

*Mark only one oval.*

- $f(x)=h(x)$
- $f(x)=h(x)+ g(x)$
- $f(x)=g(x)$
- None of these

12. 4.Which is also called single inference rule?

*Mark only one oval.*

- Reference
- Resolution
- Reform
- None of these

13. 5.The difference between procedural knowledge and declarative knowledge is based on\_\_\_\_\_.

*Mark only one oval.*

- Procedural knowledge involves facts and concepts, while declarative knowledge involves explanation of how something is done.
- Procedural knowledge is based on observation, while declarative knowledge involves understanding oneself.
- Procedural knowledge involves how something is done, while declarative knowledge involves facts and concepts.
- Procedural knowledge involves understanding oneself, while declarative knowledge is based on observation.

14. 6.What S-expression consists of?

*Mark only one oval.*

- Atoms and Lists
- Numeric only
- Literals only
- Atoms only

15. 7.What are the composition for agents in artificial intelligence?

*Mark only one oval.*

- Program
- Architecture
- Both a & b
- None of the mentioned

16. 8. \_\_\_\_\_ is an algorithm, a loop that continually moves in the direction of increasing value that is uphill

*Mark only one oval.*

- Up-Hill Search
- Hill-Climbing
- None of these
- Reverse-Down- Hill search

17. 9. "John is very intelligent". This statement can be completely expressed in \_\_\_\_\_

*Mark only one oval.*

- FOPL
- Fuzzy logic
- Default logic
- Propositional logic

18. 10. \_\_\_\_\_ transforms the fuzzy set obtained by the inference engine into a crisp value.

*Mark only one oval.*

- defuzzification Module
- knowledge base
- both of these
- None of above

19. 11. Let P: I am in Bangalore. , Q: I love cricket. ; then  $q \rightarrow p$  (q implies p) is:

*Mark only one oval.*

- If I love cricket then I am in Bangalore
- If I am in Bangalore then I love cricket
- I am not in Bangalore
- I love cricket

20. 12. Forward reasoning is \_\_\_\_\_ .

*Mark only one oval.*

- Data driven
- Goal driven
- Knowledge driven
- Resolution driven

21. 13. Value of alpha and beta in the alpha-beta pruning \_\_\_\_\_

*Mark only one oval.*

- Alpha = max
- Beta = min
- Beta = max
- Both Alpha = max & Beta = min



22. 14. Supervised learning models use \_\_\_\_\_

*Mark only one oval.*

- labeled data
- unlabeled data
- labeled knowledgebase
- unlabeled knowledgebase

23. 15. The process of completing a specific task by the brain which incrementally orders actions on demand is referred as \_\_\_\_\_.

*Mark only one oval.*

- Planning problem
- Partial order planning
- Total order planning
- Both Planning problem & Partial order planning

24. 16. Which algorithm is used in the Game tree to make decisions of Win/Lose?

*Mark only one oval.*

- Min/Max algorithm
- Greedy Search Algorithm
- DFS/BFS algorithm
- Heuristic Search Algorithm

25. 17.State space in artificial intelligence belongs to\_\_\_\_\_.

*Mark only one oval.*

- complete problem
- your definition to a problem
- Problem that you design
- Representing your problem with variable and parameter

26. 18.Clustering is a classic example of

*Mark only one oval.*

- Semi-supervised learning models.
- Reinforcement learning models
- supervised learning models.
- unsupervised learning models.

27. 19.What kind of ambiguity of the following “Rima went to Gauri. She said, “I am tired.”

*Mark only one oval.*

- Referential ambiguity
- Lexical ambiguity
- Syntax Level ambiguity
- None of these

28. 20.What can be used as an argument for a primitive?

*Mark only one oval.*

- Atoms and List
- Another LISP programs
- A user-defined function
- Atoms, List, Another LISP program, Used-defined function

29. 21.Where one real and other artificial agents are simultaneously tested on the basis of equal ground?

*Mark only one oval.*

- Utility based Test environment
- Turing Test environment
- Model based Test environment
- None of these

30. 22. The 0/1 Knapsack problem is an example of \_\_\_\_\_

*Mark only one oval.*

- Divide and conquer algorithm
- greedy algorithm
- dynamic algorithm
- None of these

31. 23.BFS uses which data structure?

*Mark only one oval.*

- Stack
- Queue
- Priority queue
- Linked list

32. 24.Defuzzification is process of conversion of

*Mark only one oval.*

- Fuzzy set to crisp set
- Crisp to fuzzy set
- Both a. and b.
- None of these

33. 25.In water jug problem, the rule “Pour water from 3-gallon jug into 4-gallon jug until 4-gallon jug is full” is represented as :

*Mark only one oval.*

- $(X+Y,0)$
- $(0,X+Y)$
- $(X-(3-Y),3)$
- $(4,Y-(4-X))$

34. 26.How many arguments does a single LISP program has?

*Mark only one oval.*

- One
- Two
- Any number of arguments
- Three

35. 27.Hill-Climbing approach stuck for the following reason(s)

*Mark only one oval.*

- Plateau
- Local maxima
- Ridges
- All of above

36. 28.Semantic Networks is

*Mark only one oval.*

- A way of representing knowledge
- Data structure
- Data type
- None of these

37. 29.NLP (with respect of AI) stands for

*Mark only one oval.*

- Natural Linear Processing
- Natural Language Processing
- Natural Linear Programming
- Natural Language Programming

38. 30.What will be the output of the following LISP statement? (print 'first-statement)

*Mark only one oval.*

- FIRST-STATEMENT
- FIRST
- STATEMENT
- NONE OF THESE

39. 31.The main task of a problem-solving agent is

*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
- Both a and b
- None of above
- Other: \_\_\_\_\_

40. 32.What is the heuristic function of greedy best-first search?

*Mark only one oval.*

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

$f(n) < h(n)$

$f(n) = h(n)$

$f(n) > h(n)$

41. 33.Backward reasoning is \_\_\_\_\_

*Mark only one oval.*

Data driven

Goal driven

Knowledge driven

Resolution driven

42. 34.IF-THEN rules provided by experts is stored in

*Mark only one oval.*

defuzzification Module

knowledge base

Expert system

None of these

43. 35. Let P: If Sahil bowls, Saurabh hits a century. , Q: If Raju bowls , Sahil gets out on first ball. Now if P is true and Q is false then which of the following can be true?

*Mark only one oval.*

- Raju bowled and Sahil got out on first ball
- Raju did not bowled
- Sahil bowled and Saurabh hits a century
- Sahil bowled and Saurabh got out

44. 36. 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

45. 37. Which search algorithm imposes a fixed depth limit on nodes?

*Mark only one oval.*

- Depth-limited search
- Depth-first search
- Iterative deepening search
- Bidirectional search



46. 38.What kind of environment is used by adversarial search problems?

*Mark only one oval.*

- Competitive Environment
- Cooperative Environment
- Neither Competitive nor Cooperative Environment
- Only Competitive and Cooperative Environment

47. 39.Which is(are) operators of Genetic Algorithm?

*Mark only one oval.*

- Selection
- Mutation
- Cross over
- All of these

48. 40.Uncertainty arises in the Wumpus world because the agent's sensors give only

\_\_\_\_\_

*Mark only one oval.*

- Full & Global information
- Partial & Global Information
- Partial & local Information
- Full & local information

49. 41.The process where remove the details from a given state representation is known as \_\_\_\_\_.

*Mark only one oval.*

- Extraction
- Abstraction
- Information Retrieval
- Data mining

50. 42.A search technique that combines the strengths of uniform-cost search and greedy search\_\_\_\_\_.

*Mark only one oval.*

- A\* Tree Search
- A\* graph Search
- Hill climbing search
- None of these

51. 43.Regression is classic example of

*Mark only one oval.*

- Semi-supervised learning models.
- Reinforcement learning models
- supervised learning models.
- unsupervised learning models.

52. 45.44.Disadvantage of Top-Down approach\_\_\_\_\_.

*Mark only one oval.*

- is inefficient, as the search process has to be repeated if an error occurs
- is inefficient, because complicate to implement.
- both of these
- none of these

53. 45.Select the most appropriate situation for that a blind search can be used.

*Mark only one oval.*

- Real-life situation
- Small Search Space
- Complex game
- All of the above

54. 46,The Set of actions for a problem in a state space is formulated by a \_\_\_\_\_ .

*Mark only one oval.*

- Intermediate state
- Initial state
- Successor function, which takes current action and returns next immediate state
- None of these

55. 47.The adjective “first-order” distinguishes first-order logic from \_\_\_\_\_ in which there are predicates having predicates or functions as arguments, or in which one or both of predicate quantifiers or function quantifiers are permitted.

*Mark only one oval.*

- Representational Verification
- Representational Adequacy
- Higher Order Logic
- Inferential Efficiency

56. 48.Knowledge based inductive learning(KBIL) is example of

*Mark only one oval.*

- Inductive learning
- Deductive learning
- Supervised learning
- Unsupervised learning

57. 49.Pattern recognition systems such as face recognition belongs to\_\_\_\_\_.

*Mark only one oval.*

- Expert Systems
- Natural Language Processing
- Neural Networks
- Robotics

58. 50.What is the output of the following LISP statement? (\* 2 3 4)

*Mark only one oval.*

24

234

32

4

59. 51.When agents select actions on the basis of preference for each state, called\_\_\_\_\_.

*Mark only one oval.*

Utility based agents

Model based reflex agents

Goal based agents

None of these

60. 52.Which search is similar to minimax search?

*Mark only one oval.*

Depth-first search

Breadth-first search

Hill climbingHill climbing

None of these

61. 53. Frames is

*Mark only one oval.*

- A way of representing knowledge
- heap sort Data structure
- Data type
- None of these

62. 54. Text planning is involved in

*Mark only one oval.*

- Natural Language Understanding
- Natural Language Generation
- Both a and b
- None of these

63. 55. What will be the output of the following LISP statement? (print 'List-atom)

*Mark only one oval.*

- LIST-ATOM
- LIST
- ATOM
- Option 4 NONE OF THESE

64. 56. Where the next state and the action of an agent of the environment is fully obtained based on the current state?

*Mark only one oval.*

- Deterministic environment
- Episodic environment
- Non-deterministic environment
- None of these

65. 57. Where does the value of alpha-beta search get updated?

*Mark only one oval.*

- Along the path of search
- Initial state itself
- At the end
- None of the mentioned

66. 58. A \_\_\_\_\_ is used to demonstrate, on a purely syntactic basis, that one formula is a logical consequence of another formula.

*Mark only one oval.*

- Deductive Systems
- Inductive Systems
- Reasoning with Knowledge
- Search Based Systems

67. 59."All women of age above 65 years are grandmothers. Rina is 70 years. Therefore, Rina is a grandmother." \_\_\_ it belongs to

*Mark only one oval.*

- Deductive Reasoning
- Inductive Reasoning
- Auditory Learning
- None of these

68. 60.Let P: This is a great website, Q: You should not come back here. Then 'This is a great website and you should come back here.' is best represented by:

*Mark only one oval.*

- $\sim P \vee \sim Q$
- $P \wedge \sim Q$
- $P \vee Q$
- $P \wedge Q$

69. 61.What is the rule of simple reflex agent

*Mark only one oval.*

- Simple-action rule
- Condition-action rule
- Both a & b
- None of the mentioned



70. 62.A perceptron is a \_\_\_\_\_

*Mark only one oval.*

- Feed-forward neural network
- Back-propagation algorithm
- Back-tracking algorithm
- Feed Forward-backward algorithm

71. 63.Fuzzy logic is a form of \_\_\_\_\_

*Mark only one oval.*

- Two-valued logic
- Crisp set logic
- Many-valued logic
- Binary set logic

72. 64.FOPL stands for

*Mark only one oval.*

- First-Order Prolog Logic
- First-Order Python Logic
- First-Order Predicate Loop
- First-Order Predicate Logic

73. 65.Which of the following statement is a proposition?

*Mark only one oval.*

- Get me a glass of milkshake
- God bless you!
- What is the time now?
- The only odd prime number is 2

74. 66.Web Crawler is a kind of\_\_\_\_\_.

*Mark only one oval.*

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

75. 67.A set of objects whose state must satisfy a number of constraints or limitation belong to\_\_\_\_\_problem.

*Mark only one oval.*

- Constraints Satisfaction Problems
- Uninformed Search Problems
- Local Search Problems
- All of the mentioned

76. 68.Association is classic example of

*Mark only one oval.*

- Semi-supervised learning models.
- Reinforcement learning models
- supervised learning models.
- unsupervised learning models.

77. 69.Expert system without knowledge base called\_\_\_\_\_.

*Mark only one oval.*

- Shells
- Tools
- user interface
- none of these

78. 70.The component of an Expert system is\_\_\_\_\_.

*Mark only one oval.*

- Knowledge Base
- Inference Engine
- User Interface
- All of the above

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